Test Section/Tester	Expected Result	Actual Result	Improvements
Overall Game Test (0) Entire Team	There will most likely be issues, but we will hopefully get substantial feedback.	Confusion of what to do at the start. Magnet puzzles seem to be good. Not enough for Player 2 to do. We need several visual cues. We need one more puzzle for the magnet unlock. We didn't manage to include a perspective picture as of yet. We need to readjust the colour grid puzzle. It was super confusing which player needed which tool.	We decided we need a rulebook to make the rules clear. We gave Player 2 more to do by having them also use a contrast puzzle to relay a code to Player 1. We have planned several visual cues including text, audio, furniture to hide or unhide tools, and clues. Matthew will consider the perspective picture to see if we can fit this into the final game, if not, that;s okay. Finally, we evenly distributed the tools between Player 1 & 2.
Yash and Krushanu by **Matthew and Jiming**	Expected them to take a fair bit of time to figure out the puzzles, get stuck and draw out the timer to eventually get to the end.	They practically speed ran the entire thing and finished in half the time that was given to them. They did take some shortcuts due to an error on our part (we gave them the wrong tools when they solved a puzzle).	We could opt for making certain puzzles easier..but then again I feel like this isn't really needed as the majority of the groups/teams that tested our game spent a really long time on the first puzzle.
Peiwei and Jinge by **Matthew and Jiming**	Much like the previous expectation, it was expected that they'd take a little bit of time to adjust to the puzzle and find their flow.	Just as expected, they took a while to get a flow going in the puzzle, just the first one alone took much longer than expected and the logos on the locks were confusing for them to understand. We found that the table puzzle was also a bit of a 'Red Herring' for people	We could have a better indication for the different puzzles to really make it clear for people so that there's less room for them to think of something that wasn't intended when looking at the different puzzles.

		because they would instinctively try to correlate the colours on the table with the numbers to figure out different number codes as to what was intended.	
Jay and Xingyue by **Baiyu and Kenny**	Expected them to take a fair bit of time to figure out the puzzles, get stuck and draw out the timer to eventually get to the end.	Found glasses and 4-digit lock early. Only began communicating 2-minutes in. Reached over a few times. Found perspective puzzle first which is not planned but not game breaking. Moved cup 5-minutes in. Player 2 found the information on the cup confusing. Finished perspective puzzle 6-minutes in. Table, and number grid used together 7-minutes in. Puzzle was too obvious, and did not need the light. Stretched the magnet. Found the lamp clue late, and seemed to confuse Player 2. Found purpose of key 10-minutes in. Began the maze 12-minutes in. Maze was too difficult for the players and ran out of time.	Further encourage communication. Maybe a cardboard wall in the middle. Paint the cup red to cover the information. Seems like the table puzzle being obvious is an outlier.