Subgoal	Identifier	Question	Element
Single Session Strategy			
#1 Learn about the game.	<SSS-LEARN-BASICS>	Does the game have a tutorial or prologue to teach you the mechanics, controls and features? Complete it.	Any
#2 Beat the game.	<SSS-BEAT-PLAYABLE>	Have you finished the available `game segment`? Complete it.	Any
Golden Path Strategy			
#4 Collect, explore and interact with the essential.	<GPS-OUT-ESSENTIAL>	Which outputs are essential to progression? Collect only those.	Output
#4 Collect, explore and interact with the essential.	<GPS-PATH-ESSENTIAL>	Which path is essential to progression? Cover that path.	Path
#4 Collect, explore and interact with the essential.	<GPS-NPC-ESSENTIAL>	Which interactions with NPCs (both friendly and hostile) are essential to progression? Interact with those.	NPC
#5 Collect, explore and interact with the effortless.	<GPS-OUT-EFFORTLESS>	Which outputs are less demanding to collect in terms of effort? Collect only those.	Output
#5 Collect, explore and interact with the effortless.	<GPS-PATH-EFFORTLESS>	Which path is shorter or less demanding in terms of effort? Cover that path.	Path
#5 Collect, explore and interact with the effortless.	<GPS-NPC-EFFORTLESS>	Which interactions with NPCs (both friendly and enemies) are less demanding in terms of effort? Interact with those.	NPC
#6 Collect, explore and interact as the designers supposedly want.	<GPS-OUT-DESIGNER>	Which outputs, in your opinion, were intended by the designer to be collected? Collect only those.	Output
#6 Collect, explore and interact as the designers supposedly want.	<GPS-PATH-DESIGNER>	Which path, in your opinion, was intended by the designer to be followed? Cover that path.	Path
#6 Collect, explore and interact as the designers supposedly want.	<GPS-NPC-DESIGNER>	Which NPCs (both friendly and enemies), in your opinion, were intended by the designer to be interacted with? Interact with those.	NPC
Noob Journey Strategy			
#7 Collect, explore and interact with the remaining.	<NJS-OUT-COLLECTED>	Which outputs were not yet collected? Collect those.	Output
#7 Collect, explore and interact with the remaining.	<NJS-PATH-EXPLORED>	Which paths were not yet explored? Cover those.	Path
#7 Collect, explore and interact with the remaining.	<NJS-NPC-INTERACTED>	Which NPCs were not yet interacted with? Interact with those.	NPC
#8 Collect, explore and interact ignoring the tips.	<NJS-OUT-TIPS>	Does the game offer any tips or guidance for collecting outputs? Ignore them.	Output
#8 Collect, explore and interact ignoring the tips.	<NJS-PATH-TIPS>	Does the game offer any tips or guidance for paths? Ignore them.	Path
#8 Collect, explore and interact ignoring the tips.	<NJS-NPC-TIPS>	Does the game offer any tips or guidance to NPCs? Ignore them.	NPC
Completionist Strategy			
#9 Find and collect every output from the game.	<CS-OUT-COLLECTIBLES>	Does the game have achievements, items, rewards, badges, or a score system? Collect them all.	Output
#9 Find and collect every output from the game.	<CS-OUT-MISSABLE>	Are there missable items or rewards? Collect them all.	Output
#9 Find and collect every output from the game.	<CS-OUT-HIDDEN>	Are there hidden items, areas, rewards or achievements? Collect them all.	Output
#9 Find and collect every output from the game.	<CS-OUT-SECRETS>	Have you searched for any secrets (e.g., objectives, interactions, areas)? Find them.	Output
#9 Find and collect every output from the game.	<CS-OUT-EASTER>	Have you searched for any Easter eggs in the game? Find them.	Output
#9 Find and collect every output from the game.	<CS-OUT-FULL>	Are there badges, titles, or additional rewards for fully completing the game or specific sections? Collect them all.	Output
#10 Explore the paths.	<CS-PATH-FURTHER>	Among the available paths, which one is furthest from the starting point? Cover that path.	Path
#10 Explore the paths.	<CS-PATH-TIME>	Which path is the longest or most demanding in terms of time? Cover that path.	Path
#10 Explore the paths.	<CS-PATH-EFFORT>	Which path is the longest or most demanding in terms of effort? Cover that path.	Path
#10 Explore the paths.	<CS-PATH-COLLECTION>	Have you completed the game by following the longest possible route to collect all outputs? Do it.	Output, Path
#10 Explore the paths.	<CS-PATH-BONUS>	Are there any tasks, quests, or side missions that you have not completed yet? Complete them.	Path
#11 Interact with every NPC.	<CS-NPC-ENEMY>	Does the game have enemies? Defeat them all.	NPC
#11 Interact with every NPC.	<CS-NPC-INTERACT>	Does the game have interactions with characters (NPCs)? Exhaust them all.	NPC
#11 Interact with every NPC.	<CS-NPC-PRIZE>	Do defeating enemies or interacting with NPCs unlock additional rewards or paths? Discover it.	NPC, Output, Path
Stress Test Strategy			
#12 Do the opposite of the tips.	<STS-OUT-TIPS>	Does the game offer any tips or guidance to outputs? Do the opposite.	Output
#12 Do the opposite of the tips.	<STS-PATH-TIPS>	Does the game offer any tips or guidance to paths? Do the opposite.	Path
#12 Do the opposite of the tips.	<STS-NPC-TIPS>	Does the game offer any tips or guidance to NPCs? Do the opposite.	NPC
#13 Check and cover other outputs, paths and interactions.	<STS-OUT-CONTROLS>	Does the game specify the controls? Check for trigger interactions with other buttons.	Output
