

20-Minute Indie Game Playtest Checklist

Use one focused session to capture player intent, friction, reproducible issues, and the next build's highest-impact fixes.

| | | | |
|------------|-------------|--------------|----------------------|
| Game _____ | Build _____ | Tester _____ | Platform/Input _____ |
|------------|-------------|--------------|----------------------|

Run Of Show

| | |
|--------------------------------------|--|
| 0-2 min First impression | <input type="checkbox"/> What did they notice first? <input type="checkbox"/> What did they try first? <input type="checkbox"/> What did they expect? |
| 2-10 min Core path | <input type="checkbox"/> Let them play without coaching. <input type="checkbox"/> Capture quotes and hesitations. <input type="checkbox"/> Mark any repeated mistakes. |
| 10-15 min Repro pass | <input type="checkbox"/> Repeat the highest-friction moment. <input type="checkbox"/> Check if the issue is reproducible. <input type="checkbox"/> Record exact state and input. |
| 15-20 min Score and decide | <input type="checkbox"/> Score clarity, fun, friction, confidence. <input type="checkbox"/> Pick top three fixes. <input type="checkbox"/> Name one thing to preserve. |

Capture Signals

| | |
|---|--|
| <input type="checkbox"/> direct quote | <input type="checkbox"/> hesitation |
| <input type="checkbox"/> wrong expectation | <input type="checkbox"/> missed feedback |
| <input type="checkbox"/> repeated input | <input type="checkbox"/> blocked progress |
| <input type="checkbox"/> visual readability | <input type="checkbox"/> performance hitch |

Scores

| Metric | 1 | 2 | 3 | 4 | 5 | Evidence |
|------------|---|---|---|---|---|----------|
| Clarity | | | | | | |
| Fun | | | | | | |
| Friction | | | | | | |
| Confidence | | | | | | |

Issues

| Severity | Area | Issue | Evidence or quote |
|----------|------|-------|-------------------|
| | | | |
| | | | |
| | | | |

Decision

| Top Three Fixes | One Thing To Preserve |
|----------------------------------|-----------------------|
| 1. _____ 2. _____ 3. _____ | _____ _____ |

Rule: do not fix during the session unless the test is blocked. Capture, score, decide, then change the next build.