# Actual Test Path 1. <Name>: <Triggers>,<StoryBranch>

| Decision ID: | Choice 1 | Choice 2 | Choice 3 | Trigger/Counter |
| --- | --- | --- | --- | --- |
| Set 1 (example) | . | CHOOSE | N/A | +10 points |
| Set 2 (example) | . | CHOOSE | . | NPC stares into your soul |
| Set 3 | . | . | . |  |
| Set 4 | . | . | . |  |
| Set 5 | . | . | . |  |
| Set 6 | . | . | . |  |
| Set 7 | . | . | . |  |
| Set 8 | . | . | . |  |
| Set 9 | . | . | . |  |
| Set 10 | . | . | . |  |
| **Ending:** |  |  |  | **Final Triggers/Counts:** |
| **<StoryBranch>** |  |  |  | **(example)**  **NPC soul staring 70 points** |

# Test Info:

* Name of tester: \_\_\_\_\_\_
* Time and date started: MM/DD/YYYY 24:00
* Operating System version: \_\_\_\_\_\_\_\_
* Screen resolution: \_\_\_\_\_\_\_
* Touch screen vs. physical mouse vs. touchpad
* Website full screen vs. app vs. mobile website vs. local build vs. local machine game editor play mode
  + Browser name and version if applicable: \_\_\_\_\_\_\_
  + Game Editor name and version if applicable: \_\_\_\_\_\_
  + App name and version if applicable: \_\_\_\_\_\_\_
  + Mobile OS name and version if applicable: \_\_\_\_\_\_
  + Computer OS name and version if applicable: \_\_\_\_\_\_
* Version of game: \_\_\_\_\_\_\_
* Path plan: Actual Test Path 1. <Name>: <Triggers>,<StoryBranch>
* Path result: Actual Test Path 1. <Name>: <Triggers>,<StoryBranch>

# Any additional info: