Administration Actions:

1. Launch the game
2. Say everything that is in bold to get consent and introduce the game
3. Give the player control of the mouse and keyboard (telling them to start)
4. Time their gameplay, lapping after the completion of each section (signified by the lighting of the torch)
5. Take notes of questions asked and other comments or actions that the playtester makes, as well as your responses (if any).
6. Perform the post-playtest interview as detailed in the SurveyInstruments document and record the results
7. Administer the survey
8. Thank the player for participating

Script:

1. Consent: **Are you willing to play this game and have your performance evaluated as well as answer anonymous questions about your experience; we estimate around 45 minutes total?**
2. Introduction: **Jello Jam Rampage is a third-person shooter game where you are trying to collect ingredients to craft the Ultra Jam. You are a playtester for the beta version of the game, helping our developer team assess what works well and what doesn't, as well as identifying any issues or bugs that may be present. As you play through the game, please try your best to voice your thoughts out loud and ask any questions that you may have. Note that we are assessing the game, not you; if something is confusing or too difficult, it is the game's fault, not yours. Do you have any questions before we begin?**
3. **You may now press "play" and play the game**
   a. Answer minimal questions during gameplay (only enough that allows them to continue).
   b. Allot up to 20 minutes for the main scene and 10 minutes for the boss fight.
4. present questions in the interview document
5. Present survey
6. **Thank you for testing Jello Jam Rampage. The playtest is over and your responses and testing remains completely anonymous.**