

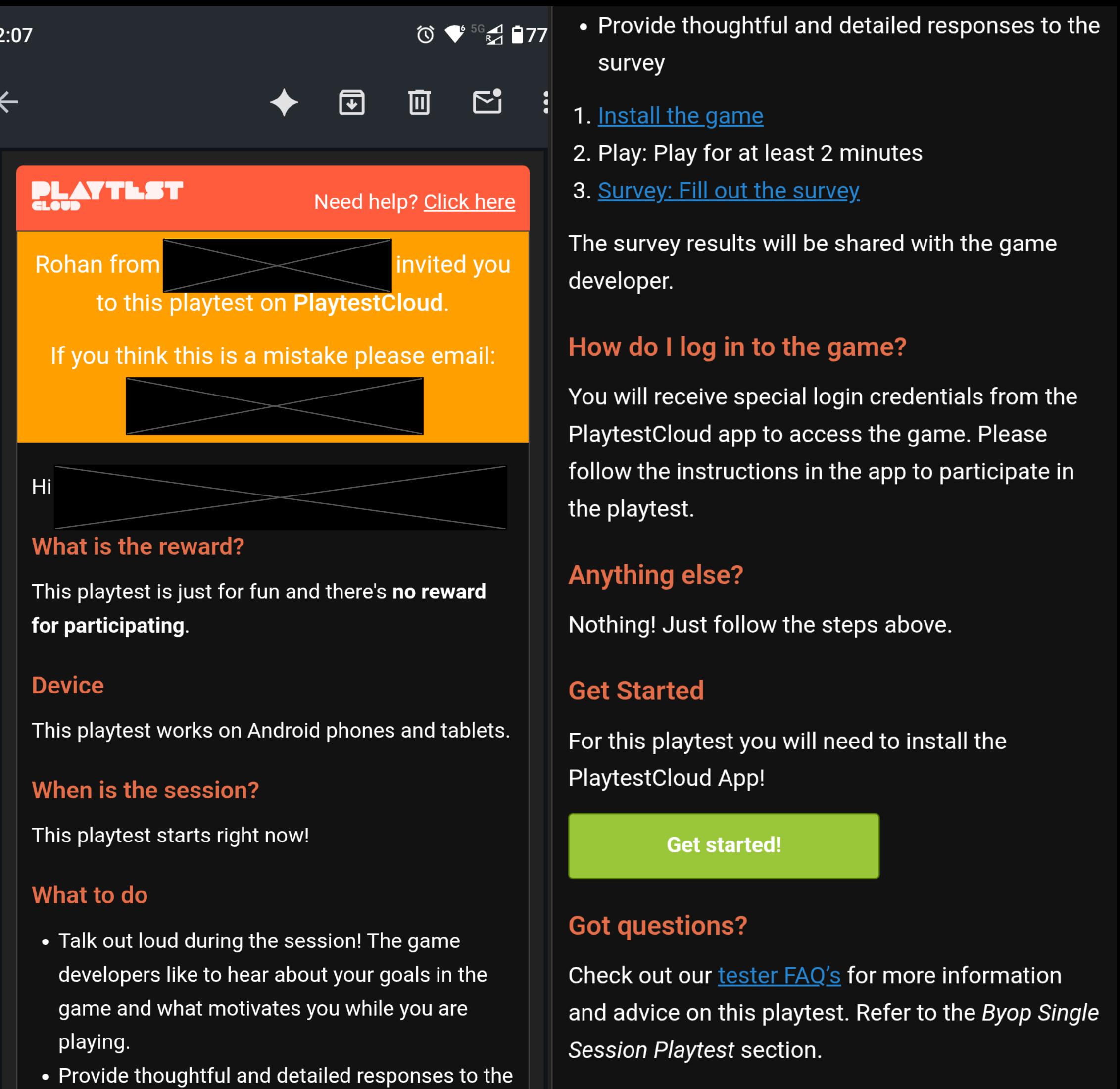
**Player flow on PlaytestCloud:
Single Session Playtest with
Android APK build + survey**

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.



The screenshot shows a mobile application interface for PlaytestCloud. At the top, there is a navigation bar with icons for back, home, and other functions. The main content area has a red header bar with the PlaytestCloud logo and a 'Need help? [Click here](#)' link. Below this, a yellow section displays an invitation message: 'Rohan from [REDACTED] invited you to this playtest on PlaytestCloud.' It also includes a note: 'If you think this is a mistake please email: [REDACTED]'. The main body of the screen is black and contains several sections with orange headings and text:

- 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 survey

At the bottom right, there is a large green button with the text 'Get started!'. To the right of the app screenshot, there is a list of steps and a note:

- 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.

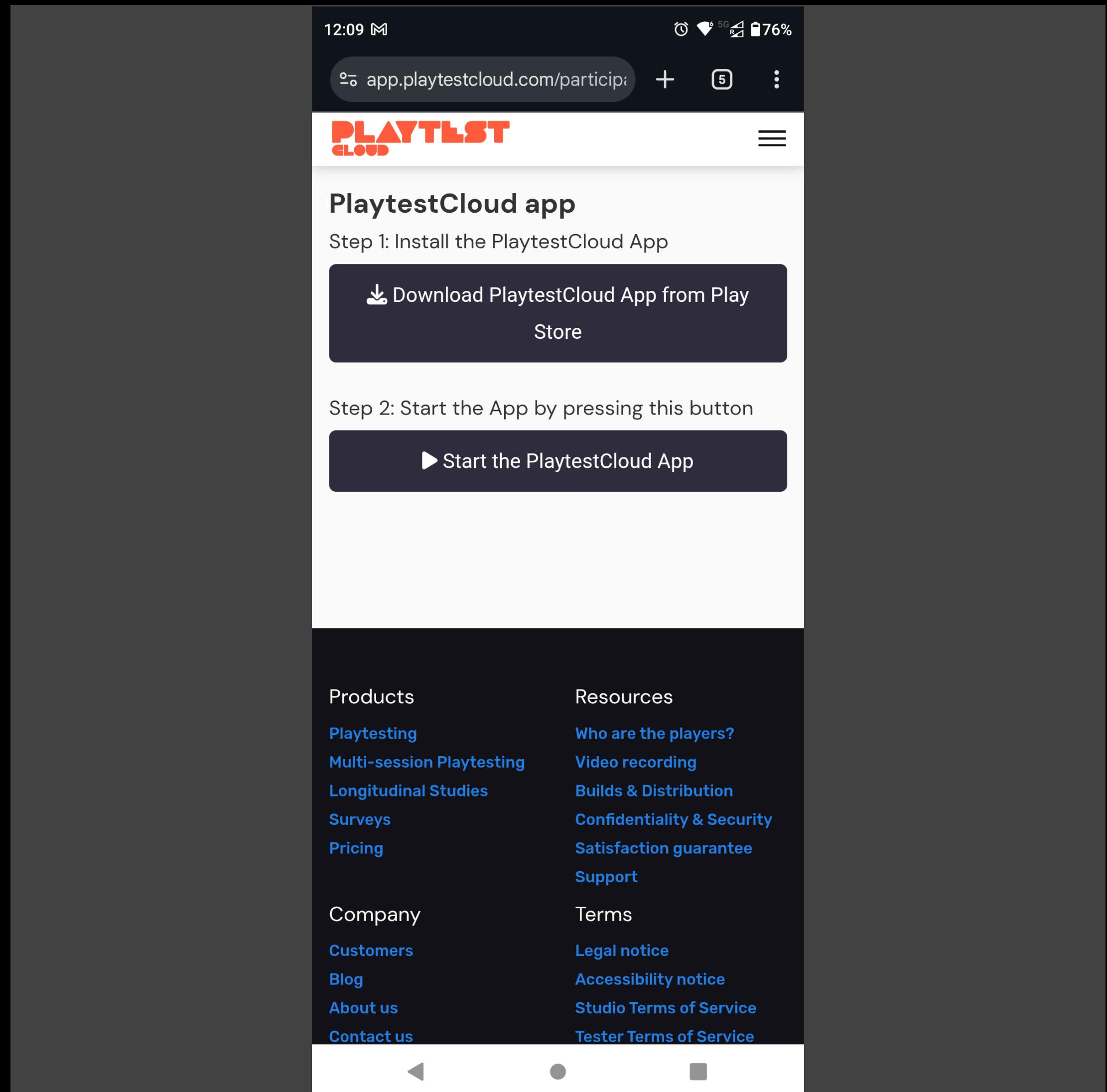
Type "*I accept*" if you agree to these terms:



Type 'I accept'

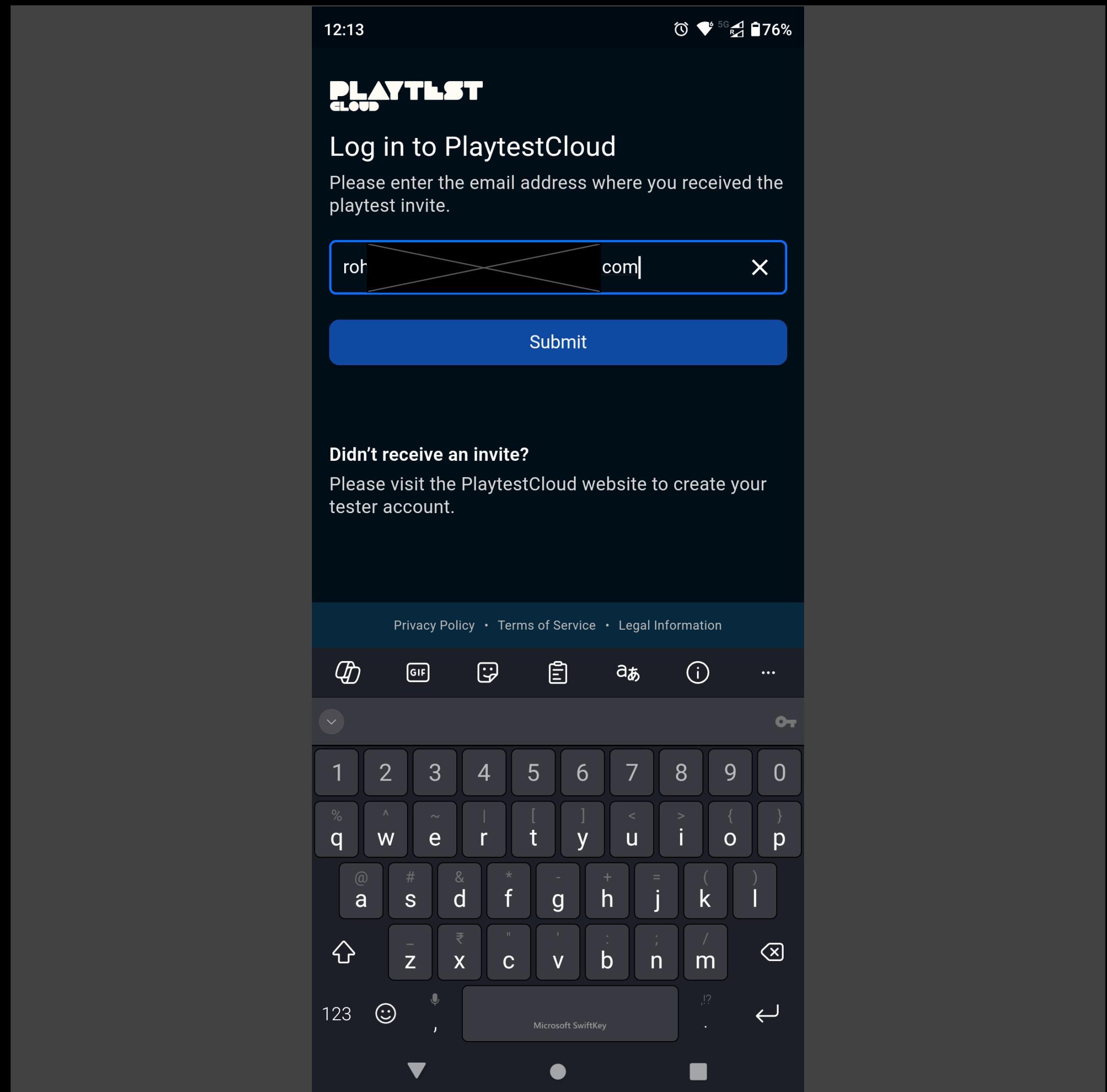
Prompt to install our App

Instructions for the player to install our app



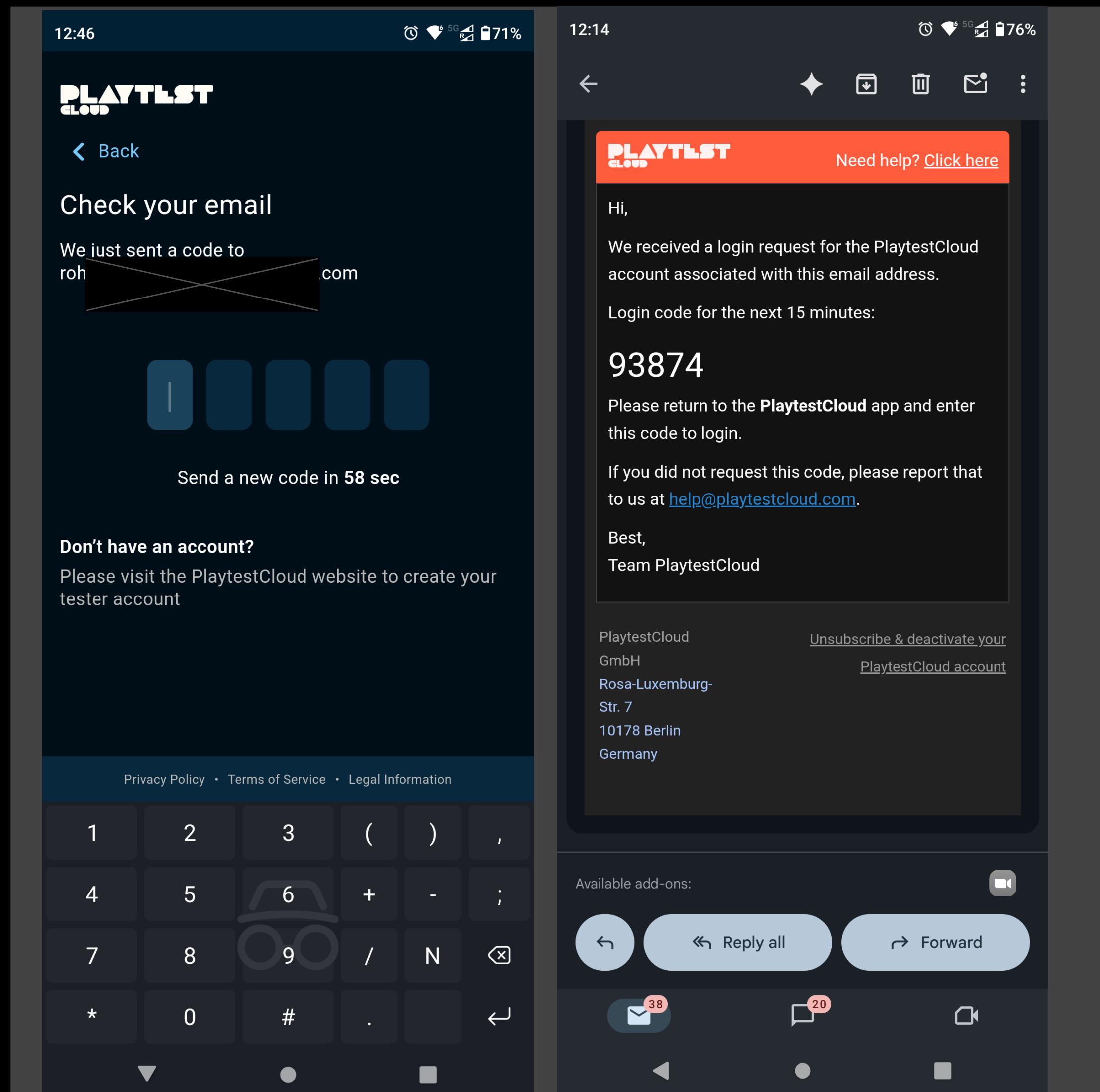
Player opens app

Player must enter their email to continue



Player is sent a login code

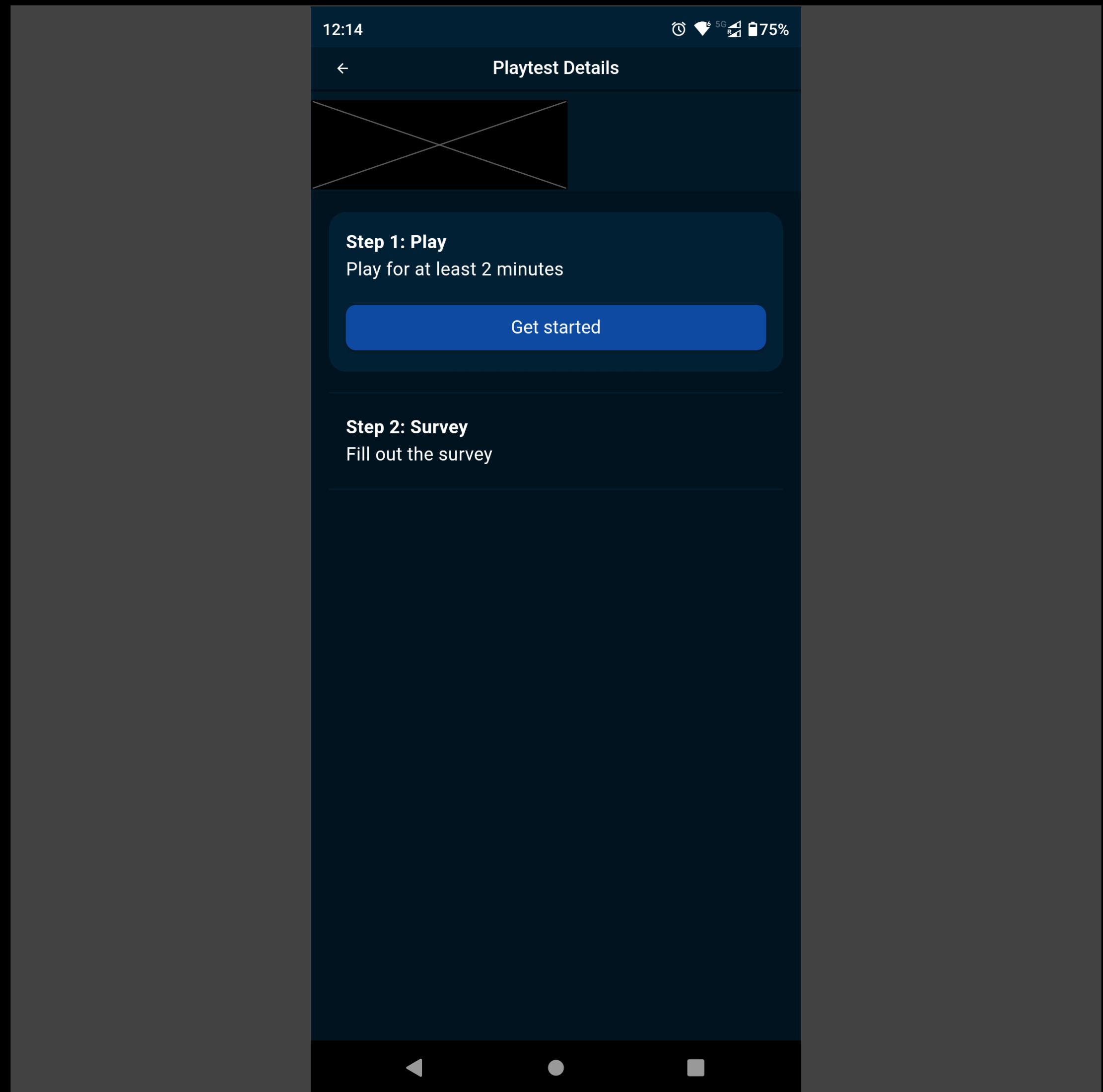
This allows us to validate the email address and make sure all future instructions reach the player.