#13 Check and cover other outputs, paths and interactions.	<STS-PATH-PROGRESSION>	Is the game progression path set? Cover the opposite or other directions.	Path
#13 Check and cover other outputs, paths and interactions.	<STS-NPC-PROGRESSION>	Is the game progression with NPCs set? Cover the opposite or other interactions.	NPC
Speedrun Strategy			
#14 Use the game objective.	<SRS-OUT-COLLECTIBLES>	Are any of the collectibles necessary to beat the game goal or objective? Bypass them.	Output
#14 Use the game objective.	<SRS-OUT-OBTAINABLE>	Are there any obtainable requirements to beat the game goal or objective? Bypass them.	Output
#14 Use the game objective.	<SRS-PATH-FASTER>	Among the available paths, which is the fastest to reach the game goal? Cover that path.	Path
#14 Use the game objective.	<SRS-PATH-SHORTER>	Which path is shorter to reach the game goal? Cover that path.	Path
#14 Use the game objective.	<SRS-PATH-MISSIONS>	Are there any tasks or quests required to unlock paths? Bypass them.	Path
#14 Use the game objective.	<SRS-PATH-LOCKED>	Are there any paths necessary to beat the game that are locked? Bypass them.	Path
#14 Use the game objective.	<SRS-NPC-ENEMY>	Is it possible to beat the game without defeating enemies (or defeating the smallest possible number)? Discover it.	NPC
#14 Use the game objective.	<SRS-NPC-INTERACT>	Does the game require obligatory interactions with NPCs? Bypass them.	NPC
#14 Use the game objective.	<SRS-NPC-PRIZE>	Do defeating enemies or interacting with NPCs unlock additional rewards or paths? Try to unlock them without fulfilling the requirements, or even check if the time needed to unlock them compensates and enhance the time needed to <SRS-PATH-FASTER> or <SRS-PATH-SHORTER>.	NPC
#15 Define a speedrun objective X that is not the current game objective.	<SRS-OUT-GOALCOL>	Are any of the collectibles necessary to beat your goal or objective? Bypass them.	Output
#15 Define a speedrun objective X that is not the current game objective.	<SRS-OUT-GOALOBT>	Are there any obtainable requirements to beat your goal or objective? Bypass them.	Output
#15 Define a speedrun objective X that is not the current game objective.	<SRS-PATH-GOALFAST>	Among the available paths, which is the fastest to reach your goal? Cover that path.	Path
#15 Define a speedrun objective X that is not the current game objective.	<SRS-PATH-GOALSHORT>	Which path is shorter to reach your goal? Cover that path.	Path
#15 Define a speedrun objective X that is not the current game objective.	<SRS-PATH-GOALMISS>	Are there any tasks or quests required to unlock paths to your goal? Bypass them.	Path
#15 Define a speedrun objective X that is not the current game objective.	<SRS-PATH-GOALLOCK>	Are there any paths necessary to beat your that are locked? Bypass them.	Path
#15 Define a speedrun objective X that is not the current game objective.	<SRS-NPC-GOALENEM>	Is it possible to beat your goal without defeating enemies (or defeating the smallest possible number)? Discover it.	NPC
#15 Define a speedrun objective X that is not the current game objective.	<SRS-NPC-GOALINT>	Does your goal require obligatory interactions with NPCs? Bypass them.	NPC
User Interface Strategy			
#16 Investigate the UI.	<UIS-UI-LOCALIZATION>	Is the game localization well done? Check it.	UI
#16 Investigate the UI.	<UIS-UI-HUDs>	Are the HUDs well positioned? Check it.	UI
#16 Investigate the UI.	<UIS-UI-SHORTCUTS>	Are every keybind/shortcut presented linked to a key? Check it.	UI
#16 Investigate the UI.	<UIS-UI-UNASSIGNED>	Is there any key with an unassigned function? Check it.	UI
Neighboring Strategy			
#17 Investigate the neighboring features.	<NS-OUT-NEIGHBORING>	How the bug affects neighboring outputs? Discover it.	Output
#17 Investigate the neighboring features.	<NS-PATH-NEIGHBORING>	How the bug affects neighboring paths? Discover it.	Path
#17 Investigate the neighboring features.	<NS-NPC-NEIGHBORING>	How the bug affects neighboring NPCs? Discover it.	NPC
#17 Investigate the neighboring features.	<NS-UI-NEIGHBORING>	How the bug affects neighboring UI elements? Discover it.	UI
#18 Investigate the consequences of the bug.	<NS-ANY-CONSEQUENCES>	What are possible consequences of the bug? Discover it.	Any
#19 Investigate features with potential to break.	<NS-ANY-FEATURES>	Are there any features that have the potential to break? Explore them.	Any
Overtime Strategy			
#20 Answer your questions.	<OTS-OUT-QUESTION>	Do you have any questions that haven't been answered related to outputs? Answer them.	Output
#20 Answer your questions.	<OTS-PATH-QUESTION>	Do you have any questions that haven't been answered related to paths? Answer them.	Path
#20 Answer your questions.	<OTS-NPC-QUESTION>	Do you have any questions that haven't been answered related to NPCs? Answer them.	NPC
#20 Answer your questions.	<OTS-UI-QUESTION>	Do you have any questions that haven't been answered related to UI? Answer them.	UI
#21 Extra thoughts.	<OTS-ANY-NOTES>	Do you have any ideas or notes that you haven't tested yet? Test them.	Any
#21 Extra thoughts.	<OTS-ANY-IDEAS>	Have you had any random idea that you want to test? Test it.	Any
#21 Extra thoughts.	<OTS-ANY-EXTRAS>	Do you think you could test more in any strategy but did not have the time? Test it.	Any