

The Skeleton War

PLAYTESTING SCRIPT

I have some test instructions to read to you. Since it's important that I cover all the same points with each person, I'll read through this so I'm sure I present everything to everyone in exactly the same way. The test today should last about 20 minutes and you can take a break or leave at any time—just let me know.

We are evaluating our game, not you. You cannot make any mistakes. If you have trouble with any part of any task, it's very important to us and it will give us clues how to improve future versions of the game. Also, please be completely frank and outspoken about any opinion or problem you have. Don't worry about hurting my feelings—it's much better that I hear about a problem from you than for me to hear it from thousands of players online.

I will not be able to help you if you run into difficulties while using the game today. The reason for this is that I'm interested in what you might do if you ran into these difficulties by yourself. So if you ask me a question, I may ask you to try to solve the issue on your own.

During this evaluation, one of the most important and interesting things for me to capture is what you think about as you play. In order to do this, I'm going to ask you to THINK ALOUD. What I mean by is that I want you to tell me EVERYTHING you are thinking, why you're pressing each button, etc. Essentially everything you are doing and thinking the minute you start. If you are silent for a long period of time, I'll prompt you to think aloud.

Also, is it alright if we record your screen?

Let's start the test. Pretend that you are at home by yourself/with your friends. You just downloaded this game to play, that's the icon in the middle of the screen. From this point, just do what comes naturally to you, and remember to always think aloud.

Thanks very much for your help. Now that we have learned what it's like for you to play the game without any help, we now want to find out what you think of the game once you have figured out how to play it. If you want to take a break before we continue, that's fine. If you want to stop the test here, that is also fine.

First, I'll tell you all the basics of how to play the game, and answer any questions you have. Don't feel bad if you discover that you did not fully understand how to play—again, that is our problem to solve, not your fault.

(Give a rundown of how to play. Reveal what all the controls and interactable elements are. However, avoid giving tactical advice on how best to solve each problem or win each conflict.)

Now that you know the basics, I'd like to ask you to play again. This time, you can ask me any questions you have and I will answer them. However, try to figure out challenges on your own before you ask. Also, as before, please constantly think out loud. Lastly, as before, please be completely frank and outspoken about any opinion or problem you have.

Thank you very much for your help with this test. Your input will help make this a better game!