Playtest details page

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

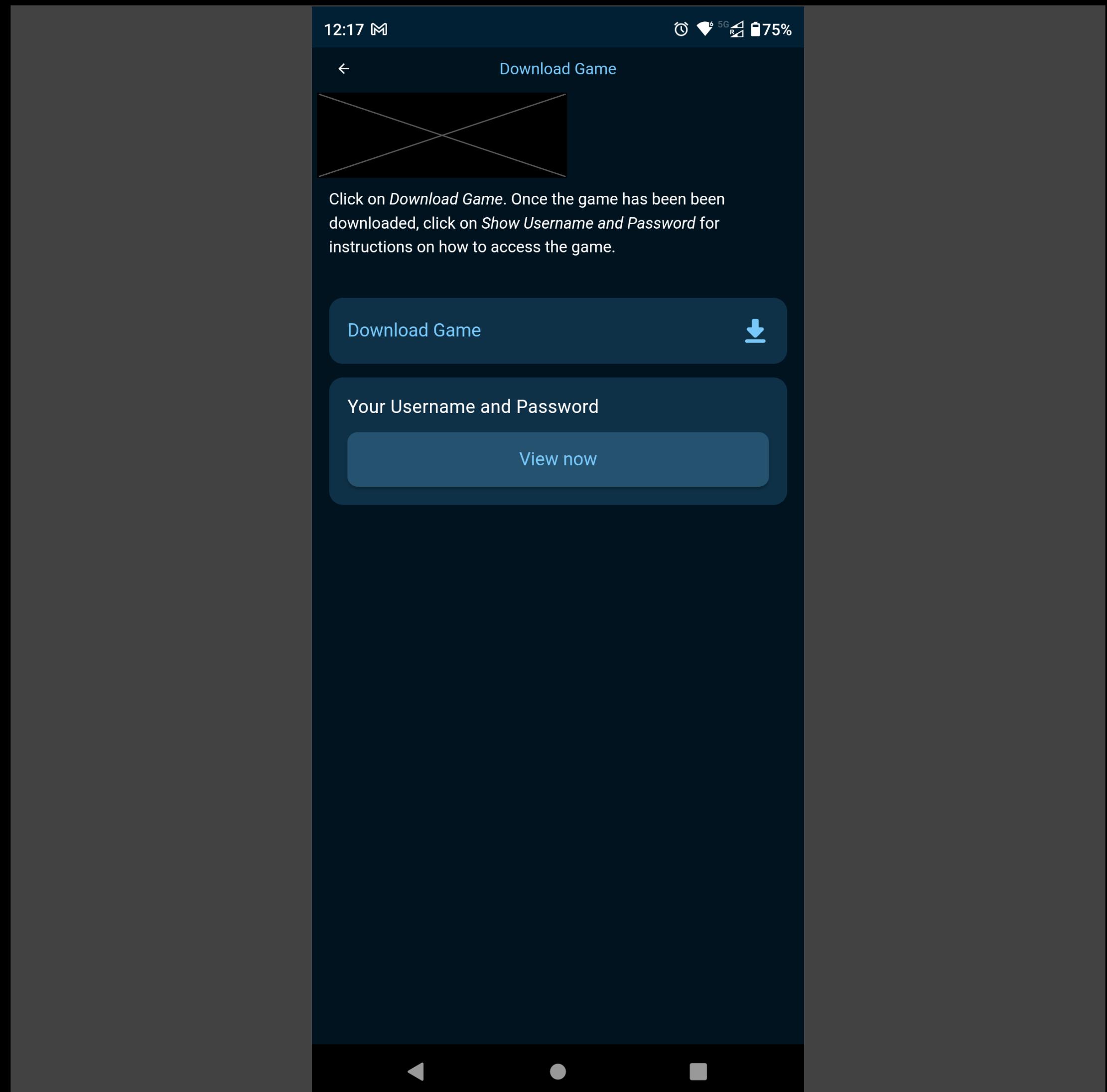
In the background we are checking to verify if the player should still have access (kill switch not enabled, playtest status, VPN, location and device details). If any of the checks fail, players see a “Playtest Finished” message.



