



Complete this worksheet to playtest your escape game and earn your Level 4 Pendant.

Ask a friend to play what you have of your game so far and write answers to these questions:

1. What did you like about the game?
2. What was hard?
3. What emotions did you feel when you were playing?
4. Is there anything else the designer should think about?

Listen carefully and try to embrace feedback, even if it's negative. Each playtest is a step in making your game better and more fun! Make sure you thank your playtester for their help!

What changes will you make based on your playtest?



Explore more: Watch Game Maker's Toolkit discuss how game designers made changes to their games based on playtests
[youtube.com/watch?v=rJZyPdYIbZI](https://www.youtube.com/watch?v=rJZyPdYIbZI)

Level Up