

**Player flow on PlaytestCloud:  
Single Session Playtest with  
Android APK build + survey**

# Invite email

Player receives an email inviting them to the playtest

“Install the game” and “Get started” both take the player to the same next step.

Clicking on the survey link at this point goes to a blocking page because the player has not recorded enough. If they have recorded enough, they can access the survey from here as well.

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**PLAYTEST**CLOUD

Need help? [Click here](#)

Rohan from [REDACTED] invited you to this playtest on PlaytestCloud.

If you think this is a mistake please email: [REDACTED]

Hi [REDACTED]

**What is the reward?**

This playtest is just for fun and there's **no reward for participating.**

**Device**

This playtest works on Android phones and tablets.

**When is the session?**

This playtest starts right now!

**What to do**

- Talk out loud during the session! The game developers like to hear about your goals in the game and what motivates you while you are playing.
- Provide thoughtful and detailed responses to the

- Provide thoughtful and detailed responses to the survey

1. [Install the game](#)
2. Play: Play for at least 2 minutes
3. [Survey: Fill out the survey.](#)

The survey results will be shared with the game developer.

**How do I log in to the game?**

You will receive special login credentials from the PlaytestCloud app to access the game. Please follow the instructions in the app to participate in the playtest.

**Anything else?**

Nothing! Just follow the steps above.

**Get Started**

For this playtest you will need to install the PlaytestCloud App!

Get started!

**Got questions?**

Check out our [tester FAQ's](#) for more information and advice on this playtest. Refer to the *Byop Single Session Playtest* section.

## Player accepts NDA

Player is taken to their browser to accept the NDA before continuing.

By agreeing to this Non-Disclosure Agreement you, roh[REDACTED].com, confirm:

- You shall not disclose and shall keep confidential any information, screenshots, recordings or other confidential information as stated in this Non-Disclosure Agreement.
- You do not work in the games industry and you are not related to anyone who works in the games industry.

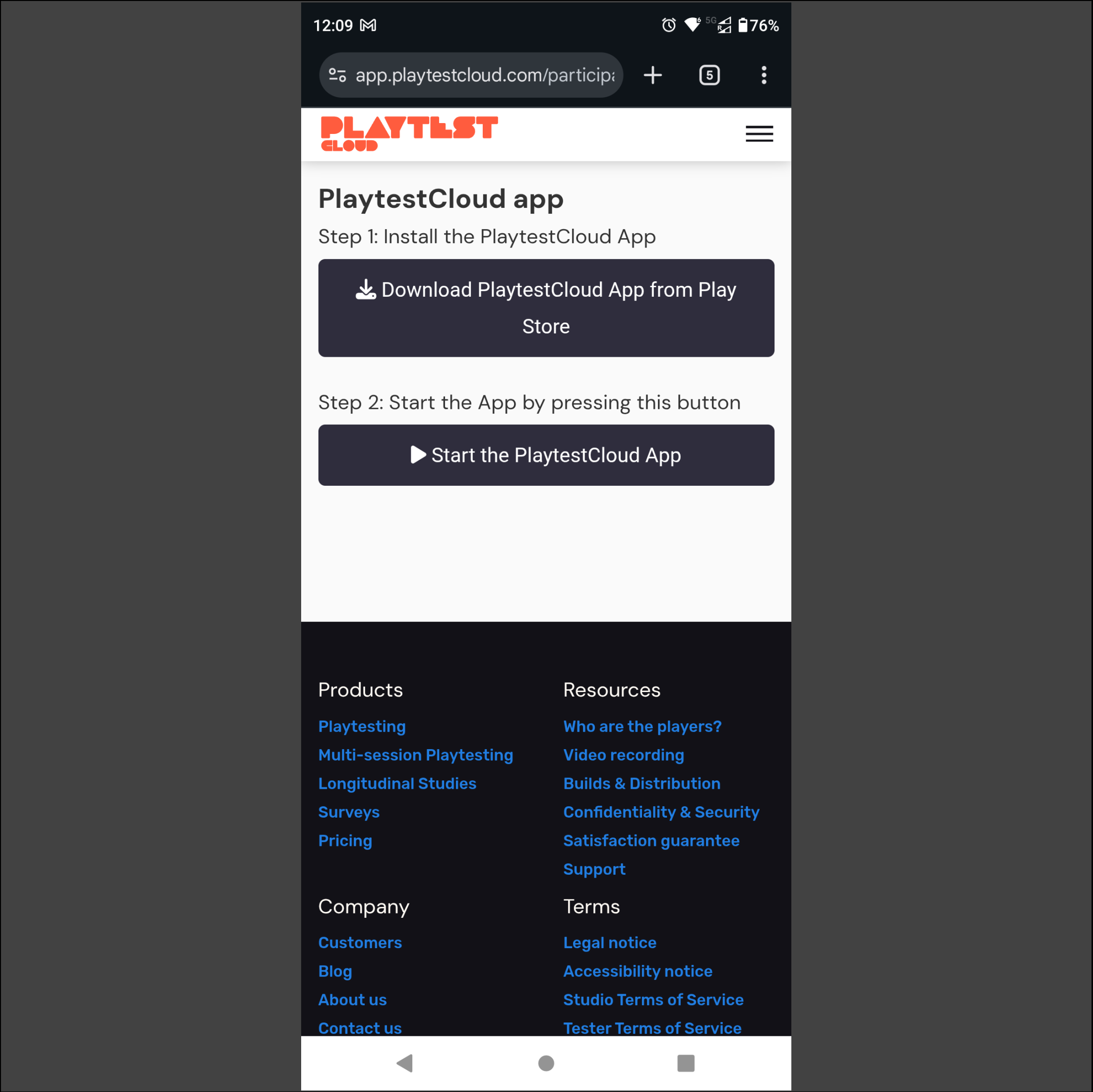
Type "*I accept*" if you agree to these terms:



Type 'I accept'

