

Test Section/Tester	Expected Result	Actual Result	Improvements
Playtest 1 Matthew	Expecting issues as this is the first play test.	All endings discovered. Tester believes there should be a content warning at the start, they were shocked at where the story went. Found a variable bug. Found an image bug on a the refusal passage. Character needs to be smaller. Likes the way the character changes with the narrative. Discovered most of the game within the five minutes.	Add content warning at the beginning of the game. Fix variable and image bug. Make the character images smaller.
Playtest 1 Jiming	Expecting issues as this is the first play test.	Likes the way the character changes with the narrative. Likes the amount of choice. Discovered the entire game within the five-minutes.	N/A
Playtest 1 Yihao	Expecting issues as this is the first play test.	All endings discovered within five-minutes. No complaints.	N/A
Playtest 1	Expecting issues as this is the first play test.	Discovered three endings. Qizilan needed to verbally translate the entire game to the tester. Could not accurately time the playtest because of the translation issues.	Chinese language for accessibility purposes.
Playtest 2 Xinyi	Content warning should prepare players for what is to come. Bugs should be fixed. Matilda should be scaled down. Chinese language should make the game more accessible.	Struggled to find the sixth ending. Spelling mistake on the Chinese version of red eyes passage. Liked how brief each playthrough was. Expected more consequences from choices, even if backed out from. Discovered six endings within the five-minutes.	Fix spelling mistake. Maybe add additional consequences for choices if we decide to continue this project.

Playtest 3 Baiyu	No spelling mistakes. Smooth experience.	Enjoyed collecting all the endings. No complaints. Discovered all endings within the five-minutes.	N/A
Playtest 3 Nudal	No spelling mistakes. Smooth experience.	All endings discovered within five-minutes. Found menus hard to read. Found the outcast choice pointless. Art is good but wanted more of it. Doesn't enjoy visual novels, so not the right audience for the game.	Redesign the menu if we decide to continue this project.