



LIQUID SPORTS GAME TESTER & RATING CHECKLIST

FBBL Manager + FBFL Manager | Updated standard-game checklist | 1 = Poor, 5 = Excellent

SCOPE: STANDARD FBBL / FBFL BUILDS ONLY - NJCAA PROTOTYPE EXCLUDED



TESTER INFORMATION

Tester Name:

Date:

Time Played:

Seasons Completed:

Build / Version:

Game Tested

☐ FBFL Manager

☐ FBFL Manager

Mode

☐ Solo Dynasty

☐ Online

☐ Classroom

Device

☐ Windows PC

☐ Mac

☐ Chromebook

☐ Tablet

☐ Phone

Browser

☐ Chrome

☐ Edge

☐ Safari

☐ Firefox

☐ Other

1. FIRST IMPRESSION, ACCESS & NAVIGATION

- ☐ Game loaded correctly and the initial sign-in/startup flow was understandable.
- ☐ The three-save-slot screen clearly showed the team, season, phase, week, record and last-save information.
- ☐ I could open the save manager from inside a dynasty and return to the active game without signing out.
- ☐ Starting a new game, continuing a saved game and choosing a program were understandable.
- ☐ Expandable Weekly, Numbers, Program and Game menus were organized and easy to navigate.
- ☐ Compact dashboard cards were readable and provided useful program context without feeling cluttered.
- ☐ Tutorials/instructions were useful, and I could exit quickly with the close control or Escape when available.
- ☐ I understood what I was supposed to do next without needing outside help.

RATE 1-5

Ease of getting started

 /5

Visual appearance

 /5

Navigation / menu organization

 /5

What was confusing, slow or unclear when you first started?



WEEKLY FLOW & PROGRAM MANAGEMENT

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2. WEEKLY DYNASTY WORKFLOW

- ☐ The weekly sequence (schedule -> questions -> scouting -> training/academics -> roster -> recruiting/program management -> game -> review -> advance) made sense.
- ☐ Weekly questions and the management-interaction bank were understandable and rewards posted correctly.
- ☐ Scouting information and recommended matchups/focus areas were useful without feeling like a forced answer.
- ☐ Team, individual and position/group training controls were efficient and the resulting preparation felt appropriately modest.
- ☐ Academics, GPA, eligibility, degree credits and graduation tracks were understandable.
- ☐ Roster, depth chart/rotation and player-status information were easy to interpret.
- ☐ Recruiting contacts, interest progression and distance-based recruiting costs were understandable.
- ☐ Recruiting, Meals, Hotel and Fuel budget controls worked, including the minimum travel safeguard.
- ☐ Sponsorship controls and Controlled / Auto-Delegated / Old School settings behaved as expected.
- ☐ Community-service choices created meaningful tradeoffs without obviously advertising one best answer.
- ☐ Player/locker-room problems felt more grounded and serious while staying appropriate for a PG game.
- ☐ For locker-room/program decisions, the game showed the choices without revealing hidden consequences before I chose.

RATE 1-5

Weekly game flow

 /5

Amount of meaningful decision-making

 /5

Pace / number of clicks

 /5

Program-management depth

 /5

Anything repetitive, tedious, too easy, too punishing or unclear?



GAME DAY, SIMULATION & COACH DECISIONS

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3. PREGAME, LIVE GAME & POSTGAME

- ☐ A pregame game-plan screen appeared before the game and let me choose offensive and defensive approaches.
- ☐ I could back out of the pregame screen without accidentally starting the game.
- ☐ Situational coaching decisions appeared at appropriate moments and the 20-second timer worked correctly.
- ☐ Decision buttons showed the action I was choosing without previewing the hidden numerical consequence.
- ☐ The game did not announce the total number of coach decisions in advance; the count was revealed after the game.
- ☐ After I made a live decision, its immediate outcome was understandable and the simulation resumed correctly.
- ☐ Score progression felt believable; better teams usually played better, but plausible upsets still happened.
- ☐ Large leads did not automatically collapse just to force a close finish.
- ☐ The live play-by-play / Coach Game Log was readable and reconciled with the final score and box score.
- ☐ At the final whistle/buzzer the game moved into the box score review automatically.
- ☐ The box score had an obvious quick-close control and included a postgame coaching-decision review.

