# Playtest Report

Game Title

Research team members

**Replace / remove all blue text as required**

# Plan

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Date | Participants | Research question | Procedure | Method | Analysis Plan |
| # | Identity | Measures | Target / Aim |
| 31/8 | 3 | Peer designers (2)Target audience (1) | How easily do players learn the basic navigation and interaction controls? | 1. Set up Unity Analytics to assess time taken to cross the threshold between the first and second room
2. Open the game to the main menu, and begin recording (Win + G)
3. Allow the participant to play without help
 | Time taken to leave the first room | 60 seconds | 1. Take the mean of the target measure
2. Review the video records of those who did not meet the target, and record any issues they encountered
 |

# Results

Present the most important results here. Generally, these reflect the issues that you most urgently need (or want) to resolve. Where practical, summarise (e.g., raw questionnaire data can be converted to summary statistics – mean, standard deviation, etc.).

# Discussion of Results

For each issue included in Results above, explain why you consider it important, discuss potential design solutions, and how your future tests will determine whether it has been resolved. Keep your other team members (who were not present for the playtest) in mind as you write.

# Supplementary Materials

Include all materials you used for playtesting here. This may include:

* Questionnaires
* Prepared interview script
* Raw notes taken during the session(s)
* Any data you logged (e.g. time taken to complete each level, deaths, kills, score etc.)

# Game Screenshots

Include 3-4 game screenshots that clearly demonstrate the state of your game at the time of the playtest (example below).

Date: August 31st, 2020
Tester: Marlon Rando

[Screenshots]