Game download page 1/5

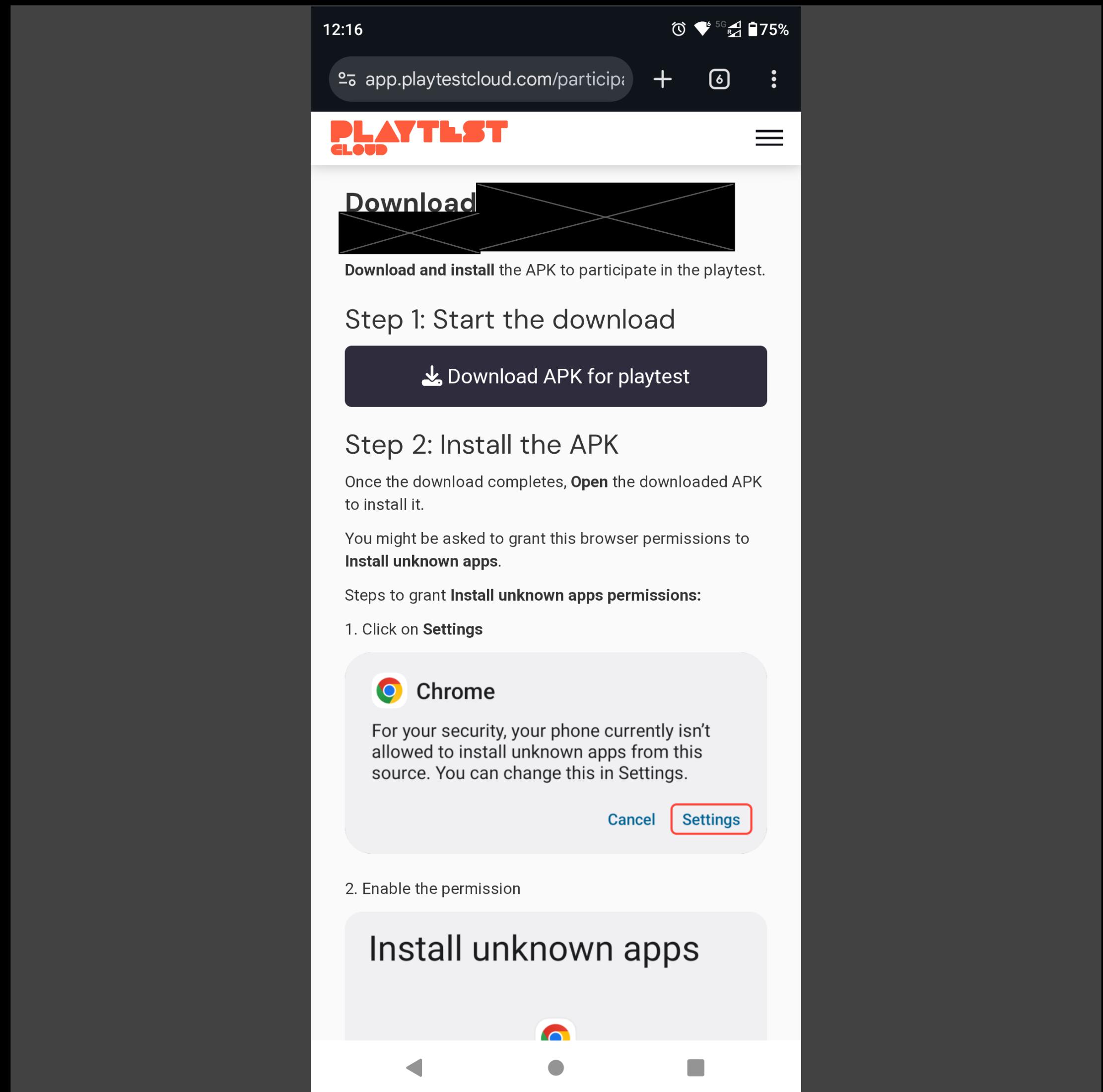
Player can download the game from here but cannot access the game.

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

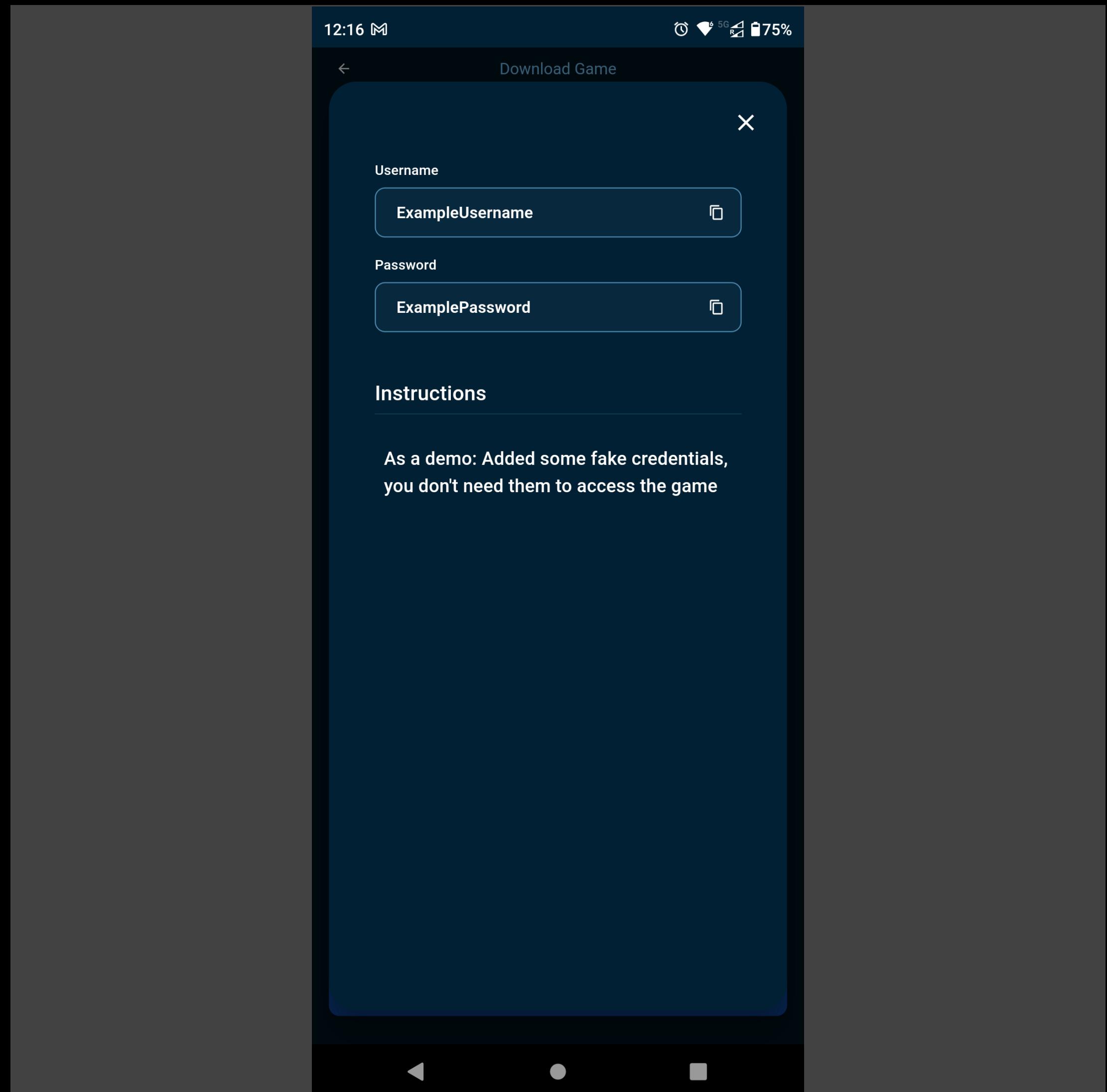
Download button takes the player to the browser where they see instructions on how to sideload an apk.



