**Testplan/Feedback from Testers**

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| **Level Designer (IndexNo\_Name)** | **Build Version** | **Class** |
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| --- | --- | --- |
| **Tester(Index\_Name)** | **Start time(Date/Time)** | **End Time (Date/Time)** |
|  |  |  |

**Brief Description of the Level to be tested (to be completed by designer):**

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**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. Sample Question: Is the game fun?
2. Sample Question: Is the game too hard?
3. Sample Question: Is the game too easy?
4. …
5. …

**Specific Questions:**

1. Do you find your character can easily jump to the stage where the jump pad is placed?
2. Do you think that the shot gun is redundant, why?
3. …
4. ..
5. …

**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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