**Testplan/Feedback from Testers**

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| **Level Designer (IndexNo\_Name)** | **Build Version** | **Class** |
| 29\_DamienNg | 1 | CP1904W |

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| **Tester(Index\_Name)** | **Start time(Date/Time)** | **End Time (Date/Time)** |
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**Brief Description of the Level to be tested (to be completed by designer):**

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| Escape the facility by exploring and discovering new powers which will open new doors. |

**Notes to Designer:**

Please replace the sample questions with your own questions.

Design 5 General questions and 5 specific questions.

Design questions that will provide feedback that can be translated to tasks to improve your game. Do not use questions that are too open ended, such as is the game fun?

**Notes to Testers:**

Please answer the questions to your best so that your friend can use your feedback to improve their game.

Do not provide vague respond such as the game is not fun, or game is too hard. If the game is too hard, try to analyze the reason, are there too many enemies, are there too little ammo, etc.

**Questionnaire for Testers**

**General Questions:**

Please complete the questionnaire after you have played the game.

1. Is the game’s pacing okay?
2. Is the game too easy?
3. Was there anything that annoyed you?
4. Are there parts that should be extended?
5. What did you not like about the level?

**Specific Questions:**

1. Would it be better if sanity didn’t decrease/decreased slower?
2. Do you think the game needs more abilities?
3. Is the game progression intuitive?
4. Was some enemies cowering a fun addition or too extra?
5. Do you think the enemy AI is decent enough?

**Other Feedback**

This section is for testers to provide feedback on areas that are not covered within the game. Example, if there are bugs in the game, the testers can highlight the bugs here.

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