**ALPHA PlayTest Report**

Game Name:

Team Name:

Observer Name(s):

Date:

Tester(s):

**PREVIOUS FIXES**

Overview of fixes to previous feedback based on the PreAlpha Summary

* <Ex: Players thought that the jump looked unrealistic. Directly fixed.>

**SUMMARY**

Overview of PlayTester(s) reactions and comments, including the aesthetics

* <Ex: Players thought that the strafe was hard to use>

Overview of Playtester scores

* Speed to feelings, average and range: <ex: 2.5, (1 – 5)
* Intensity of feelings, average and range:
* Overall game quality, average and range:
* Art quality, average and range:
* Design quality, average and range:
* Programming quality, average and range:
* Sound quality, average and range:

Issues list from PlayTester(s)

* Issue Title (include whether Interface\*, Mechanic, Dynamic, and Aesthetic)
  + Description, including possible solution when relevant
  + Team Action (include whether Direct, Indirect, Ignore Issue): write about the fix or provide a rationale as to why the issue is being ignored
* <Ex: Strafe Usability (Mechanic)
  + Using the strafe ability required the player to use hands awkwardly
  + Direct Fix: Change the keys for strafe>

\* Interface includes all instructional information.

**APPENDICES: Field Notes**