

Internal Playtest on the [dd.mm.yy]

Please make a copy of this document. Fill in all the blanks and the pink texts.

Advice for the facilitator are at the end of the document so you can remove the page before the playtest.

General information
Responsible Facilitator : Other facilitator(s) : Date(s):
Game information
Version of the game : X.X.X Access to the game : <ul style="list-style-type: none">- itch.io : https://gamucatex.itch.io/tectonicus-internal- GitHub : https://sites.google.com/view/tectonicus-documentation/home/for-developers-getting-started/tool-github?authuser=0
The playtest information
Purpose of the test : Please remember that a playtest is efficient if you have 1 specific goal per session] Examples of goals : <ul style="list-style-type: none">- Check the balance of a deck- Get the feelings of the player on a specific element (UI/UX)- Test a new mechanic of combat- Understand the User Journey on a particular menu- Look for bugs before a release (fragment features into several groups and assign 1 group to each tester) The decks/cards/mode/faction tested : Please detail all the settings that are required for the playtest : the decks/cards' names for example

The involved testers : who are they, which background about the game
Number of testers :

Playtest organization

Gform for players and observers : don't forget to adapt the Gform to your specific needs]

Testers will play Alone ▾

They will use the PvE ▾

In this section, detail the organization of the playtest, try to be exhaustive : who will participate, what will they use, what do they need to do, do they all test the same features ?

if the testers don't all test the same, please specify the features to test

Example : Team 1 will have to test :

- *Ranged against Humor*
- *Humor against Tank AS*

Team 2 will have to test :

- *Ranged against TankAS*
- *faith against Ranged*

It's important that everyone reads the briefs below carefully before starting.

Player's brief

Hi player, welcome to the internal playtest !

The goal of the session today is to [\[goal of the playtest\]](#). Play and enjoy but be mindful of the experience and the questions that will follow up your playtest.

As a player, your role is easy : you will have to PLAY.

[\[Describe what the player will have to do during the test : the different phases, if there are several Gforms...\]](#)

Example :

Before starting the game, I will ask you to fill in the first 2 sections of the Gform "General information" and "Before playing".

Here is the link : [\[link of the forms; see template in the last page\]](#)

When your team is ready, you can start the game.

When you or your opponent reaches 10 points of morale, please pause the game and fill in the next section "During the game". Then you can keep playing.

At the end of the game, please fill in the last section "After the game". Feel free to write anything you want related to the game. Keep a focus on the deck you were playing, but you can also add anything relevant for the game improvements.

If you encountered any bug, please take a screen and write in the "qa-bugs" channel on Discord what you did to reach the bug and what was the outcome.

[\[Describe what happens next, does the player have another task ?\]](#)

Example : Once you're done with one combination of decks, you can move on to the next one and fill in the new form.

Observer's brief

[Delete this page if you don't need observers]

As an observer, you have an important role in this internal playtest.

Indeed, as they are part of the game, the players won't have an objective point of view on how the game went. It is your role to bring some objectivity to the analysis.

When the players are ready, you will have to set up a timer, so we can know how long the game lasted. Don't forget to pause it when the players are filling the Gform or discussing something out of the game.

[If the players have to do something during the game, they'll be absorbed in the game and won't realize it, the observer has to remind them]

Example : When any of the players reaches 10 points of morale, please stop the players so they can fill in the Gform.

While the players are playing, write down any relevant information/observation you have.

Try to answer these questions :

[write down questions relative to the playtest goal]

- How does the deck of Player 1 affect the game ?
- What are the strengths and weaknesses of this deck ?
- How does the deck of Player 2 affect the game ?
- What are the strengths and weaknesses of this deck ?
- Which deck seems stronger ? Why ?
- Which ability/type of abilities was missing in the game ?
- What were the strategies of both players ?

At the end of the game, fill in the following Gform : [\[link of the forms; see template in the last page\]](#)

Review and feedbacks

[Summarize the results of the feedback here so the results are linked to the playtest document and we don't lose any information.]

The template I recommend for the organization of the results :

- a paragraph for each feature/deck/card tested and a specific conclusion for it
- a general conclusion on the playtest and the overall test
- any new ideas that came out from the playtest

[Feature 1]

[Summarize the feedback you received]

Conclusion

[Write a conclusion on the feature, in regard to the playtest's goal.]

[Feature 2]

[Summarize the feedback you received]

Conclusion

[Write a conclusion on the feature, in regard to the playtest's goal.]

Advice for the facilitator of the playtest

Checklist :

- ☐ Implementation of the feature in the game
- ☐ Date decided for the playtest
- ☐ Notify the team about date and place
- ☐ Access to the game is specified
- ☐ Access to the game works
- ☐ Questionnaire for players

template

https://docs.google.com/forms/d/16yZR213Woa_MJOCqgUJREZkkGsyi92Jszk49NgJ6uxM/edit

- ☐ (Questionnaire for observers)
- ☐ The playtest document is ready (this one)
- ☐ Introduction speech

Welcome facilitator, and good luck : it is hard to facilitate a playtest.

You will have to deal with people who don't understand, those who never played, those who don't want to play, those who just want to play...

You have to be ready.

Make sure you have thought about everything. The checklist above is only the tasks you have to do ahead of the playtest, don't rely too much on it.

To start the playtest session, you will have to **introduce** it to the testers.

Explain clearly :

- What is going on, which feature will be tested and why
- What EXACTLY should the players do : consider you are talking to kids, and go from the start (where they can find the game) to the end of the test (giving back their feedback)
- What they should focus on during the analysis

Remember some people feel forced to be here, so make sure you are **crystal clear** and the **test is easy**, else they will give up.

Prepare yourself. **Don't rely on good common sense**, it won't work. You can't ask people to make groups of 2-3-4... They won't. So think about the teams in advance or come up with a way to create the teams.

Don't fear repeating things over and over : people will forget everything or won't listen to everything, so **it is important to repeat**.