

First playable loop.

FIELD NOTES / 001 | FREE WORKSHEET

Choose one mechanic. Define what your next build should help you learn.

01 Player action

What does the player repeatedly do?

02 Visible feedback

How does the player know that the action worked?

03 Outcome and restart

What ends the loop, and how does it begin again?

04 One test question

Write a question that you can answer by watching a player.

05 Scope boundary

Name three things that stay outside this prototype.

06 Test record

Name the build, input method and observation you will record.

Watch. Record. Change.

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Build ID: _____ Date: _____ Test mode: _____

Device / input: _____ Player count: _____

01 The task

What should the player try to do? Avoid explaining the solution.

02 Expected result

What would successful completion look like?

03 What actually happened

Describe visible actions. Keep interpretations separate.

04 One next change

Choose a change and the same task you will use to retest it.

EXAMPLE: ONE PARCEL, ONE DESTINATION

Task: deliver one parcel without verbal help.

Observation: the player passes the destination three times.

Next change: distinguish the destination marker from the pickup marker.

Retest: use the same task and record the new build ID.

This worksheet plans an experiment; it does not certify release readiness.

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