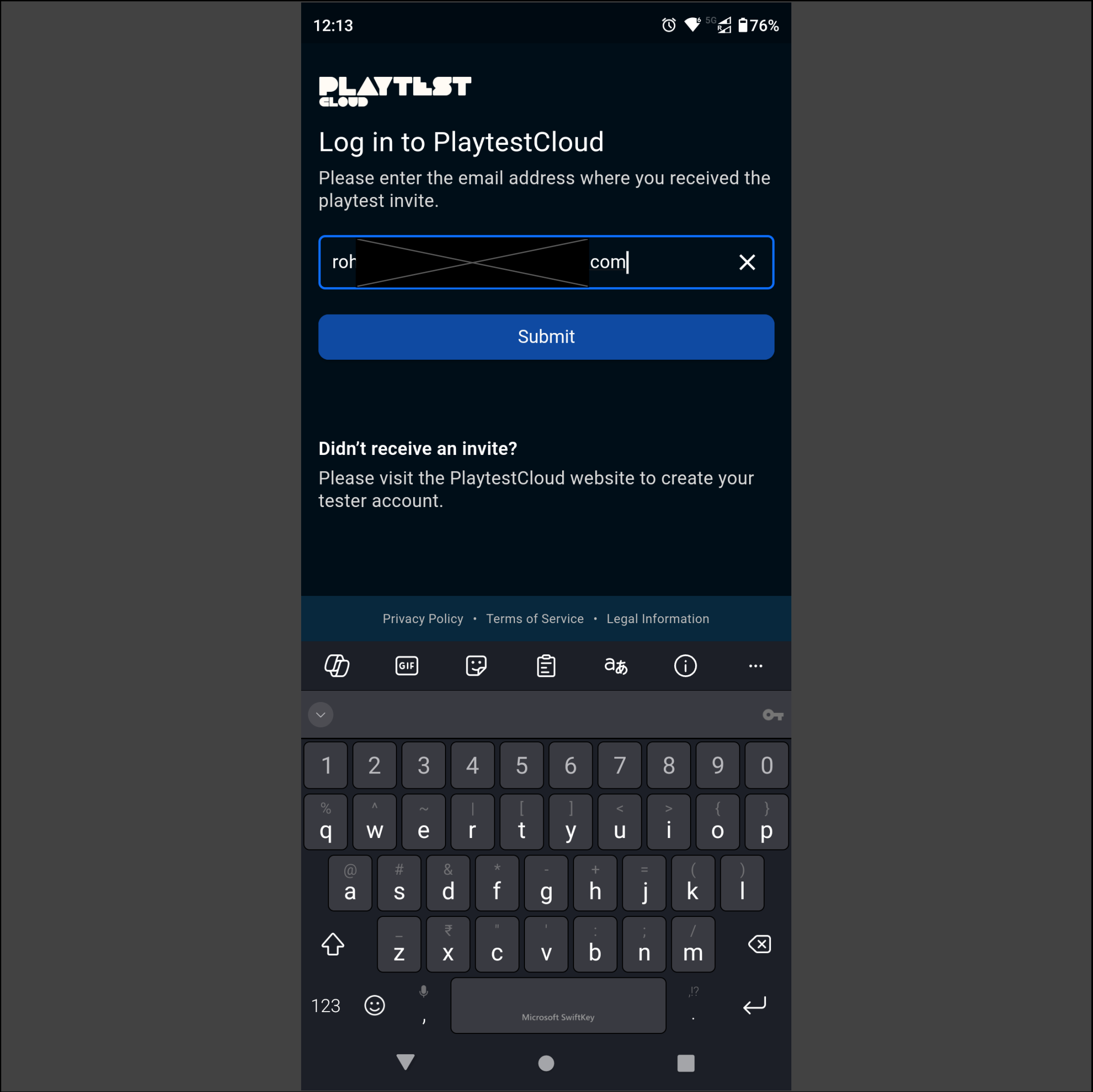
# Prompt to install our App

Instructions for the player to install our app



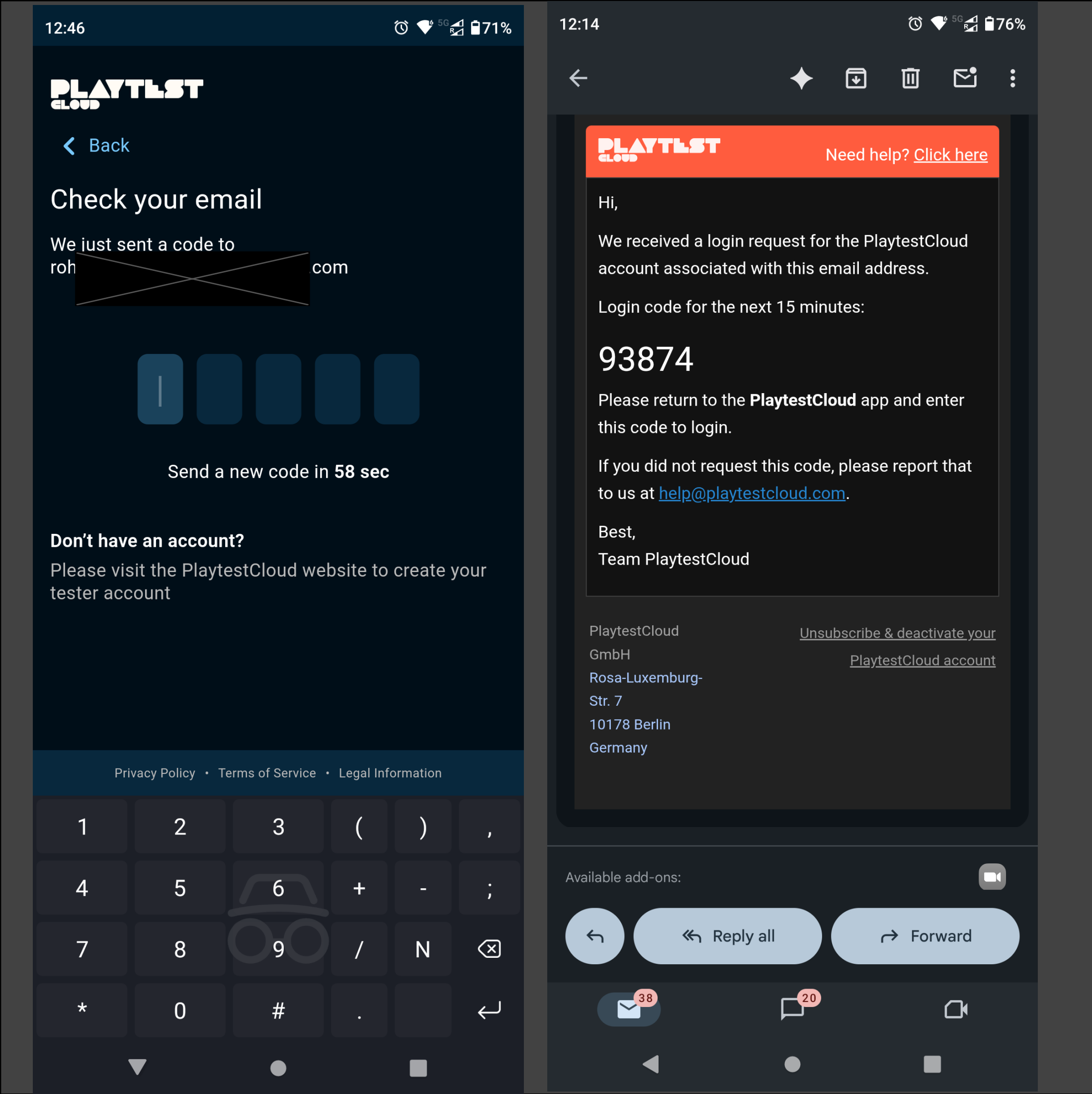
# Player opens app

Player must enter their email to continue



# Player is sent a login code

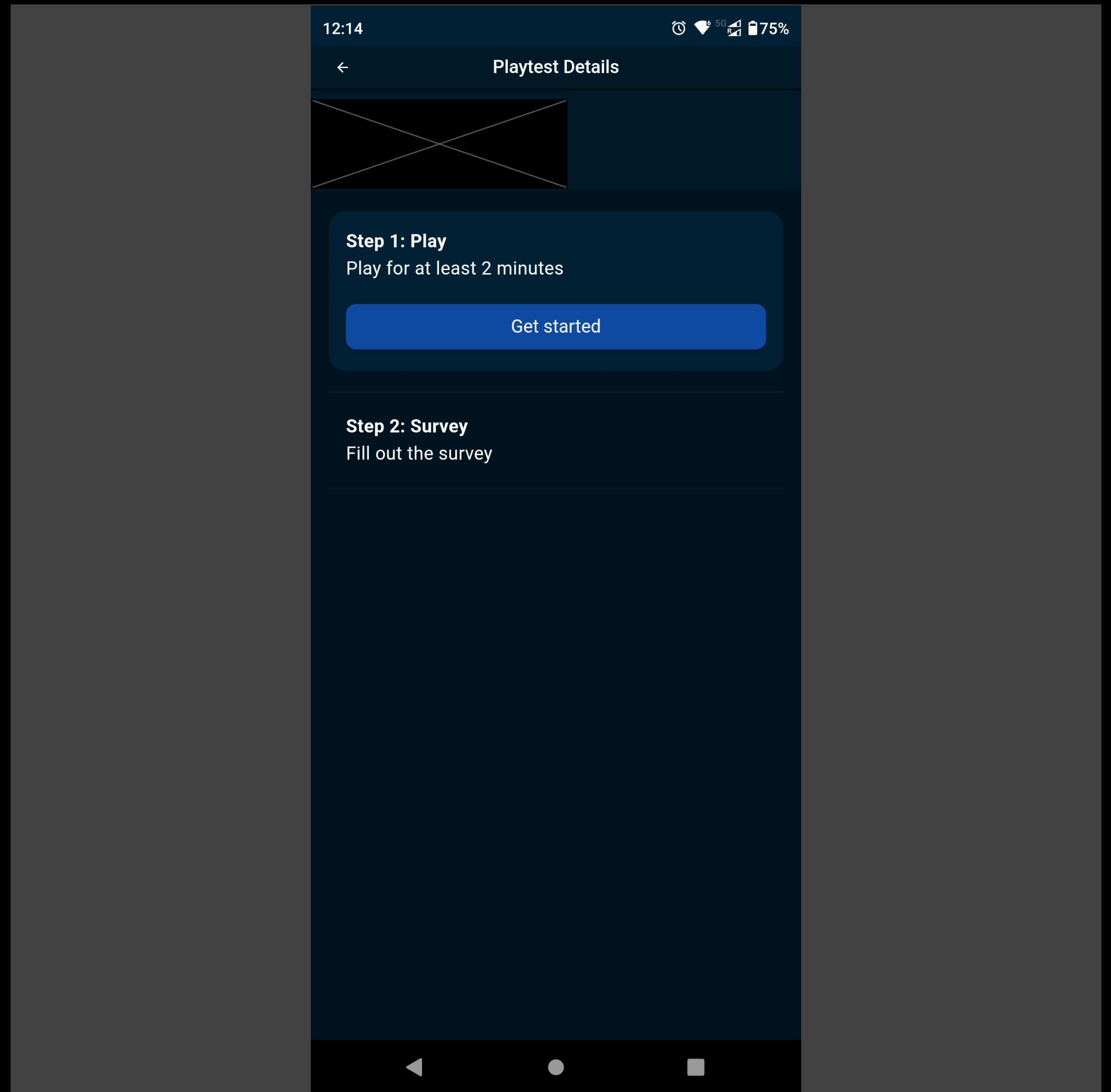
This allows us to validate the email address and make sure all future instructions reach the player.



