

PLAYER PROMISE TEST TEMPLATE

Behavioral Contract and Test Card

Turn a player-facing promise into independently testable behavior, boundaries, failure conditions, and evidence.

Turn a player-facing promise into independently testable behavior, boundaries, failure conditions, and evidence. Use one identified candidate, system, operation, or decision per copy so the record remains reviewable.

USE THIS RESOURCE WHEN

- Use it when a feature description must become an observable pass/fail contract.
- Ownership, evidence, or decision authority must be explicit.
- Another person must be able to review or reproduce the result.



Free Academy resource

English • US Letter edition • Fillable PDF • v1.0

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How to use it

Turn a player-facing promise into independently testable behavior, boundaries, failure conditions, and evidence. Use one identified candidate, system, operation, or decision per copy so the record remains reviewable.

HOW TO USE IT

- 1 Identify the exact subject and baseline before filling the working sections.
- 2 Separate verified facts from assumptions and unresolved questions.
- 3 Link evidence to the candidate, build, version, or decision it actually supports.
- 4 Record an accountable decision, owner, and next trigger before closing the document.

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USE AND SHARING

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1. Promise and cycle

Promise / requirement source

Be specific. Name the source, evidence, owner, and decision where applicable.

Starting state

Be specific. Name the source, evidence, owner, and decision where applicable.

Act — player or system input

Be specific. Name the source, evidence, owner, and decision where applicable.

1. Promise and cycle — continued

Respond — immediate readable response

Be specific. Name the source, evidence, owner, and decision where applicable.

Change — authoritative state transition

Be specific. Name the source, evidence, owner, and decision where applicable.

Again — reset, persistence, or re-entry

Be specific. Name the source, evidence, owner, and decision where applicable.

2. Contract boundaries

Owner / committer

Be specific. Name the source, evidence, owner, and decision where applicable.

Invariants

Be specific. Name the source, evidence, owner, and decision where applicable.

Acceptance criteria — assert separately

Be specific. Name the source, evidence, owner, and decision where applicable.

2. Contract boundaries — continued

Failure conditions

Be specific. Name the source, evidence, owner, and decision where applicable.

Boundary cases

Be specific. Name the source, evidence, owner, and decision where applicable.

3. Test execution

Arrange

Be specific. Name the source, evidence, owner, and decision where applicable.

Act

Be specific. Name the source, evidence, owner, and decision where applicable.

Observe / oracle

Be specific. Name the source, evidence, owner, and decision where applicable.

3. Test execution — continued

Expected result

Be specific. Name the source, evidence, owner, and decision where applicable.

Expected deliberate failure

Be specific. Name the source, evidence, owner, and decision where applicable.

4. Validity and evidence

Setup-validity check

Be specific. Name the source, evidence, owner, and decision where applicable.

Restored-run result

Be specific. Name the source, evidence, owner, and decision where applicable.

Evidence link / build ID

Be specific. Name the source, evidence, owner, and decision where applicable.

Unresolved gap

Be specific. Name the source, evidence, owner, and decision where applicable.