SPORT-SPECIFIC SIMULATION CHECKS

- ☐ FBFL: Down, distance, field position and possession stayed consistent from play to play.
- ☐ FBFL: Touchdowns, turnovers, punts/field goals and possession changes occurred in the correct order.
- ☐ FBFL: Penalties were not pre-populated before the game started and game-state penalties made sense.
- ☐ FBFL: Half/clock, foul trouble, possessions, momentum and late-game flow made sense.
- ☐ FBFL: Score changes, rebounds, turnovers, free throws and overtime matched the game log.
- ☐ FBFL: Late-game choices did not create implausible forced comebacks or mismatched final scores.

RATE 1-5

Simulation realism		/5
Play-by-play quality		/5
Coaching decisions		/5
Game excitement		/5

Describe any game sequence, decision or final score that seemed unrealistic.



PLAYERS, RECRUITING, GIS, STATS & RECORDS

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4. PLAYER, ACADEMIC & RECRUITING SYSTEMS

- ☐ Player ratings, positional profiles and development felt believable over time.
- ☐ Training changed players appropriately without producing unrealistic jumps.
- ☐ Majors, GPA, academic standing, eligibility and degree progress persisted correctly for returning players and transfers.
- ☐ Graduation-rate performance visibly mattered to the coach-career system over multiple seasons.
- ☐ Recruit information, recruiting interactions and commitment progression were understandable.
- ☐ Displayed recruiting distance and the recruiting expense used consistent geography/distance logic.
- ☐ Signing, roster turnover and committed-player movement worked correctly.
- ☐ The Transfer Station stayed closed during the season/postseason and opened only during the designated offseason window.

5. GIS, RANKINGS, STATISTICS & HISTORY

- ☐ Schools, players/recruits and hometown markers appeared in the correct locations in the fictional game universe.
- ☐ GIS layer controls (states/regions, terrain/geology, oceans, rivers, lakes, roads, schools, hometowns, recruits/players) worked.
- ☐ Plot Route / distance information was useful and consistent with recruiting or travel calculations.
- ☐ Rankings and standings updated correctly after games.
- ☐ Season statistics updated correctly and matched game results.
- ☐ League/FBFL/FBBL, Region and School historical records were preserved and displayed correctly.
- ☐ Awards and completed-season history appeared accurate.

RATE 1-5

Roster / player system

/5

Recruiting realism

/5

GIS usefulness

/5

Statistics / records

/5

What would make roster, recruiting, GIS, statistics or history better?



DYNASTY ROLLOVER & CLOUD SAVES

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6. OFFSEASON & MULTIPLE SEASONS

- ☐ Postseason and season-ending flow completed correctly.
- ☐ Seniors and other departing players were removed correctly and were not incorrectly left on offseason stay/leave lists.
- ☐ Offseason tasks appeared in the correct order and only when they should be available.
- ☐ Transfer retention/recruiting and other offseason roster actions worked correctly.
- ☐ Recruiting commitments carried into the new season correctly.
- ☐ The next-season roster and schedule regenerated correctly under the standard FBBL/FBFL rules.
- ☐ Returning players kept appropriate long-term development while current-season stat totals reset.
- ☐ Completed-season championships, awards, statistical records and history remained saved after rollover.
- ☐ Coach Job Security, Reputation and Administrative Trust updated plausibly, including graduation impact.
- ☐ The overall multi-season Dynasty experience still felt coherent after two or more seasons.

7. CLOUD SAVE SLOTS & GAME ISOLATION

- ☐ All three personal cloud save slots could be used independently.
- ☐ Saving and reloading returned me to the correct team, season, phase, week and record.
- ☐ Switching save slots preserved the dynasty I was leaving before loading another slot.
- ☐ I could leave the save-slot manager and return to the active game without being logged out.
- ☐ Delete Save showed its confirmation promptly, deleted only the selected slot and did not freeze the interface.
- ☐ A deleted active save did not silently recreate itself through an automatic save.
- ☐ FBBL and FBFL personal saves remained isolated from each other rather than appearing as the wrong game.

RATE 1-5

Long-term / Dynasty experience

 /5

Save reliability

 /5

Offseason clarity

 /5

Replay value

 /5

Would you continue multiple seasons? ☐ Definitely ☐ Probably ☐ Maybe ☐ Probably Not ☐ No

What would most improve Dynasty Mode or the save system?



ONLINE LEAGUE DYNASTY & COMMUNICATIONS

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8. ONLINE LEAGUE DYNASTY

Section tested?