# Playtest details page

Players can see the required steps. The survey step is not available at this point.

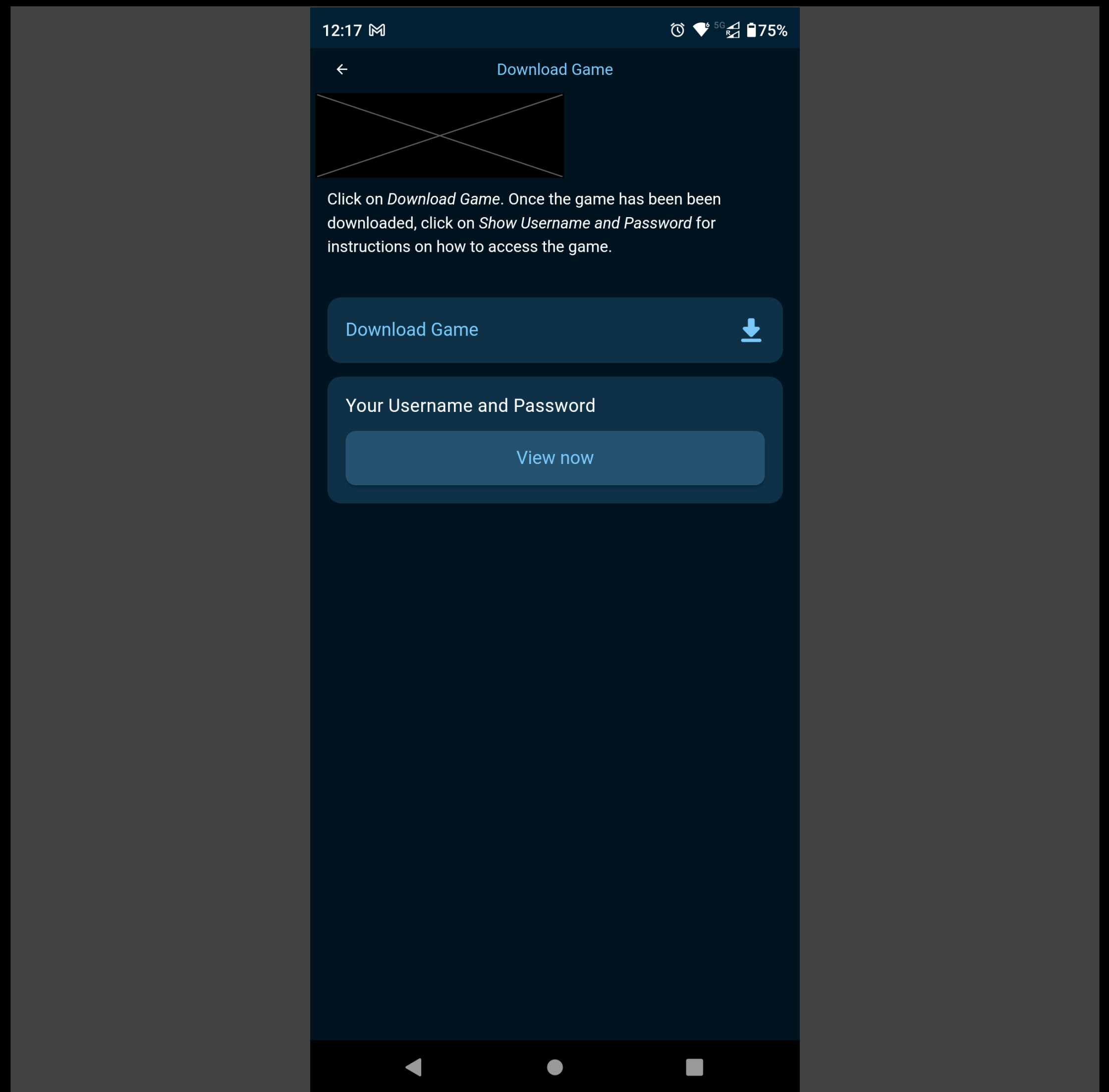
In the background we are checking to verify if the player should still have access (kill switch not enabled, playtest status, VPN, location and device details). If any of the checks fail, players see a “Playtest Finished” message.



# Game download page 1/5

Player can download the game from here but cannot access the game.

