

PLAY IT. THEN TEST THE LOOP.

A short playtest worksheet for the City 2026 browser game.

Open City 2026 from the original creator link. This sheet is an observation exercise for the game shown in the reel, rather than a claim about its development time or implementation.

Run a ten-minute playtest

1. Start a new session and note the controls and goal shown in the game. Record anything you cannot understand without guessing.
2. Try the first useful action and watch its effect on the city. Track what feedback makes the change clear.
3. Try one mistake or failed action. Note whether the game explains the problem and lets you recover.
4. Check a smaller screen and keyboard controls where supported. Write down the device, browser and exact reproduction steps for any issue.

Your playtest notes

First goal understood: _____
First action and feedback: _____
Most confusing moment: _____
Failed action and recovery: _____
Device/browser: _____
One improvement with reproduction steps: _____

Turn the lesson into a build brief

Build a tiny browser game around [one action]. Show the goal immediately, make each action's result visible and include a clear reset. Keep the first playable version small enough to test in ten minutes.

ORIGINAL RESOURCE

City 2026 by the original creator

<https://dator.dev/city2026/>

An independent companion by Huzaifa Shoukat. Check the original project for current setup and availability. Prepared 12 October 2026.