

TESTIONARY

A drawing and guessing game with software testing terms. Print this. Play it. Laugh a lot.

HOW TO PLAY

- 2 to 4 teams, 3 to 5 people each
- Mix roles on teams (devs + testers + PMs)
- One person draws, everyone guesses
- First correct guess wins the round
- ~3 minutes per round, no letters allowed
- Everyone gets a turn to draw

YOU NEED

- Whiteboard + markers
- Sticky notes for words
- 45 to 60 minutes
- Snacks (non-negotiable)
- Zero drawing talent

Meetups · team building · onboarding · retros · post-sprint decompression

WORD CATEGORIES

EASY

UI ELEMENTS

Checkbox · Loading spinner
Hamburger menu · Toggle switch

MEDIUM

COMMON ISSUES

404 page · Broken link
Blue screen of death · Timeout error

EASY

USER ACTIONS

Drag and drop · Pinch to zoom
Right click · Copy and paste

MEDIUM

TESTING CONCEPTS

Smoke test · Edge case
Regression bug · Test coverage

MEDIUM

FUN SCENARIOS

"It works on my machine" · Friday deployment · Legacy code · Password panic · "That's not a bug, it's a feature"

WORD CATEGORIES

Paste this into any LLM to get a fresh set of words:

Generate 15 Pictionary-style terms for a game about software testing. Divide them into five categories: UI Elements, Common Issues, User Actions, Testing Concepts, and Fun Scenarios. UI Elements and User Actions should be easy to draw. The rest should be medium difficulty. Keep the terms short and drawable.

UI Elements should be visual interface components like buttons, menus, or input fields. Common Issues should be recognizable problems users or testers encounter like errors, crashes, or connection problems. User Actions should be simple gestures or interactions people do with software. Testing Concepts should be software testing terminology and practices. Fun Scenarios should be humorous situations that testers will recognize from their work experience.

Make sure each term is actually drawable and not too abstract.

Want more rounds? Type "give me another round." Want a theme? Try "make these Halloween themed."

QUICK TIPS

- **START EASY** · Build confidence before medium-difficulty words
- **WRITE WORDS LIVE** · Adapt on the fly based on what lands
- **BREAK THE RULES** · Change anything that isn't working
- **PHOTOGRAPH EVERYTHING** · The drawings become inside jokes
- **SHARE A MOMENT** · Share your funniest drawings with the MoTaverse