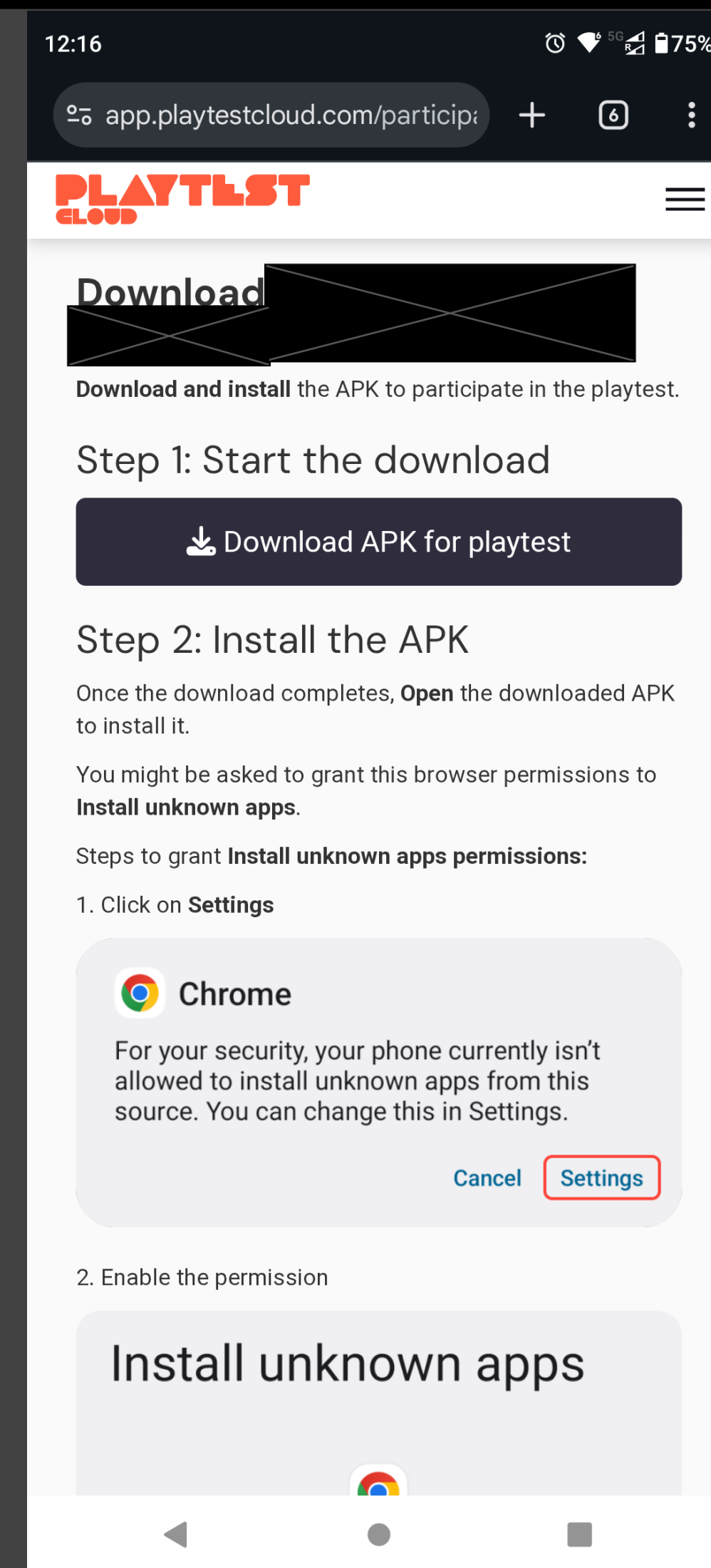
We can share credentials here if it is required to install the game. Otherwise the credentials can be shared only when the recording starts.





## Game download page 2/5

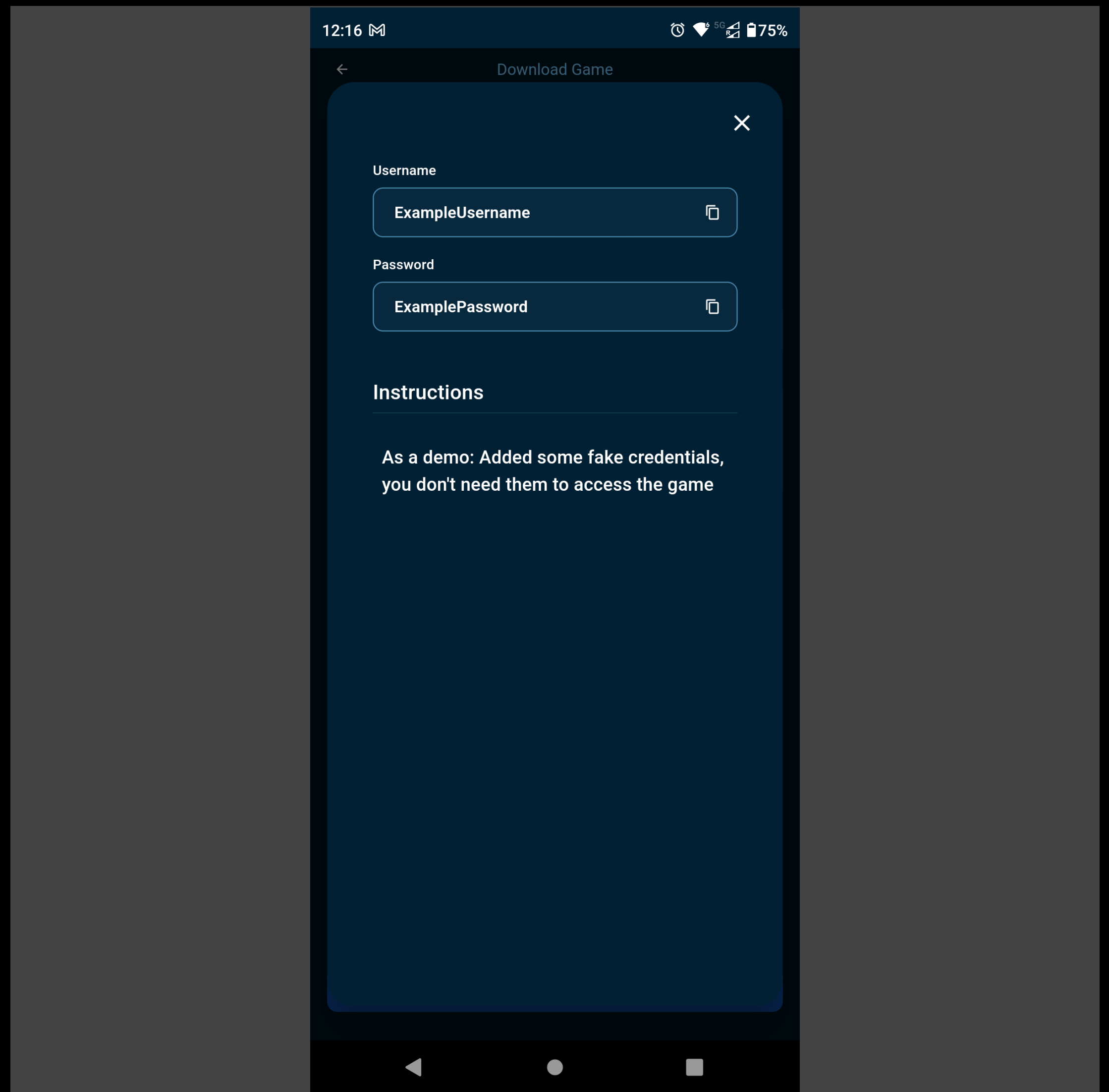
Download button takes the player to the browser where they see instructions on how to sideload an apk.



