



# P2 Playtesting Session Guide

## Playtesting Session Walkthrough

Estimated Time Investment: 60 minutes

Students per team: (One on p2. More on p3)

## Tasks

<b>Obtain 6 Peer Games</b>	<b>1</b>
<b>Install / Configure OBS</b>	<b>2</b>
<b>Test Your Setup</b>	<b>2</b>
<b>Playtest</b>	<b>2</b>
<b>Upload and Submit</b>	<b>3</b>

## Obtain 6 Peer Games

You will be recording playtesting sessions for 6 games that are not your own. These games will be available for download from an online spreadsheet.

1. [Visit this spreadsheet.](#)
2. Locate your own username in **column A**.
3. If your game has not yet been uploaded (with a link placed on this spreadsheet next to your username), do so before 12:30pm EST so others may playtest your game.
4. Find the first 6 usernames beneath your own. These are the games you will be playing.
  - a. (If one of your games is missing, wait until 12:30pm EST, as your peer may still be uploading it. If 12:30pm EST passes, send them an email).
  - b. (If your name is towards the bottom of the spreadsheet, wrap up to the top to find the rest of your peer games).
  - c. (If one of the 6 beneath you do not provide a game, or their game is unplayable, you may skip them, but still count them as one of your 6).
5. Download all 6 games in anticipation of playing them.

6. If a game is multiplayer (with no single-player mode), [consider using Parsec](#) and calling upon a friend for 5 minutes to help you playtest. If the process of playtesting becomes too burdensome (lack of hardware, lack of friends, etc), skip that game and let the course staff know.

## Install / Configure OBS

[Open Broadcaster Software \(OBS\)](#) is a free, industry-standard, and open source technology that finds immense popularity on twitch.tv, youtube gaming, and other popular streaming services. In this guide, you will set it up for recording purposes, such that your fellow students can get footage of your experience with their game. If you have another recording solution that generates a video with the below traits (StreamLabs, for instance), you may use that instead.

1. [Download](#) and install OBS.
2. Launch OBS. [Follow this video tutorial](#) to create a “gameplay” scene set up with...
  - a. A face cam (so the game developers may see your expression while playing).
  - b. A video feed of your desktop display (so the game developers may see their game as you play it).
3. To increase the accessibility of your recording, create an automated web captioner box [by following this tutorial](#).
  - a. In order to set up the web captioner source, [create a “window capture” source and point it to your google chrome window at webcaptioner.com. Hold the alt key to resize and cut off the top and bottom of the window.](#)

## Test Your Setup

**Note :** If your computer hardware fails to run any of your games at an acceptable framerate while recording, please contact the course staff, and you will be permitted to create written feedback instead.

- If your computer doesn't have a webcam, you may record with gameplay footage and your voice reactions only (but please talk often to let the dev team know your thoughts as you play).
  - If you're having trouble running a mac executable, [follow this post](#).
1. Click [the “Start Recording” button](#) in OBS.
  2. Launch a game. Play it a tiny bit.
  3. Speak into your webcam / microphone a bit.
  4. Stop the game, click “Stop Recording” in OBS, then verify...
    - a. You can find the video you just recorded (look at Settings -> Output -> Recording Path to find out where the video should be).
    - b. Watch the video to check for web cam footage, desktop footage, desktop (game) audio, and microphone / webcam audio. If you are on a mac, you may need to [follow a tutorial](#) to allow desktop / game audio to be captured.

## Playtest

5. Start an OBS recording and launch the game.

6. As you play, remember to say everything that enters your head the moment it occurs to you. If you feel an emotion suddenly, let the dev team know by vocalizing it right then and there. If a thought enters your head, vocalize it to help the devs understand what you're thinking and when.
7. Spend no less than 5 minutes per game...
  - a. Playing the game, potentially several times.
  - b. Discussing your raw, first emotions that the game inspires in you.
  - c. What do you find engaging? Surprising? Juicy?
  - d. What confused you? Did you find something tedious?
  - e. What does this game remind you of?
  - f. What ideas do you have to improve the game?

## Upload and Submit

With your playtest recording finished, give it a quick look to make sure it came out ok, then...

1. Upload your MP4 file (or whatever video file was produced) to your google drive, dropbox, youtube (as an unlisted video to protect the devs' privacy), etc.
2. Configure permissions on the uploaded file so that the dev team and course staff may watch the recording.
3. Email the link to the dev team (find their username, and thus their email address, in the spreadsheet above).
4. (once all 6 recordings are finished) Submit your 6 recording links to this form (<https://forms.gle/2wQzhBxNfuiGpzjZ9>)