

# Dinner Party

Spaghetti Quest

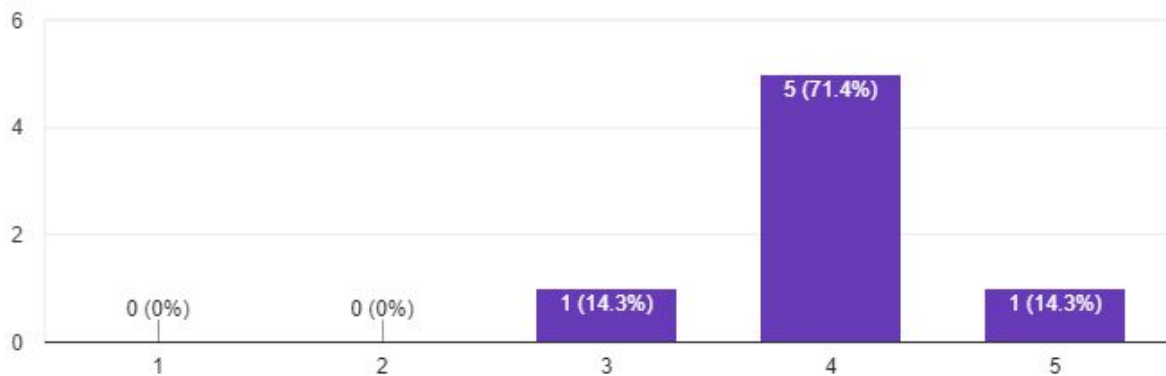
QA Results and Feedback by Tim Carbone

Sprint 2

## Results

How simple were the rules of the game to understand?

7 responses



Is there anything confusing about the game? If so, what is it? 6 responses

I was a little confused when the assassin died first but after a while i got the hang of it.

I am not entirely clear on all of the different roles in the game, but overall I think it isn't confusing after playing a round.

The instructions at the beginning were a bit wordy and confusing.

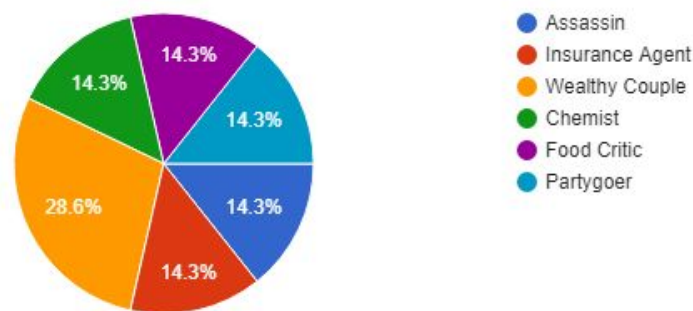
I was a little confused when discussing the rules but when we started playing everything made sense.

How the blindness works

Other than the aspects we discussed at the meeting everything is fine.

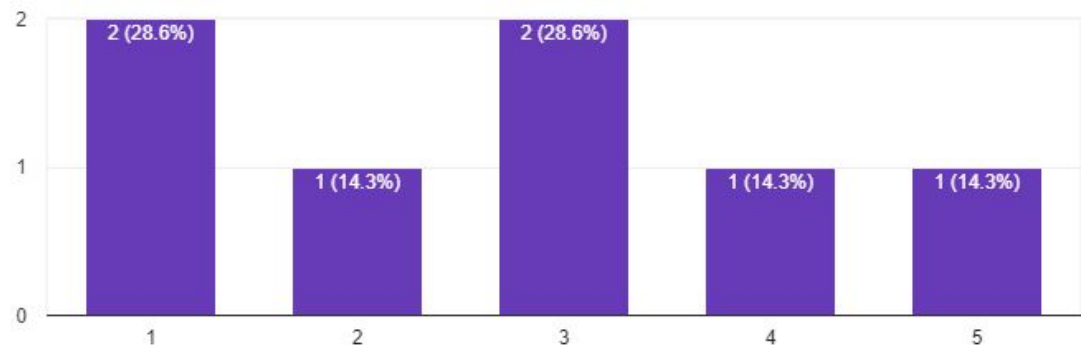
What role did you play?