Game download page 3/5

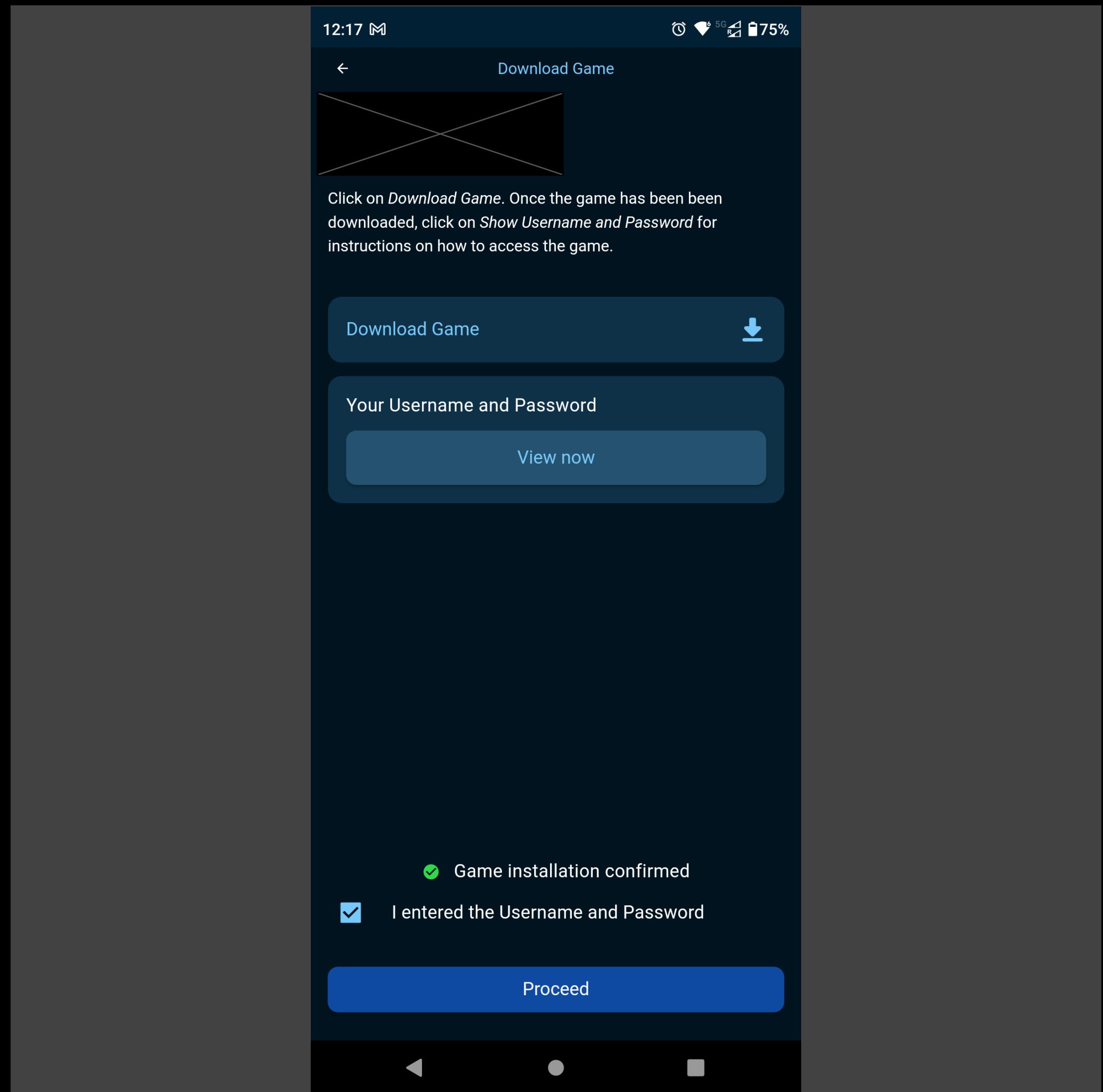
What the player sees when they view the credentials.

