# Testing Protocols

# Experiment Summary

Test ID: #000

Overseer(s): [Doctor, Researcher, Technician, Department Head, CEO]

Status: [Terminated, Active, Released, Paused]

Use this section to makes notes about what the experiment is supposed to accomplish and how the testing will be done. All of the goods and services that Futureworks Inc. makes are meant to be released to the public at some point in time, so make sure that the final intended result of an experiment isn’t inherently lethal. That being said, the point of testing is to work out any bugs with these goods and services, so the Experiment Logs don’t have to show the product being safe to use; in fact, there’s a good chance they’ll showcase some less than desirable effects from the experiment. You can use existing canon in these dossiers or come up with new things but try to be original if you’re making something new!

The status if an experiment can be used in many ways, mostly as an additional story telling element. Terminated projects usually ended in disaster or were considered not valuable enough to pursue any further. If you’re into guro, hard vore, or popping, a terminated experiment is a way to get around the “this must be profitable and safe to release” rule. Active experiments are still being tested, which is a good way to keep an idea open for more additions. Released experiments are past the testing stage and being moved into production or have already been released for sale to the public. This is the best way to open up things introduced in aa document to be used in others, or if you don’t want any further additions to a dossier. Paused means the experiment has been put on hold, normally due to a temporary issue (lack of Epsilon class) or because it’s too expensive/hazardous to continue pursing at the moment but can be continued later when more resources are available. If you’re unsure about whether or not to make something finalized, use this.

As a small side note, Futureworks does release NSFW and fetish-based products (it’s kind of their specialty), so you shouldn’t have to stretch too far to come up with a good reason for hosting an experiment.

# Testing Logs

[Log 000 – A1]

The testing logs are where the “meat” of a story is. You can go about it however you like, but there should be a good amount of formality and objectivity, since these are basically reports from the anthro(s) overseeing the testing to their superiors. Speaking of which, overseers can participate in testing (although not as an Epsilon class, obviously), but they often just observe from afar. Normally more dangerous tasks are reserved for Epsilon class personnel and members of security teams. Interviews of test subjects are more likely to be done by an overseer.

*Note: Personal comments from the experiment overseer should be in italics and prefaced by “Note:”. Notes can be place throughout the document.*

[Log 000 – A2]

In terms of what to write about, anything is fair game as long as the end result of the experiment can be sold for money or used by the corporation for themselves. Dossiers don’t have to be NSFW, but this is the primary focus of the project, so make sure it’s interesting to read about if you’re doing something more tame!

[Log 000 – B1]

[REDACTED] and expunges can be used anywhere in testing logs to add some mystery, or maybe cover up details you aren’t sure about, but do not use them in the protocols section! How is anyone supposed to manage experiments if they don’t know the procedures?

The numbering system for logs is “LOG”, followed by the experiment number, dash, followed by the log number. The log number always starts at A1 and advances from there. If a log is a continuation of the previous log, whether than be because the Epsilon class being tested hasn’t changed, or the experiment is still in it’s first iteration, then change the one to a two, then three, and so on. Change the letter if there’s a big change in the experiment like a new test subject. Most of these aren’t hard rules, just guidelines for keeping things feeling consistent.