**Basic Playtest Feedback**

*Note: This is simply a template and not for a specific game. Please make sure to modify for your particular game. This also focuses on playtests for a level, but should be configured for a game as well.*

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**Playtest Feedback Form**

**General Information**

* **Tester Name (Optional):**
* **Date:**
* **Level Name:**
* **Game/Module:**

**Quantitative Feedback**

Please rate the following on a scale of 1 (Poor) to 5 (Excellent):

| **Aspect** | **Rating (1-5)** | **Comments** |
| --- | --- | --- |
| Overall Enjoyment |  |  |
| Visual Clarity (Is it easy to navigate?) |  |  |
| Difficulty Level (Is it balanced?) |  |  |
| Challenge Progression (Does it ramp up logically?) |  |  |
| Feedback (Are actions clearly acknowledged?) |  |  |
| Accessibility (Did the level accommodate diverse players?) |  |  |
| Narrative Integration (If applicable) |  |  |

**Qualitative Feedback**

1. **What did you enjoy most about this level?**

*[Open text field]*

1. **What was the most challenging part of the level?**

*[Open text field]*

1. **Were there any moments where you felt confused or stuck? If so, where?**

*[Open text field]*

1. **How do you feel about the level's pacing (slow, fast, balanced)?**

*[Open text field]*

1. **Did you notice any bugs or technical issues?**

*[Open text field]*

**Specific Areas for Improvement**

* **Combat/Encounters:***[Open text field]*
* **Puzzles:***[Open text field]*
* **Environmental Storytelling:***[Open text field]*
* **Visual Design and Navigation:***[Open text field]*

**Additional Comments**

* Please share any other feedback or suggestions you think would help improve this level.*[Open text field]*

Levels to test:

- Nova + City Hall

- Office 1

- All of them integrated

- Office TR-like ref chunk

**Quantitative Feedback**

Please rate the following on a scale of 1 (Poor) to 5 (Excellent):

| **Aspect** | **Rating (1-5)** | **Comments** |
| --- | --- | --- |
| Overall Enjoyment while playing the level |  |  |
| Visual Clarity (Is it easy to navigate?) |  |  |
| Difficulty Level (Is it balanced?) |  |  |
| Challenge Progression (Does it ramp up logically?) |  |  |
| Feedback (Are actions clearly acknowledged?) |  |  |
| Accessibility (Did the level accommodate diverse players?) |  |  |
| Narrative Integration |  |  |

**Qualitative Feedback**

1. **What did you enjoy most about this level?**

*[Open text field]*

1. **What was the most challenging part of the level?**

*[Open text field]*

1. **Were there any moments where you felt confused or stuck? If so, where?**

*[Open text field]*

1. **How do you feel about the level's pacing (slow, fast, balanced)?**

*[Open text field]*

1. **Did you notice any bugs or technical issues?**

*[Open text field]*

1. **Would you be able to get pieces of world/narrative information?**

*[Open text field]*

1. **What kind of emotions did you feel while playing?**

*[Open text field]*

1. **What do you think the goal of this level is?**

*[Open text field]*