Dear Tester,

Thank you for offering to test out our latest game. As you may or may not, the testing process is one of the most crucial stages of game development. Your help is greatly appreciated by all of us at MansionGaming.

As you are helping us to test our game, there are a few things you should note:

* This game is not finished, this may even be completely different from the final product. The art style may change, the gameplay – you name it. You are helping us test this game to give us feedback on it. Feedback which we greatly appreciate.
* Please let us know if you’re going to make videos on it or plan to stream the game. We want to get the word out about our game, but we also want to make sure that your viewers get the right idea about our game. You have to state in the description, in the title and in the video that this is a work in progress, just so your viewers understand that this game isn’t finished. Also understand that if the game is in a completely unfinished state, we may not want you to release videos as this can give the wrong impression about the game. However if you do, you can keep all the royalties – after all, you brought the game and you can do whatever you want with it creatively. If you do produce a video or stream the game, you can use any media in order to promote the game.
* Most importantly, we want and need feedback. During the test process please tell us what you like and don’t like about the game, any bugs you found, any other issues, et cetera. This is the most important part of testing, we want to know your likes/dislikes, issues or bugs you found, and any seemingly minor detail is crucial for us. The only way we can make a good game which people would want to play, is by getting feedback before we release it.

But most of all, thank you for testing our game. It’s greatly appreciated. Happy Gaming.

The MansionGaming team.

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