Playtest Session Plan and Feedback Form

Game: _____ Build / version: _____ Date: _____

Session plan

Goal of this session (what we want to learn): _____

Tester profile: [ ] new players [ ] genre fans [ ] returning testers

Tasks or sections to play: _____

Session length: _____ minutes

- [ ] Consent obtained for any recording
- [ ] Build tested on the session hardware

Observer notes

Time	Where in the game	What happened (stuck, confused, delighted, bug)
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Remember: do not help unless the session cannot continue. Note any help given.

Player feedback form

In your own words, what was the game about? _____

What was the most frustrating moment? _____

What did you enjoy most? _____

If you could change one thing, what would it be? _____

Would you keep playing? Why or why not? _____

Rate from 1 (not at all) to 5 (very much):

Controls felt responsive: 1 2 3 4 5

I understood what to do: 1 2 3 4 5

The difficulty felt fair: 1 2 3 4 5

I had fun: 1 2 3 4 5

After the session

Top three issues (severity x frequency):

1. _____
2. _____
3. _____

Guide: www.flexyblogs.com/blog/how-to-playtest-your-game