## Game download page 3/5

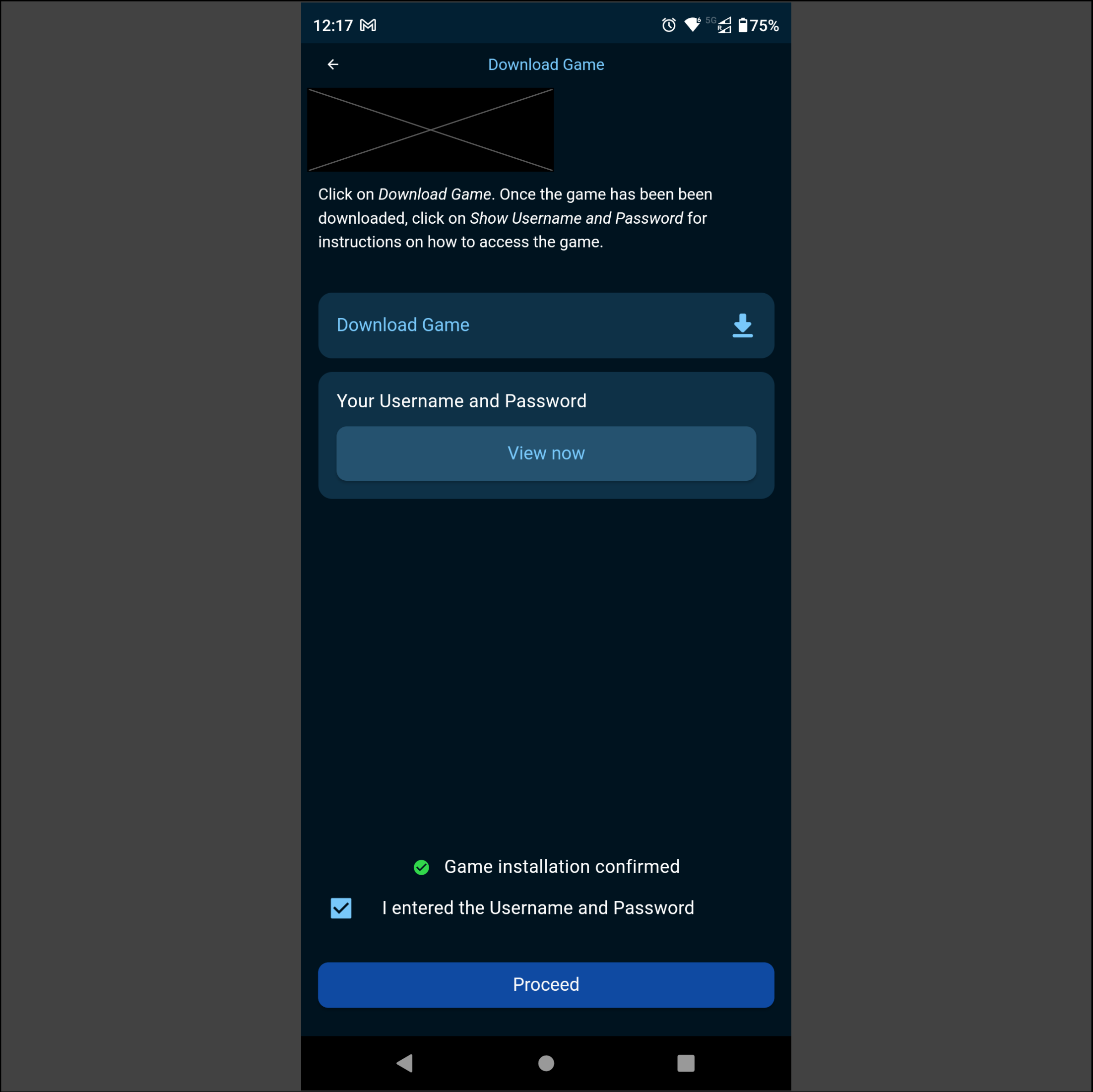
What the player sees when they view the credentials.

- Instructions can be customized
- “Username” & “Password” are just examples. We support up to 5 unique credential fields that can be shared with each player



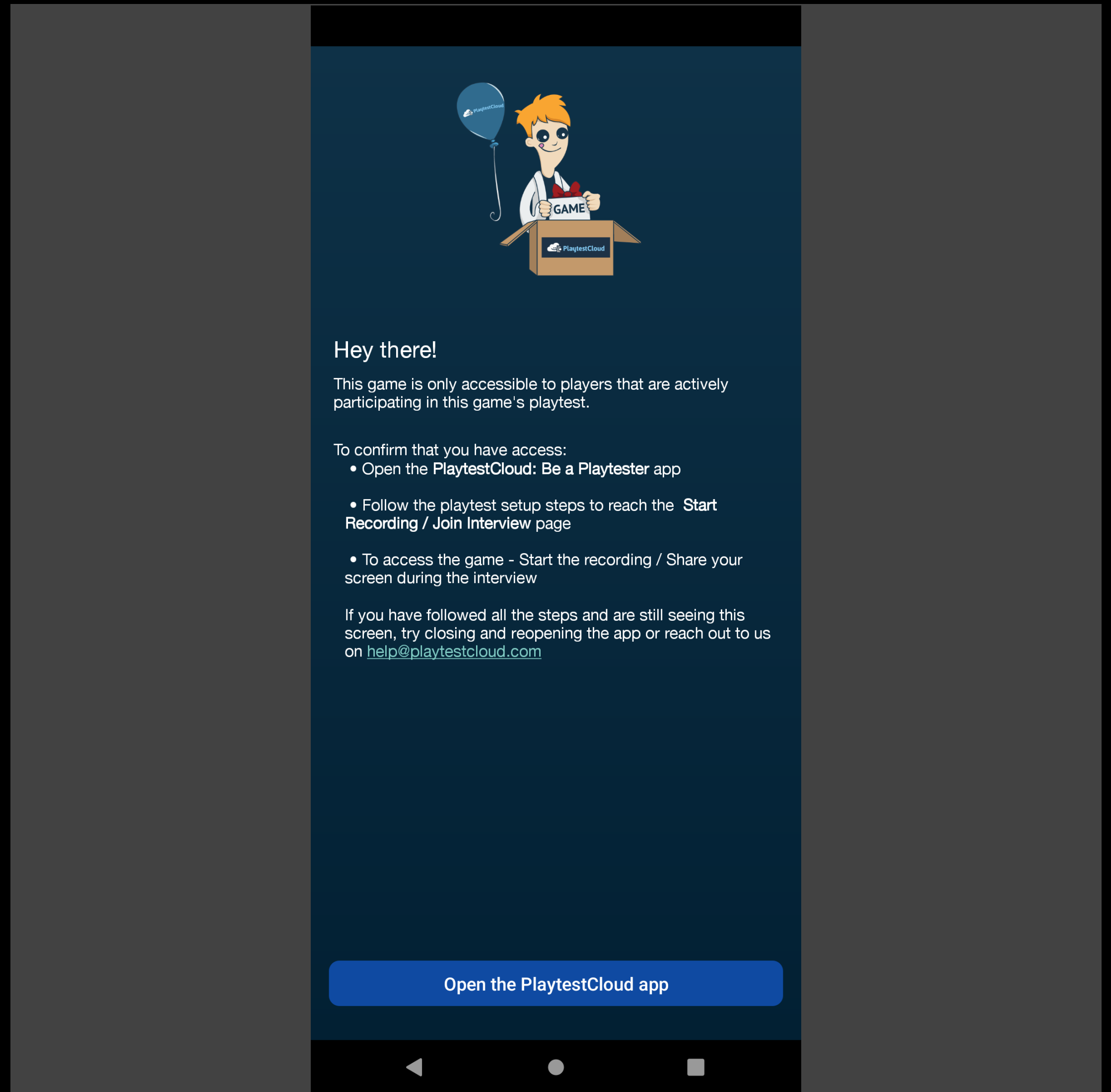
# Game download page 4/5

Once the player has clicked on “Download Game” and “View now”, the game installation is verified and the player is allowed to proceed



