**Avarice: Tester Script**

thank you for being tester for our game, Avarice.

For the test, we ask you to play the game for 30-minutes; we will be recording the gameplay and audio of both you and the game as you do. While playing, we also ask for you to do several things :

**First**: We ask you to talk about your process. Explain the reasons for why you are making certain decisions over the course of the game.

**Secondly:** While playing please also talk about yours assumptions of the game. This can be assumptions you are making about the gameplay, what’s going on story wise, or even what you think you should be doing.

During testing, we will be unable to answer any questions about the game, its design, story, or future progress of the game.

*(Proctor note) If the tester is truly stuck and has asked questions about something multiple times, you may then explain a solution... In this circumstance, make a note that this mechanic had to be explained.*

At the end of the 30 minutes, we will then have several questions about your experience, and also a survey that we would like you to fill out online. Now without further waiting I hope you enjoy our game.

**Notes for Test Proctor:**

During the testing process make sure to take notes of the tester's actions, reactions, and events occurring on screen. These may be things such as something that discourages them while playing, a certain aspect of the game the player finds particularly enjoyable, or aspects of the game the player finds unenjoyable.

While doing so, make sure to list only aspects that can be proven factually, either through the user's statements, or visible actions taken during gameplay.

**DO NOT** take notes based on interpretation. These notes should be quantitative and provable so as to best assist in the further development of the game.

**Note Taking Area (If needed):**

**Interview Questions for After Test:**

Now onto the question portion. Please answer as best as you can. If a question doesn’t make sense to you please don’t hesitate to ask.

1. Describe your favorite parts of the game.
2. How would you describe the look of the game?
3. At any point did you feel discouraged or upset? Why?
4. Describe how you felt while in combat?
   1. Did this affect your overall enjoyment of the game?
5. Describe any parts of the game that didn't "fit" and if so, why do you feel that way?
6. Did the games controls make sense? Why or why not?
7. How cohesive would you say the game felt? Which elements made sense and which didn’t?
8. How do you feel about the game’s difficulty?
   1. Describe if it helped or took away from your enjoyment.
9. If you could change one thing about the game, what would it be and why?
10. Would you recommend this game to someone else? Why or why not?