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



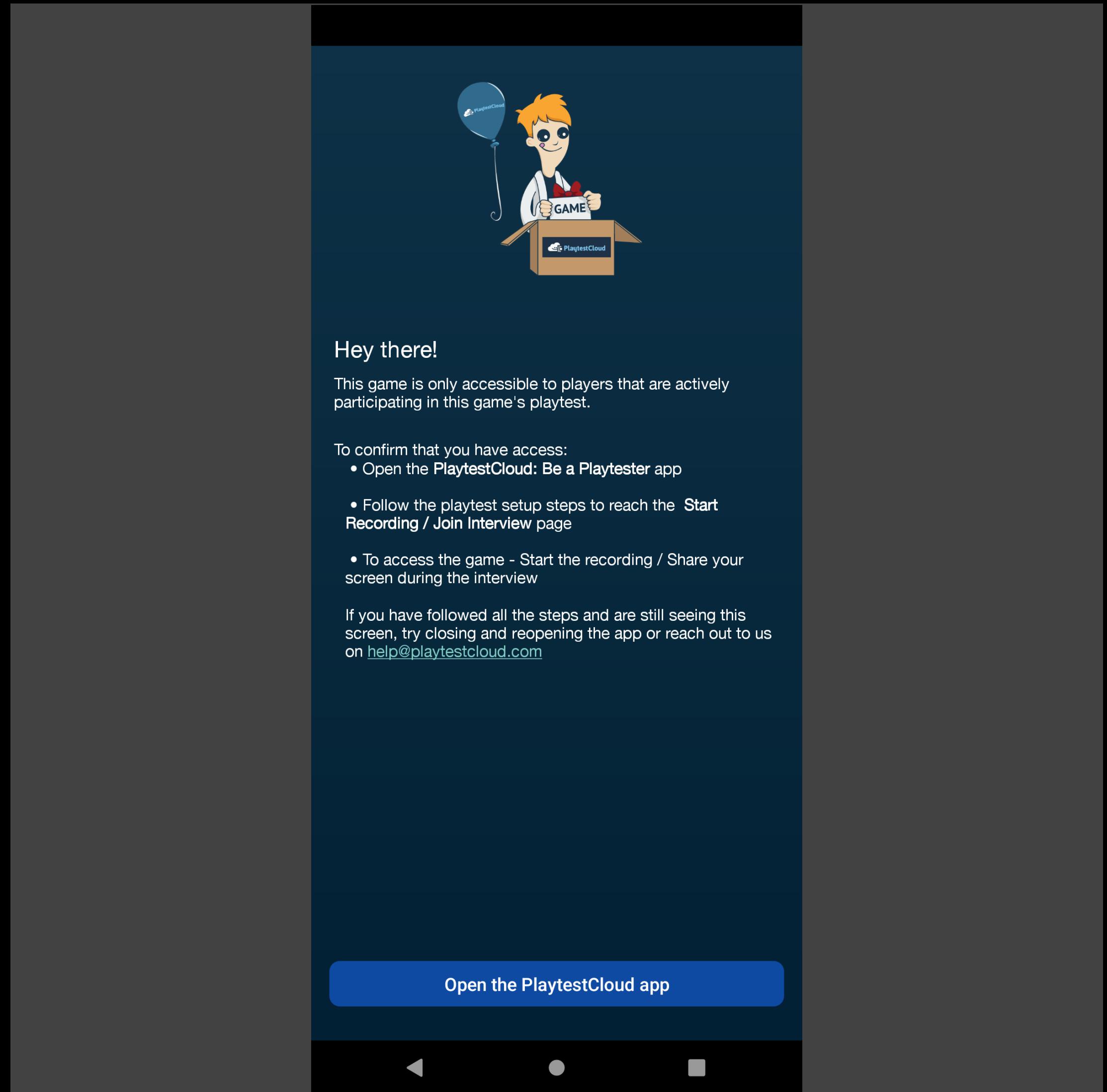
Game download page 4/5

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



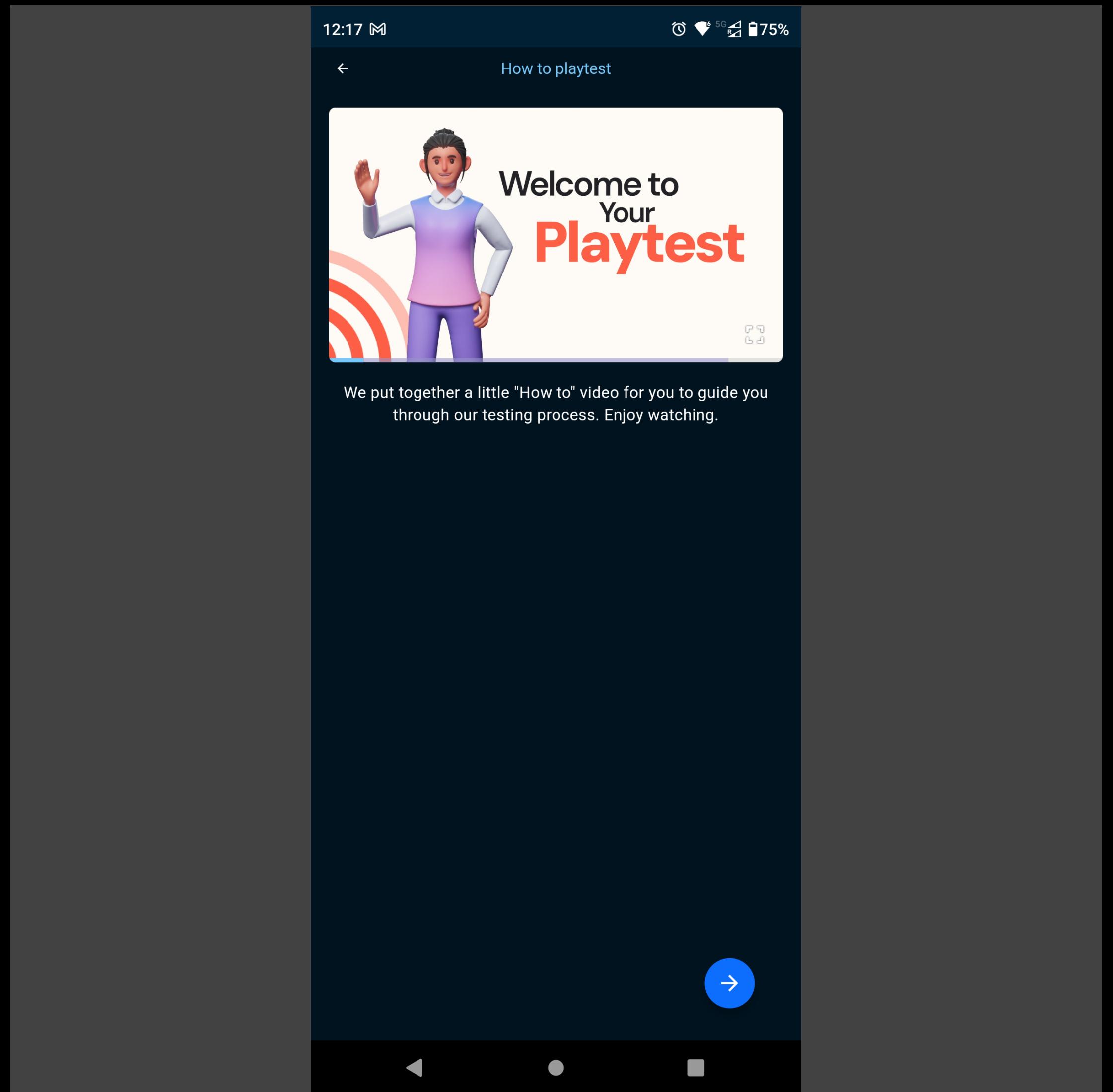
Game download page 5/5

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



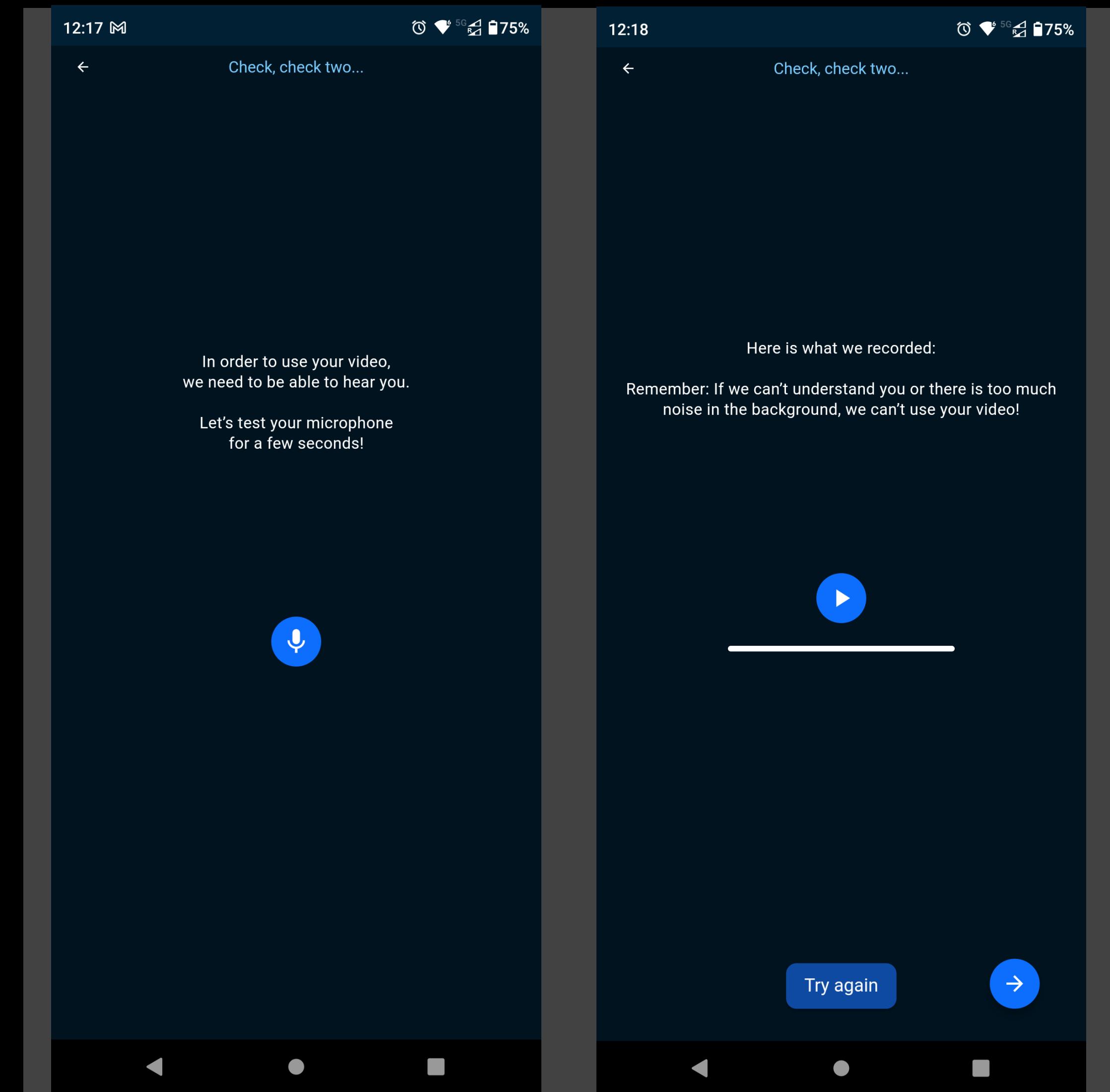
Video instructions

A short video to explain the playtesting process to the player



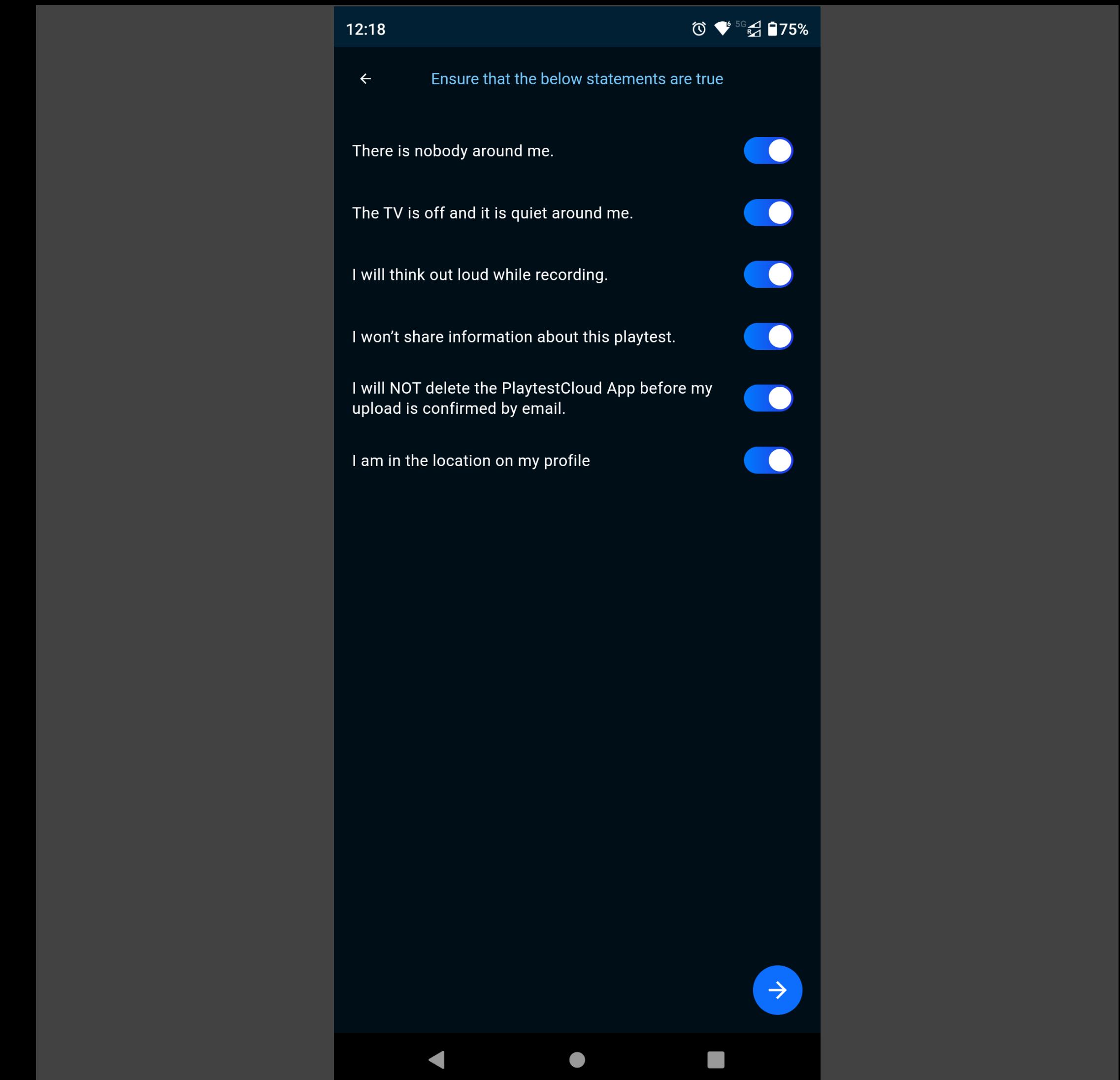
Mic check page

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



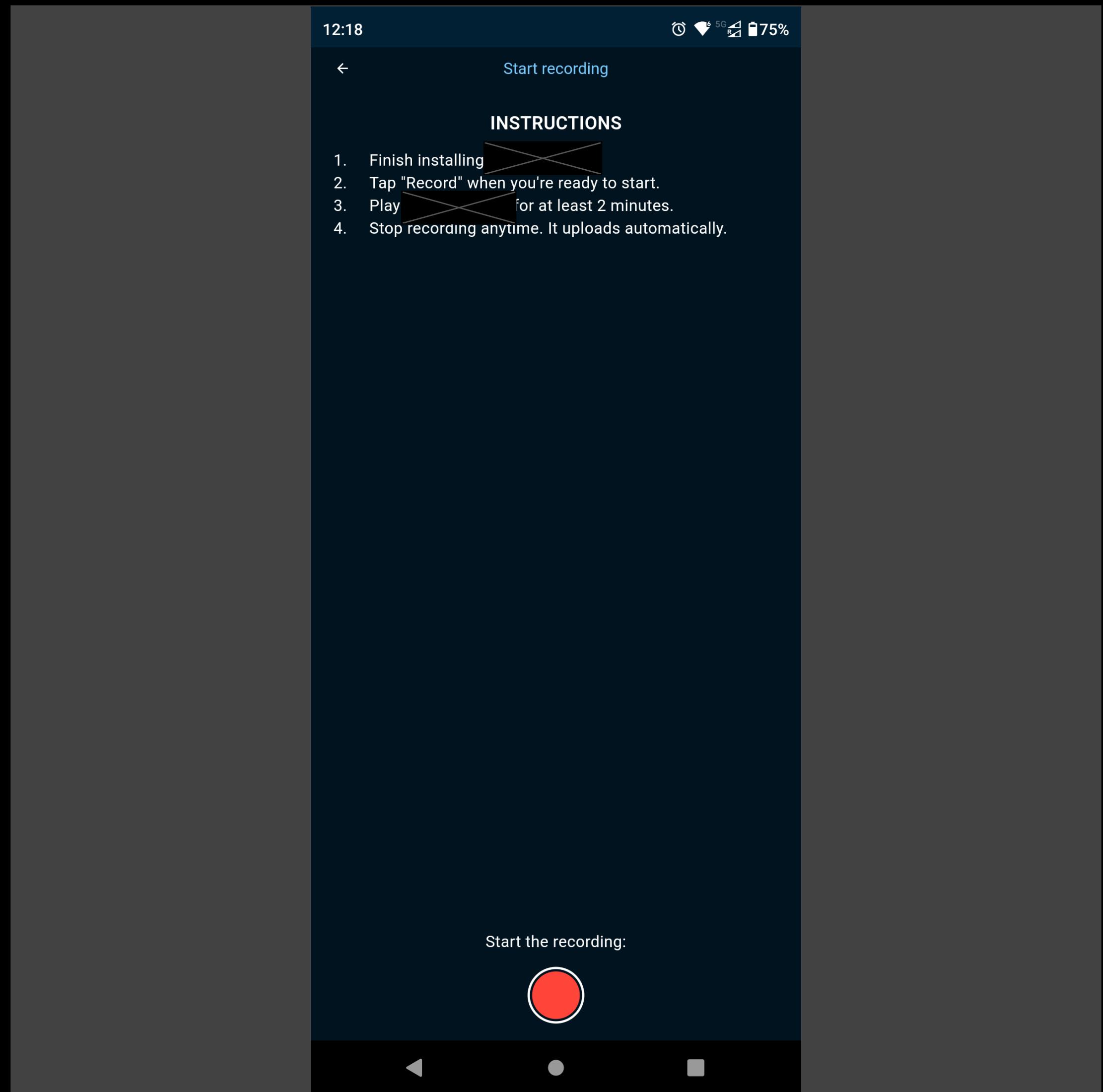
Final checklist

We add these reminders to help players have a successful playtest



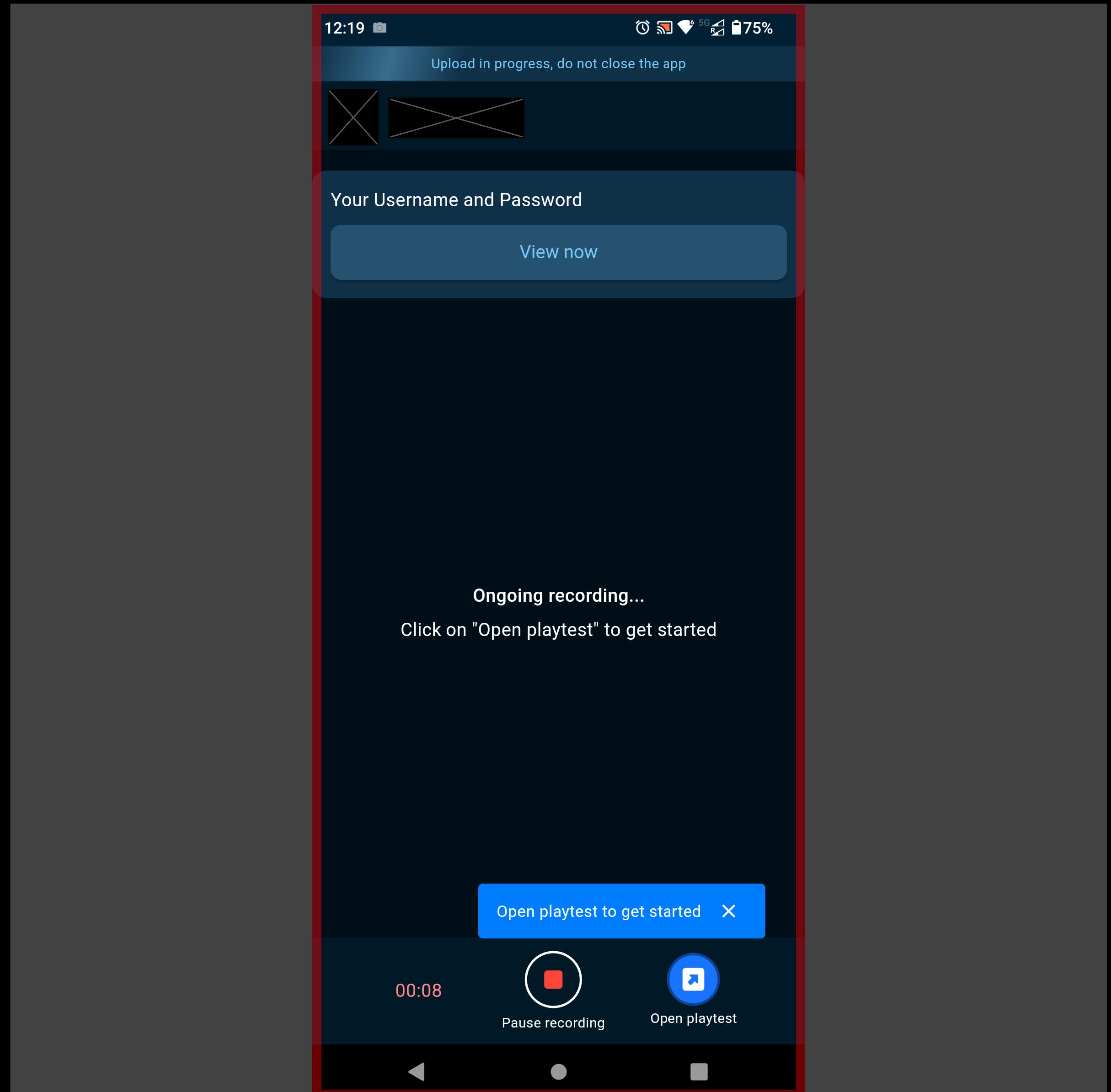
Start recording screen