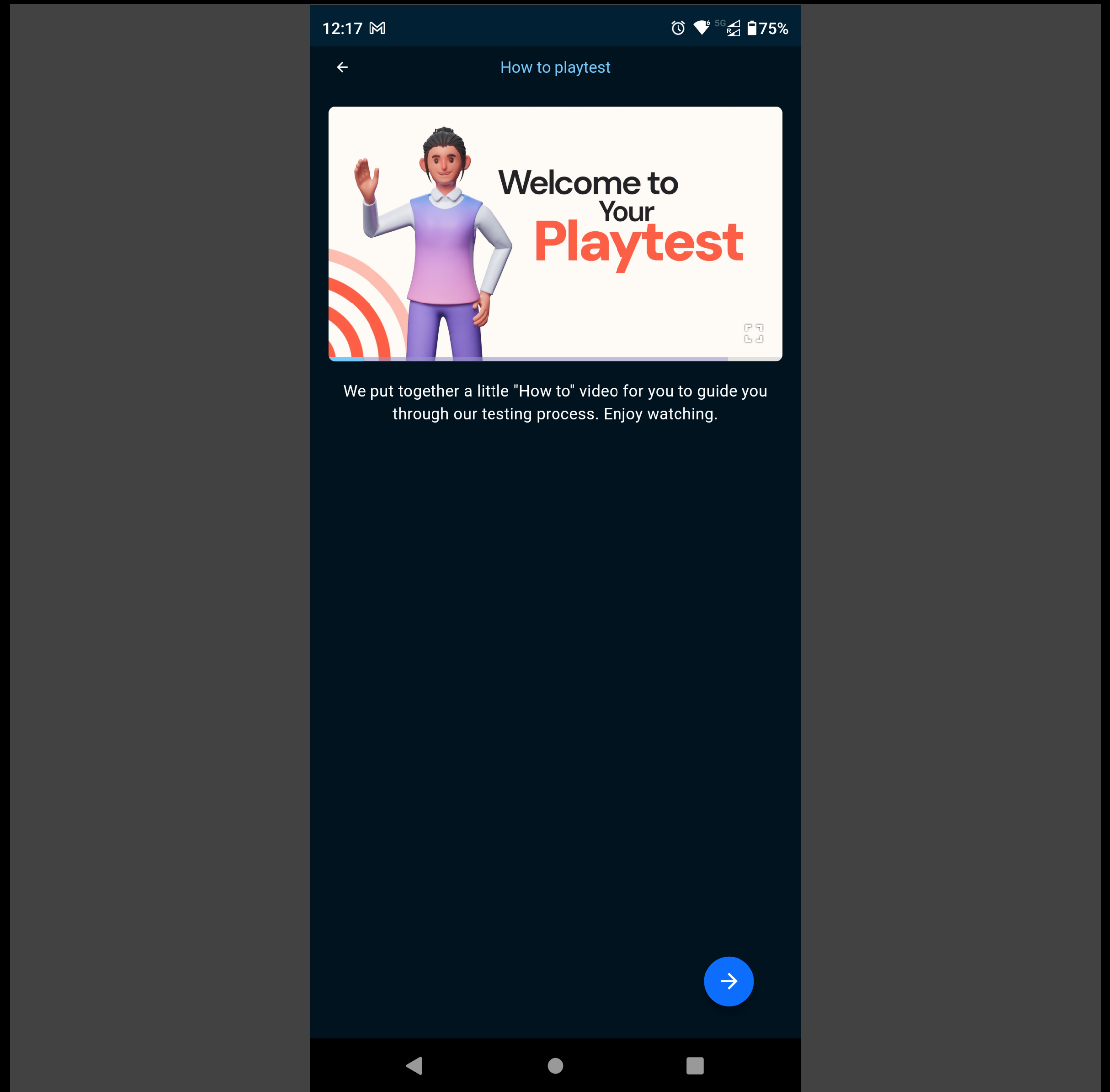
# Game download page 5/5

This is what the player sees if they try to play the game at this stage



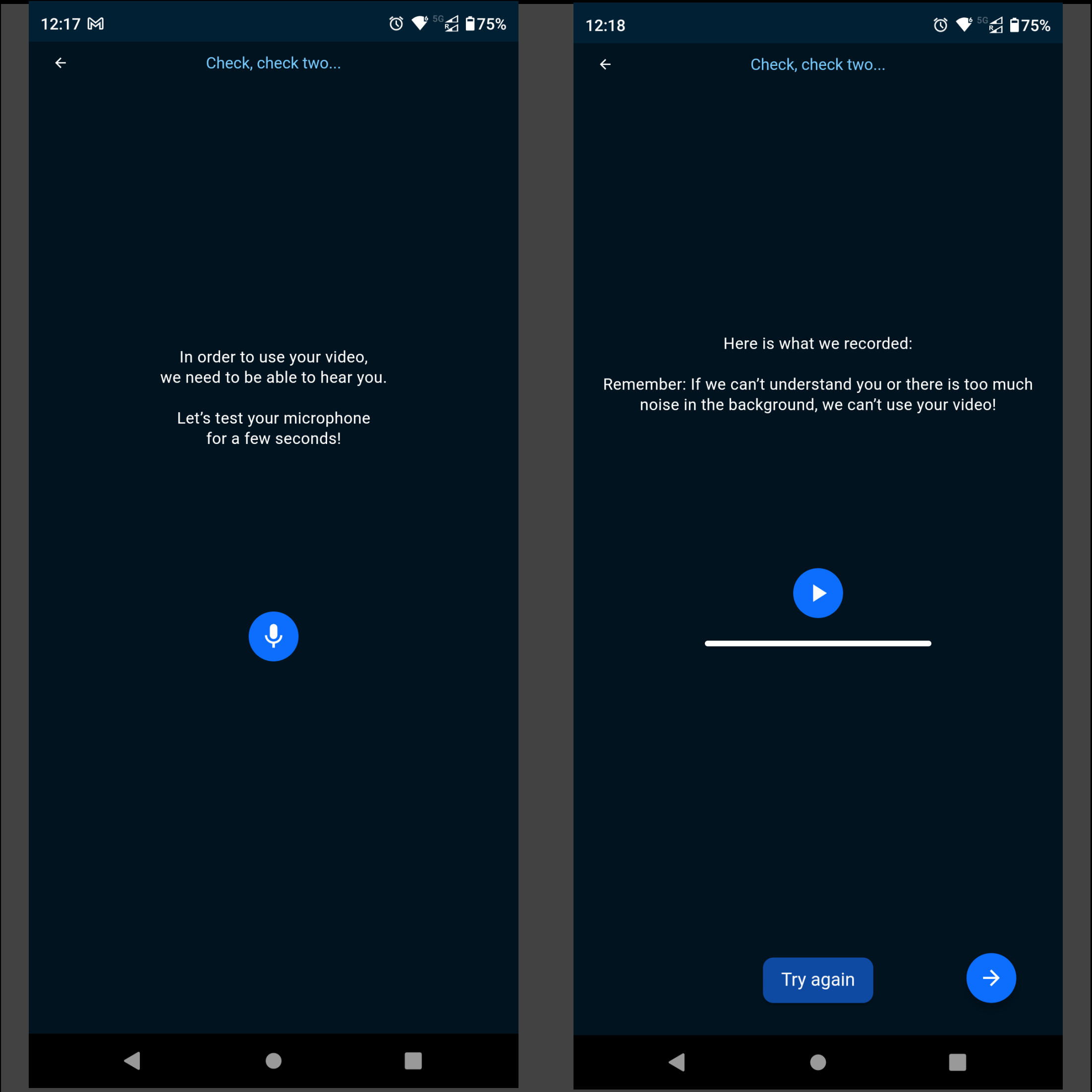
# Video instructions

A short video to explain the playtesting process to the player



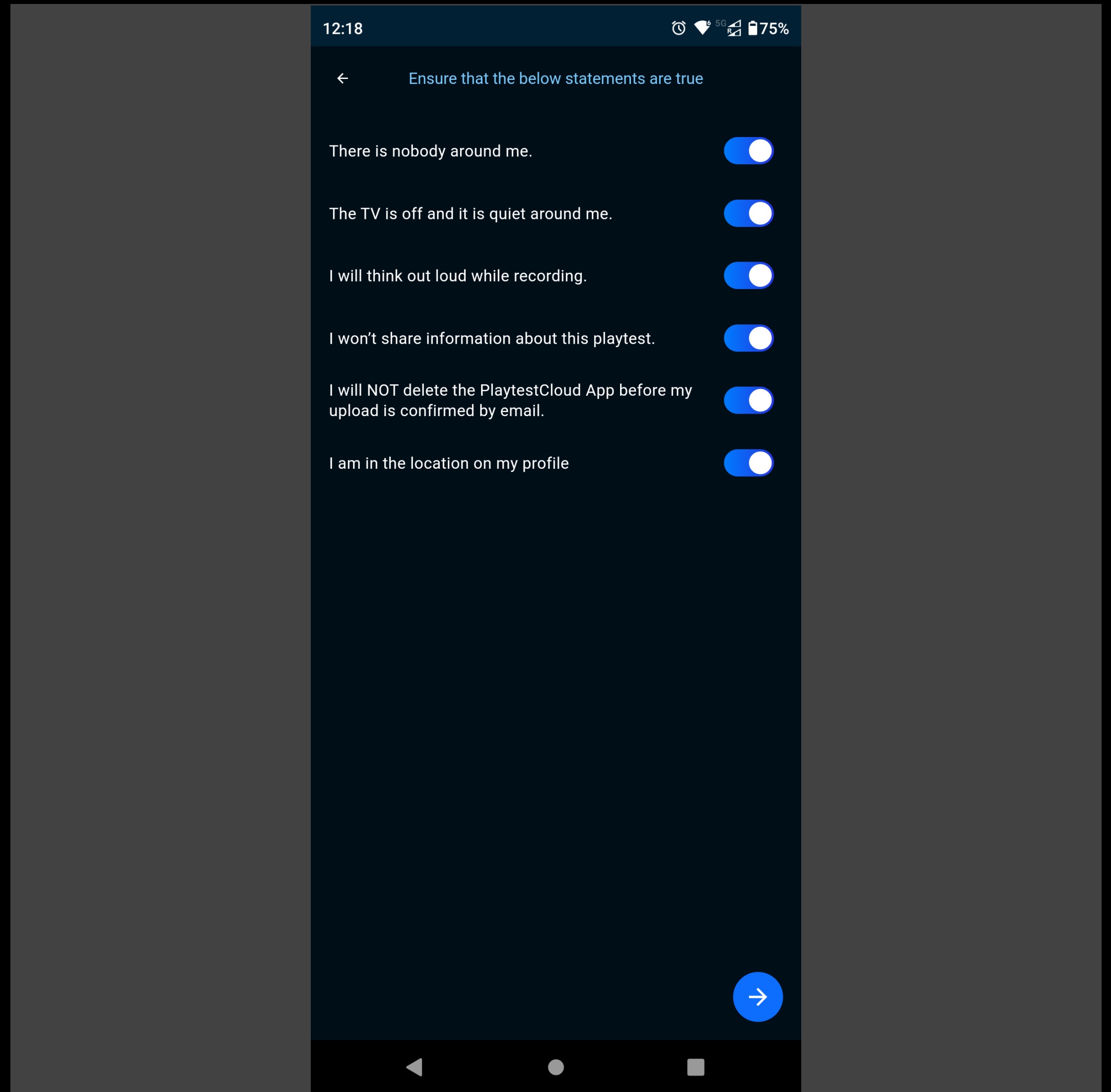
# Mic check page

Only required if the playtest requires audio recording. We confirm that the player’s mic works and players can check the sound quality