☐ Tested

☐ Not Tested

- ☐ Creating or joining a league by League Code was understandable.
- ☐ Program claiming enforced one human coach per program while unclaimed programs remained computer controlled.
- ☐ The league calendar, standings, official results, postseason and championship history behaved as the authoritative shared competition.
- ☐ Shared recruiting used one league-wide market and a shared recruit committed to only one program.
- ☐ The shared Transfer Station was unavailable outside the league offseason.
- ☐ Human matchup game-plan submission and official result resolution worked correctly.
- ☐ The commissioner could advance only after the current round was complete.
- ☐ The league moved correctly through regular season, postseason and offseason.
- ☐ Online League membership/results remained separate from my three personal Solo Dynasty save slots.

9. LEAGUE BOARD & PRIVATE MESSAGES

- ☐ The League Board opened correctly and I could create/read league-only discussion threads and replies.
- ☐ Private Messages let me open a direct conversation with another coach in the same online league.
- ☐ Unread-message indicators / refresh behavior made it clear when new communication arrived.
- ☐ League-board and DM updates refreshed without requiring me to leave the league screen.
- ☐ Blocking another coach stopped new direct messages as expected.
- ☐ The communications window was easy to close and did not interfere with the game underneath.
- ☐ The text-only league communication system felt useful for commissioner announcements and coach-to-coach coordination.

RATE 1-5

Online League Mode

/5

Commissioner workflow

/5

League Board

/5

Private messaging

/5

Online League / communications feedback:



CLASSROOM MODE & TECHNICAL QUALITY

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10. CLASSROOM MODE

Section tested?

☐ Tested

☐ Not Tested

- ☐ Teacher and student/class access worked as expected.
- ☐ Students could join through the intended classroom flow without unnecessary account friction.
- ☐ Teacher curriculum questions replaced the standard trivia/questions correctly.
- ☐ Questions loaded correctly without excessive repeats or stuck questions.
- ☐ Question rewards and the normal sports-management workflow still made sense in Classroom Mode.
- ☐ Student/classroom identity persisted appropriately for the intended implementation.
- ☐ Teacher/student instructions were easy to find and matched the current interface.

11. PERFORMANCE, RESPONSIVENESS & INTERFACE

- ☐ Game loaded quickly enough for normal play.
- ☐ Buttons responded correctly and I did not encounter long input delays.
- ☐ Menus and dropdowns stayed inside their containers and did not spill off-screen.
- ☐ No text, cards, menus or status information were cut off or overlapped.
- ☐ No broken images, instructions or important links were visible.
- ☐ I did not experience unexpected freezes during extended play.
- ☐ Save/reload behavior worked after extended play.
- ☐ Pregame, tutorial, box-score and save overlays had obvious close/return controls.
- ☐ On mobile/tablet, the game fit the screen without unusable horizontal scrolling.
- ☐ On mobile/tablet, game simulation, menus and buttons remained readable and usable.

RATE 1-5

Performance / speed

/5

Reliability

/5

Interface clarity

/5

Mobile / tablet experience

/5

Performance, mobile or classroom feedback:



BUG REPORT

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12. BUG REPORT - ISSUE 1

Game / Mode:

Season / Week:

Where were you in the game?

What were you trying to do?

What happened?

What should have happened?

Can you reproduce it? ☐ Every time

☐ Sometimes

☐ Only once

Severity

☐ Cosmetic

☐ Minor

☐ Major

☐ Critical

Screenshot / recording available? ☐ Yes

☐ No

ISSUE 2 - QUICK REPORT

Game area:

Season / Week:

Describe the problem and steps to reproduce:

Severity

☐ Cosmetic

☐ Minor

☐ Major

☐ Critical



OVERALL GAME RATING & FINAL FEEDBACK

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13. OVERALL RATINGS

Graphics / appearance		/5	Save reliability		/5
Ease of use		/5	Online League experience		/5
Realism		/5	Classroom / educational value		/5
Strategy / depth		/5	Replay value		/5
Dynasty / multi-season depth		/5	Fun factor		/5
Recruiting / roster management		/5	Overall quality		/5
Game simulation		/5			

Would you recommend the game? ☐ Definitely ☐ Probably ☐ Maybe ☐ Probably Not ☐ No

Would you play it again? ☐ Yes ☐ Maybe ☐ No

14. FINAL FEEDBACK

Three best things about the game:

Three things that most need improvement:

Was there anything you expected the game to do that it did not?

If you could change ONE thing, what would it be?

Additional comments:

Final Tester Score: / 100