

## 1 Who is Your Number-One-Playfullest-Tester?

You need ideas for names of potential testers who are more playfull than you, but not much more.

### 1 TODO

- write a long list of names.
- choose one name.



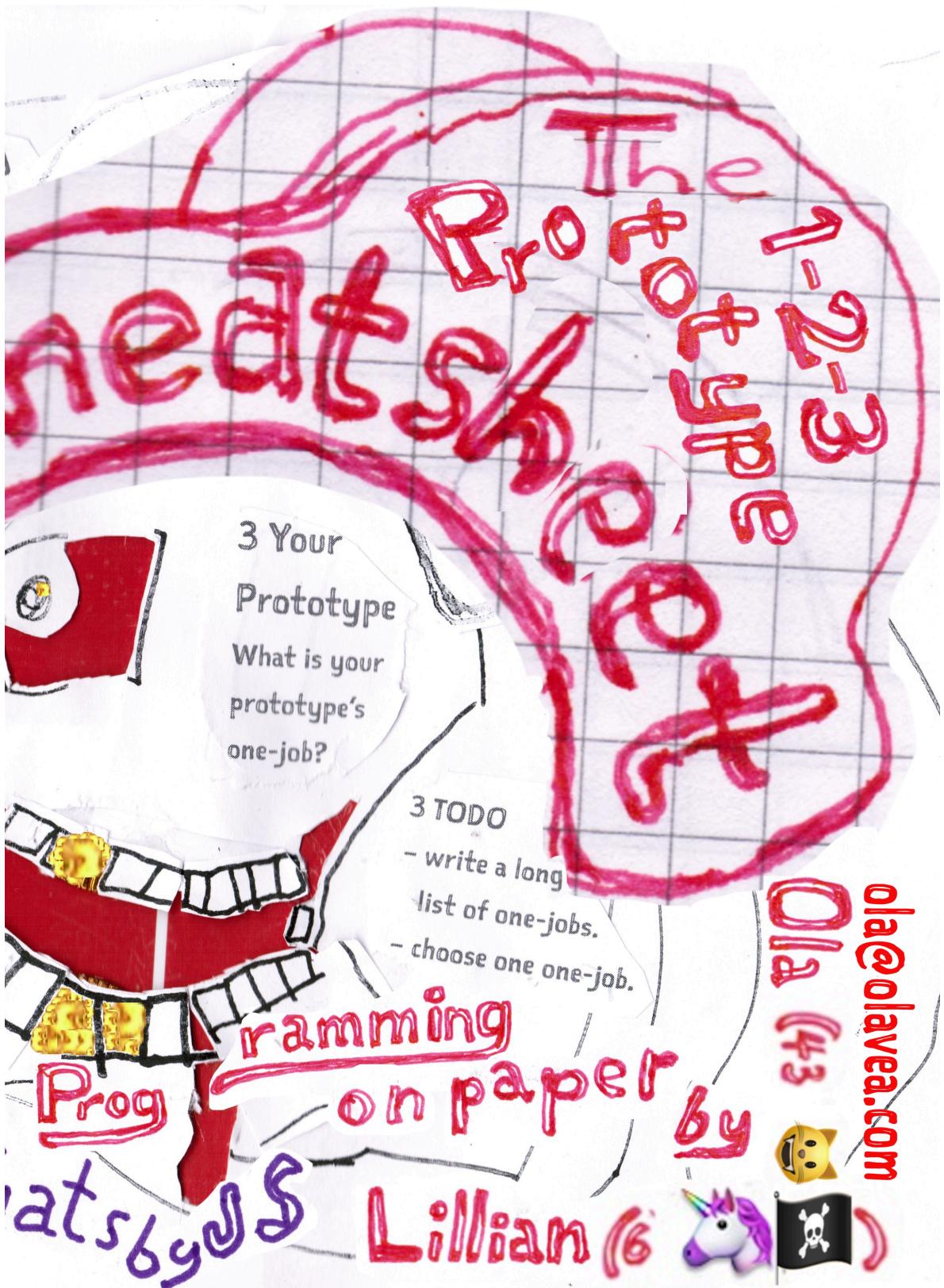
2 Your Tester's Hobby  
Guess your tester's hobby.

### 2 TODO

- write a long list of hobbies your tester may have.
- choose one hobby.

For Pyrate Princesses

G.



# 1 Who is Your Number-One-Playfullest-Tester?

- write a long list of names. \*\*
- choose one name.



\* Playful Level    1    6    11

- \* Guess «Playful Level», draw a circle around 1 cat head 😺 = 1 = anti-playful for example and 😺😺😺😺😺😺 = 11 = super-playful.
- \*\* You need ideas for testers who are more playfull than you, but not much.

## 2 Guess Your Tester's Hobby

- write a long list of hobbies your tester may or may not have.
- choose one hobby.\*\*



## \* Skill Building Potential 1 6 11

\* Guess «Skill Building Potential», draw a circle around 1 vulcan salute hand

👉 = 1 = anti-playful for example and 🤖👉👈👉👈👉 = 11 = super-playful.

\*\* You need ideas for hobbies that have «Skill Building Potential». When your tester get's better at paper programming she also get's better at her hobby.

### 3 What is your prototype's one-job?

- write a long list of one-jobs.
- choose one one-job.\*



### \* Finishing and Shipping Potential 1 6 11

\* Guess «Finishing and Shipping Potential», draw a circle around 5 sailing ships = 11 = super-finishing or super-shipping potential for example and = 1 = not-finishing potential or not-shipping potential. Not-finishing or not-shipping is anti-playfull programming practice 😊.

