

Play Test Worksheet

Are you ready to test the first build of your game? Now it's time to test it out!
Gather people to play your game, watch them play and fill in the table below.

Purpose of test (What are you trying to find out?):

STEP	TEST (What are you testing?)	EXPECTED RESULT (What do you expect to see?)	ACTUAL RESULT (What did you actually see?)	COMMENTS (What might this mean for your game?)
1				
2				
3				
4				
5				

NB. If expected and actual results differ then it might mean there is a bug to find in your game!

Other questions you may wish to ask your play testers:

1. What do you think the game is about?

2. How easy was it to play the game
(1 - Very difficult 10 - Too easy)?

3. What do you think of the
Character/Setting/Music/Art Style?

4. What game does this remind you of?

5. If you could add one thing what would it be?

TOP TIP:

Ask players to provide a commentary (speak aloud) as they are playing your game.