

Playtest

Developer Name: _____

Set up your game and find 5 people to playtest it. When looking for a tester, raise your hand and move to the middle of the room. After they test your game, you can test theirs.

To playtest:

- 1) Give only the most basic instructions, things the player could not figure out on their own by playing.
- 2) Tester play several rounds, around 2 minutes worth. Talk out loud about what you're trying to do.
- 3) Developer, observe and be SILENT while they play. See how their actions match your expectations. After one minute, if they haven't been able to get to a part of the game, you can guide them there.
- 4) After 2 minutes, briefly discuss. Developer, ask questions rather than explain things. You're here to get the testers' perspective, not yours.

Have each tester write their name below.