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



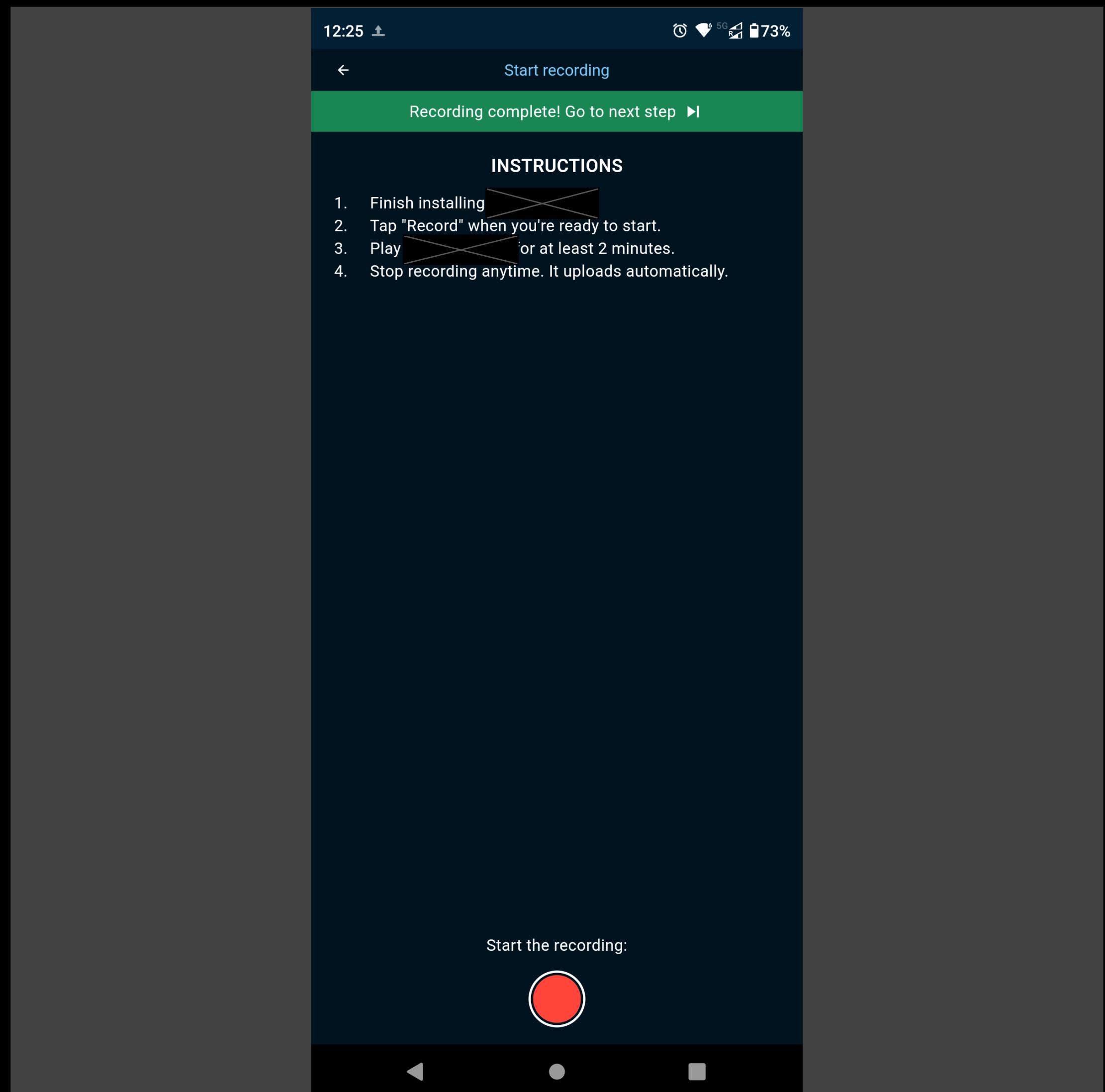
Recording page

- 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.

The image shows two screenshots of a mobile device. The left screenshot displays the 'Playtest Details' page with a timestamp of 12:25. It shows a recording icon with '4 minutes recorded' and a note to 'Play for at least 2 minutes'. A blue button labeled '(Optional) Record more' is visible. Below this is a section titled 'Step 2: Survey' with the sub-instruction 'Fill out the survey' and a blue button labeled 'Answer survey'. The right screenshot shows a survey interface from 'PLAYTEST CLOUD' with a timestamp of 12:26. The URL in the address bar is 'app.playtestcloud.com/participant'. The survey begins with the heading 'Please answer these questions' and a note that 'Questions marked with * are required'. It consists of five numbered questions with dropdown menus for answers. Question 1: 'How much fun did you have playing this game? (1=least fun, 10=most fun) *'. Question 2: 'How likely is it that you would play this game again? (1=least likely, 10=most likely) *'. Question 3: 'How likely is it that you would recommend this game to a friend? (1=least likely, 10=most likely) *'. Question 4: 'How do you feel today? *'. Question 5: 'Did the game crash during your gameplay? *' with two radio button options: 'Yes, it crashed' and 'No, it didn't crash'.