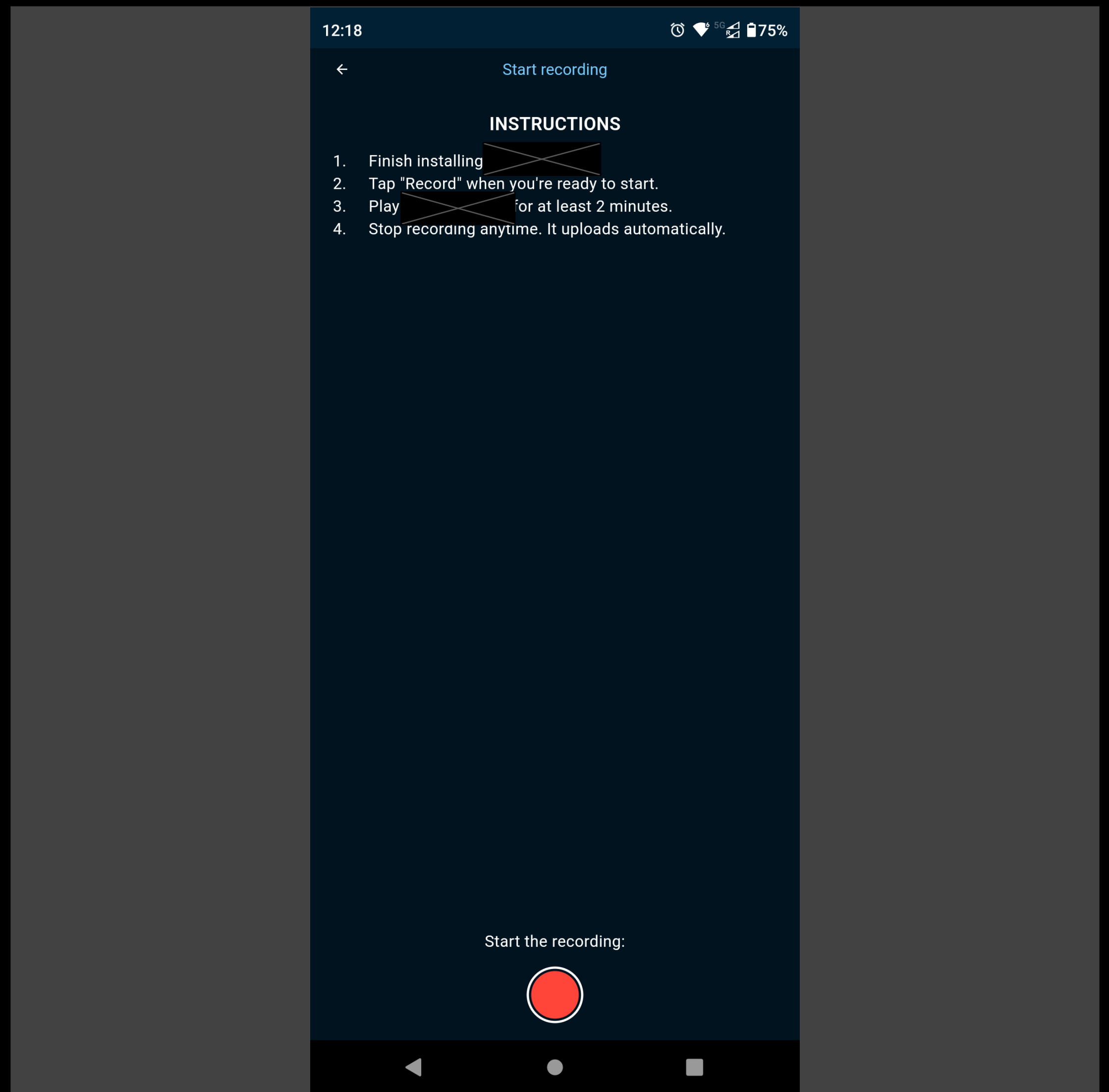
# Final checklist

We add these reminders to help players have a successful playtest



# Start recording screen

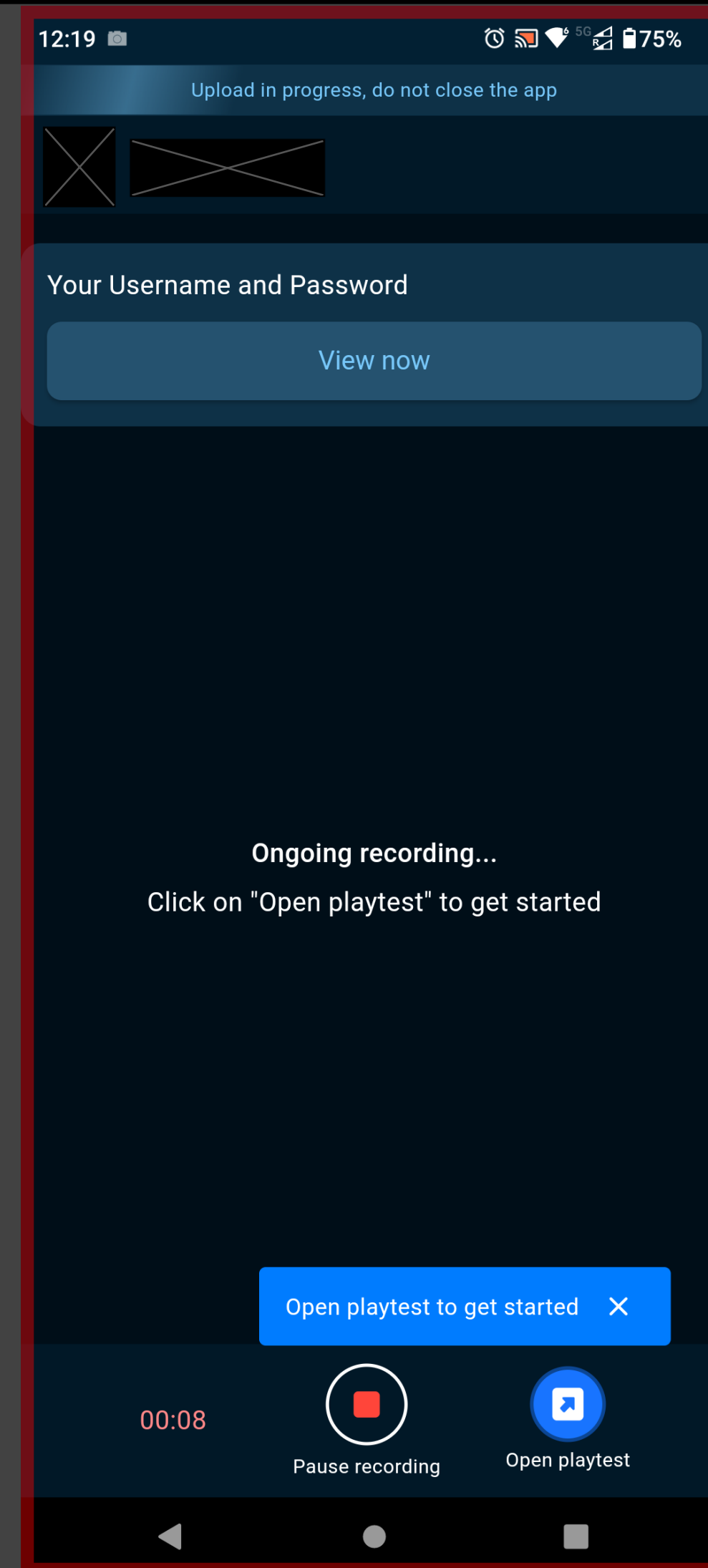
Clicking on start recording brings up the recording permission dialog (required by Android)





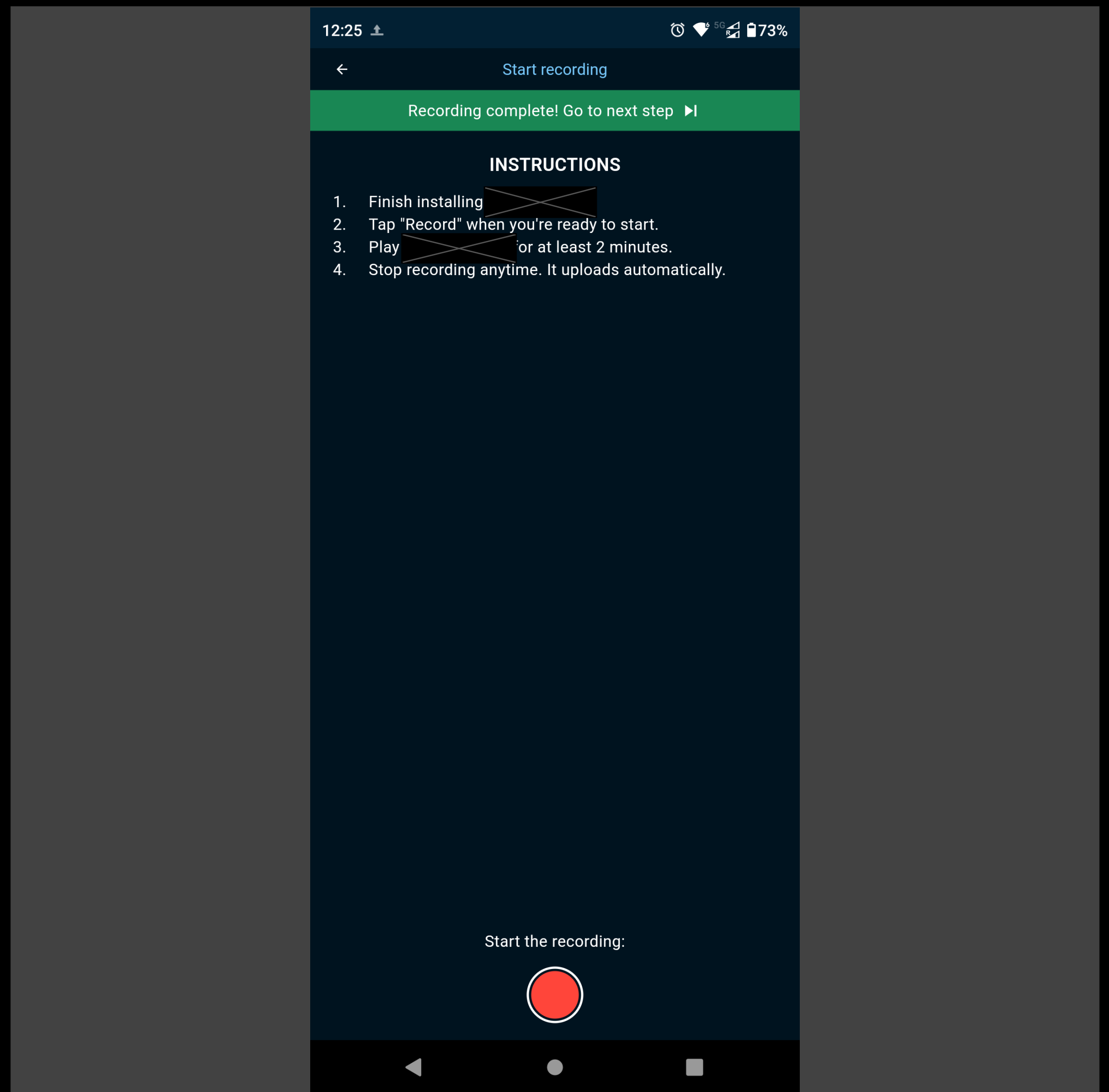
# Recording page

- Red border around the screen to show players their entire screen is being recorded
- Touch indicators will be visible in the recording
- Credentials can be accessed from this page as well
- “Open playtest” button launches the game
- Recording timer to help the player track their participation



## Pause recording

If the player has recorded enough and pauses the recording, they see a prompt to go to the next step which takes them back to the Playtest details page



# Playtest details page (after recording enough)

Now that the player has recorded enough, the survey button is enabled. They can also record more if they want.

Survey button opens the survey in the browser. In this example we used our internal tool but it can be a 3rd party survey tool as well.

