BETA TESTER'S REPORT

(A.K.A. PROVIDE FEEDBACK ON 2ND PROTOTYPE PLAYTESTING)

Quest Expires: Monday November 23, 2015 @ 11:59p

Submission Details

✓ 1-3 pages single-spaced

✓ .DOC or .PDF only

✓ 1 guild member submits through Canvas

Game Design is an iterative process; now that you've developed, playtested, and analyzed the feedback from the initial (alpha) prototype of your Tourney Game, it's time to make the necessary modifications and develop and playtest a second (beta) prototype to make sure all the (major) bugs are worked out before you start creating the final version for the Mid-Winter Tourney. This may seem like a waste of time, but in fact it will save you a lot of time (and heartache) in the long run.

Objective

Develop, playtest and analyze your guild's beta prototype.

Format

This second prototype is purely for internal guild purposes; you are not required to turn it in. Thus, this prototype need be even less "pretty" than the first; but it does need to include, however crudely, *all* the basic components you need to be able to test the gameplay from beginning to end. You should work together as a

guild to create the prototype and then playtest it at least twice; you are strongly encouraged to recruit friends and family as playtesters. Once you've completed playtesting, you should analyze the results and decide what modifications need to occur before you begin crafting the final version. One guild member will then submit a brief report to the Beta Tester's Report Quest.
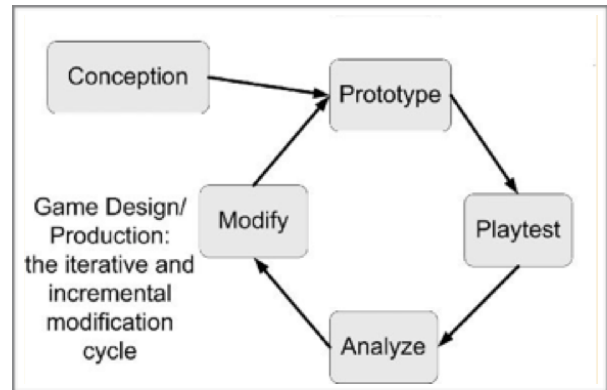
Each guild is responsible for the following:

✓   Collectively deciding what modifications should be made to the Alpha Prototype as a result of feedback received

✓   Developing a Beta Prototype that reflects these modifications

✓   Playtesting the Beta Prototype from beginning to end at least twice

✓   Collectively analyzing and recording the results according to the criteria in the Beta Tester's Report (use the template at end of this document)

✓   1 Guild Member compiles a final written version of these notes and submits the Beta Tester's Report Quest by 11/23 @ 11:59p (on Canvas).

Scoring

Your score on this quest will be determined by the quality of your analysis, not how good the beta prototype turned out to be. It's important you be as honest as possible; remember what Pulsipher says: "The purpose of a prototype is to test the gameplay. It is not there to look pretty, it is not there to wow people with visuals, it is not there to be admired by other people. It is there to be played. With very few exceptions an initial prototype is going to be a poor game, a preliminary game that badly needs to be fixed."

This quest is worth a maximum of 50 XP. Your score will be determined by the number of tasks you complete.

Complete **fewer than 5** Tasks	Complete **5** Tasks	Complete **6 or 7** Tasks	Complete **All 8** Tasks
X			
+ 30 XP	**+ 35 XP**	**+ 42 XP**	**+ 50 XP**

✓   Guild has incorporated feedback from Alpha Prototype

✓   Beta Prototype is significant improvement/modification from Alpha

✓   Guild has clear and realistic plan for further modifications to be made in Final version

✓   Written feedback is succinct and specific

✓   Written feedback satisfies length requirement (4 sentences minimum for each question)

✓   Feedback is clearly written and easy to understand

✓   No significant typos or grammatical errors

✓   Quest submitted on time.

Sample Template

Name of Game:

Guild Members:

Instructions. For each of the following, provide succinct but specific responses (minimum 4 sentences).

1. List the major modifications you made in creating the Beta Prototype. (i.e. what are the major differences between Alpha and Beta prototypes?)

2. Were there any aspects of the playtest which you found unexpected or surprising?

3. What was missing or problematic in the Beta prototype and/or manual/tutorial that needs to be addressed in the final game (in terms of the core mechanics or dynamics, not the visual presentation of the prototype)

4. How would you characterize the players' experience of your prototype, overall? (Did they seem confused? Engaged? Bored?) Can you diagnose the reasons for these reactions?

5. List the major modifications you plan to make to the Beta Prototype in developing the final version of your Tourney game.

Sample Template