7 responses



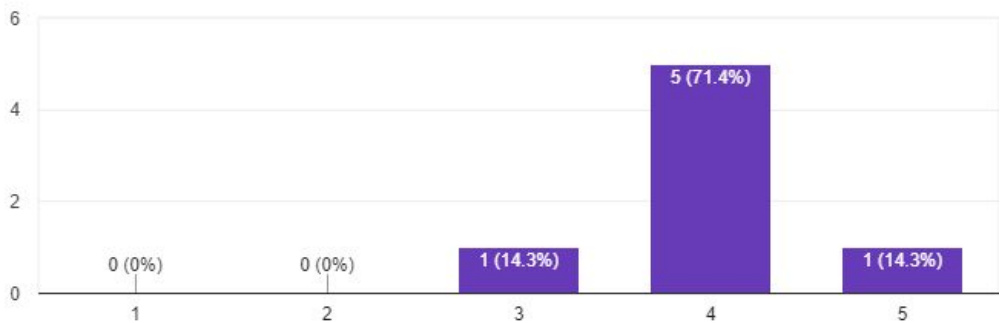
How much influence or importance did you feel you had in the game?

7 responses



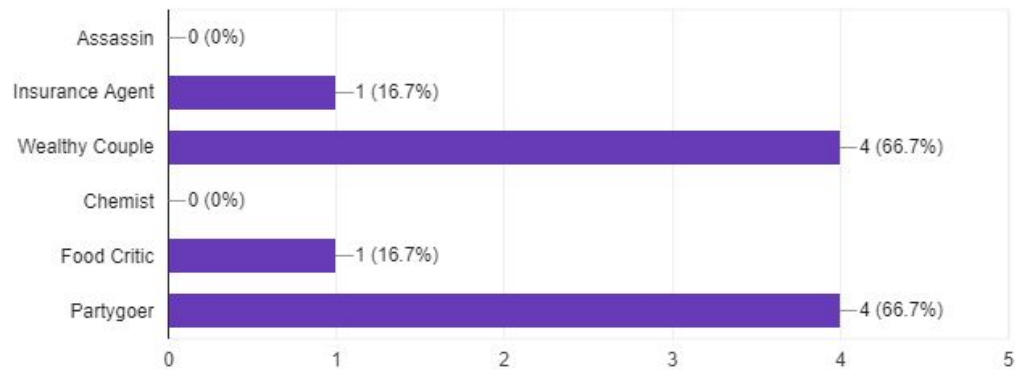
How much did you enjoy your role?

7 responses



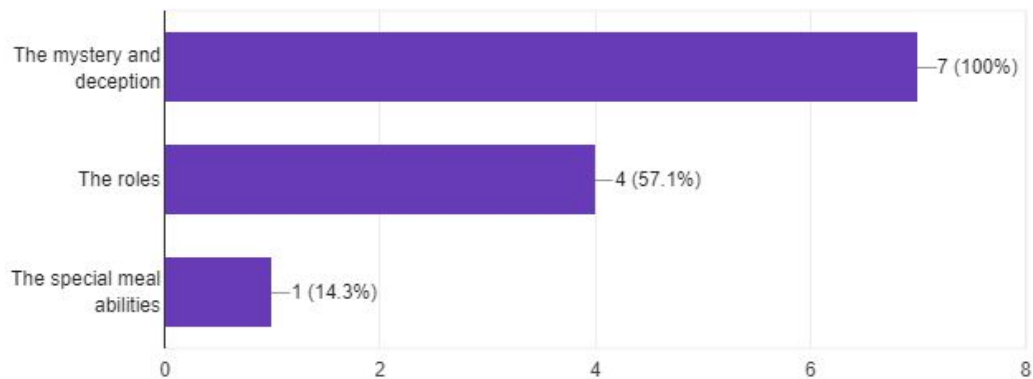
Did you feel like any roles were underpowered? If so, check all that apply?

6 responses



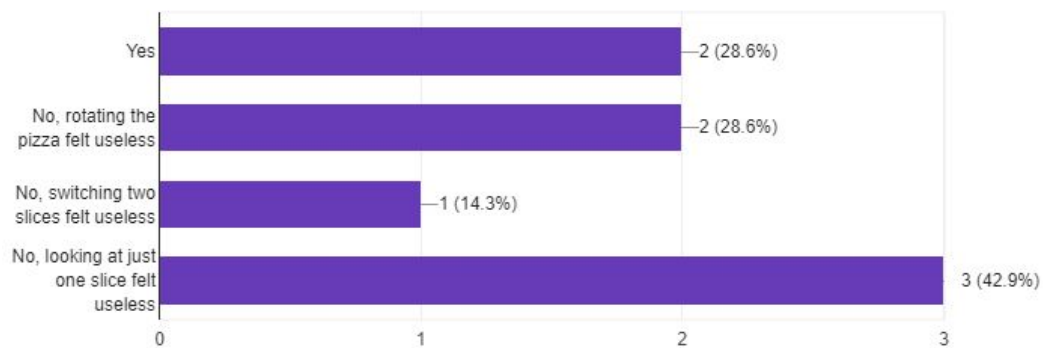
What aspects of the game did you like the most? Check all that apply.

