**Playtest session data**

**Date:** 21/11/2019

**Start Time:** 14:15

**Game Start Time:** 14:25

**End Time:** 14:50

**Participants:** Alan, Cathal, Darryl

Video: <https://www.youtube.com/watch?v=NAZCgUxrx04>

**Script:**

**Pre-test:**

**Do you play board games?**

Every participant said yes.

**If so, how often?**

Occasionally, especially if the power is out

**Notes during test:**

* Didn’t set up climb points immediately.
* The demons didn’t realise they had to choose where the true objectives went.
* Spelling mistake in the rules.
* Confused on which pieces went to who.
* Demons were communicating with each other.
* Movement correct, but mostly one piece at a time.
* Got capturing demon on objective correct.
* Climbable points were not used a single time.
* Confused about the total number of objectives, and which ones mattered.
* Captured objectives as a demon hunter without a demon on it.
* Were confused on whether they could control the other person’s pieces.
* Pipes weren’t useful, add more pipe locations with more use to them.
* More clarity needed on the rules.
* Not removing killed DH’s due to wrong objective capture.

**After test:**

**How long did you think you were playing for?**

Around 10-15 minutes. Real time around 25 minutes.

**Have you played games like this?**

Responded with Ludo.

**Did you feel like you were cooperating? (to the two demon players).**

Yes

**Did you formulate a strategy?**

Demons yes, demon hunter used a simple strategy.

**Did you feel a labyrinthine feel from the game?**

Kind of.

**Extra feedback:**

* Enjoyed the game but wanted more clarity in the rules.
* Split the rules into demon and demon hunter

**Solutions implemented:**

* Climb points changed from pawns to ladder pieces to make it clear that the point is climbable
* Instructions changed to make it clear that the demons have to choose where the true objectives go before the game.
* Instructions now explicitly say who gets what pieces.
* Example given on multi-piece movement to encourage it.
* Climbable points changed positions to more useful spots on the quick play map to encourage players to use them.
* Rules explicitly state the number of true/fake objectives
* Rules explicitly state that you can only control your assigned pieces.
* Rules explicitly say that your DH piece must die if it captures a fake objective.
* Split the instructions into demon hunter and demon.
* Instructions are now given headings to each section and rule numbers to make looking up rules easier.

Original Script(Not all questions were answerable/asked):

Testing script:

Introduction:

Greetings.

Questions:

* Do you play board games?
* If so how often.
* If so what kinds.
* Do you play virtual games?
* If so how often and what kinds
* Encourage players to say stuff out loud

Play:

Don’t interfere in their play, observe and take notes on how they play the game.

After-Session:

Questions:

* Have you played any games similar to this before, if so can you name them?
* How much time did you feel like you were playing for.
* Did you feel like you were cooperating with your teammate(if they played as the demons)
* What strategy did you use?
* Did you adapt your strategy throughout the game?
* Do you know why the team who won, won?
* Did your opponent do anything that countered your strategy?
* Would you be able to play the game again without looking at the rules.
* Did you ever feel trapped within the game(labyrinth feeling)(for demons mainly)