7 responses



Did all actions feel meaningful and worth taking?

7 responses



## Is there anything you'd add to the game?5 responses

I feel like the insurance agent should be able to mark someone every turn.

I think making the mark visible would make the game more interesting and give players more of a basis to work off of.

More incentive for looking at slices, maybe more variety in slice "powers/abilities"

Incentive to move the pizza

Again, incentives for rotating the pizza, ways to tell around where the poison slice is. Maybe the party goers can tell or the chemist can tell if the slice they check and the ones around it are poisoned.

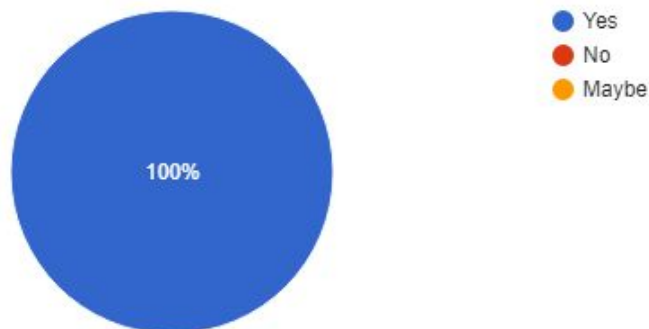
## Is there anything you'd take out of the game?2 responses

I wouldn't take it out, but I feel like the turn order needs to be worked on more. If the killer goes last they can just kill whoever they want

Currently it all seems fine assuming the blindness slice is being edited as we discussed.

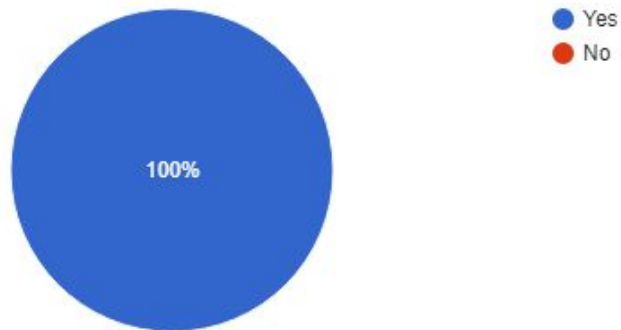
## Could you see yourself playing this with a group of friends>

7 responses



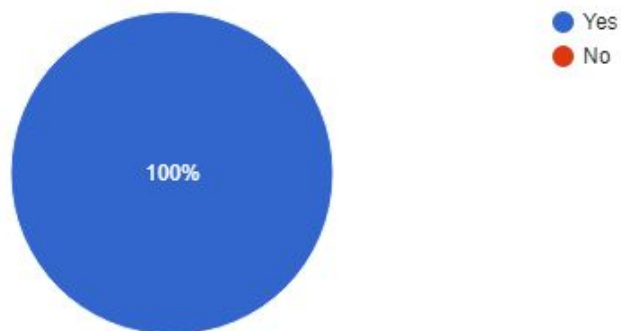
Do you think the art style depicted above would be enticing?

7 responses



Do you think the art style depicted above would fit the game?

7 responses



## The Good

The best feedback we received was that overall, players found the game to be very fun and engaging. The basic concepts behind the game seem to have been received positively, and the only issues were tweaks rather than inherent design issues. Our main goal with this first round of testing was to gauge interest in the game, which we succeeded at.

## The Not-As-Good

The two major issues we've run into so far are an overly complicated description of the rules of the game and a few balancing issues. The former can be easily fixed with better descriptions and a rule book for players to have reference to. The latter will take much

more playtesting to fully work out, but that was expected when the game was h conceived.

## Reaction to Results

The results we received were as we expected. We understand that a lot of testing will be needed for this game to feel balanced and fun, and we also understand that the game is a bit hard to lay out. However, we did learn from the confused players that they understood the game after just one round, meaning the game itself is pretty explanatory.

## Future Plans

### Clean Up Rules/Descriptions

As they stand, the rules of the game are fine, but the way play sessions are run is a bit clunky. Hopefully, when the digital prototype is in a decently-useable state, things will run more smoothly, but for now we need to rely on well-written descriptions and rules. Fixing this issue now will also allow for easier implementation later on when the prototype is in a good spot.

### Balance The Current Roster Before Adding

The entire team has a lot of ideas of what could be added into the game, but the best course of action right now is to balance the game as it currently stands. This will allow us to implement new roles and special meals much easier later on in development, and allows us to have benchmarks to fall back on if ideas we have don't pan out.