

# Dinner Party

Spaghetti Quest

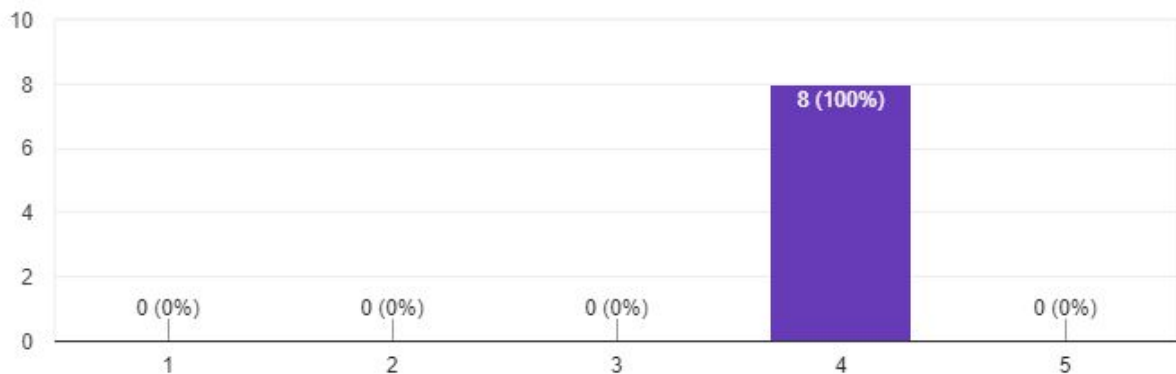
QA Results and Feedback by Tim Carbone

Sprint 4

## Results

How simple were the rules of the game to understand?

8 responses



Is there anything confusing about the game? If so, what is it? 8 responses

Just took a couple games to get all the roles but after that I understood!

Having the rules explained out loud is always difficult in a game like this, just playing it was much easier to learn how the game worked over time.

The many rolls get a bit tangled up, but after a bit one gets a feel for it.

The rules were difficult to understand at the very beginning, but became very easy to grasp after one play session.

It's confusing at first, but after playing a round, you start to understand it (like most games).

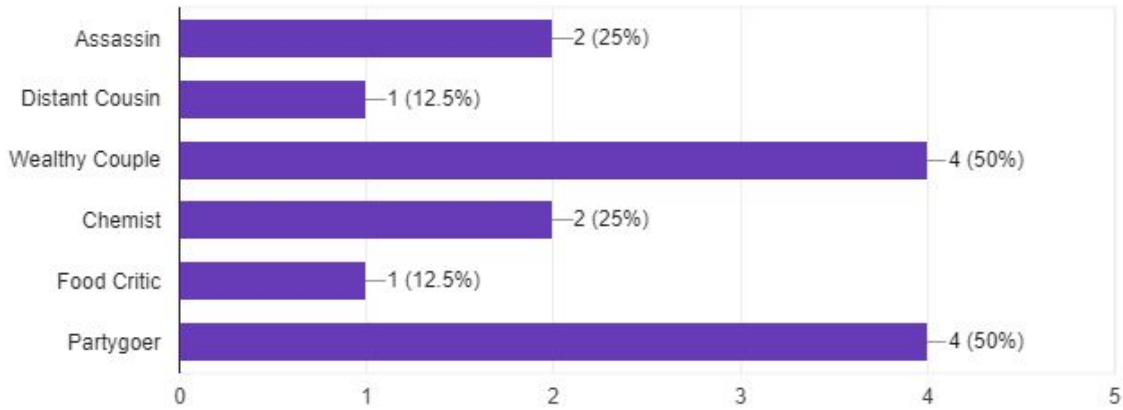
Honestly, the game isn't that confusing, it just takes a while to fully absorb all of the rules.

There are a lot of rules at the start to learn, but after a learning process of a couple games the rules become pretty easy to follow

I think the roles are a little confusing the first time around, but after playing multiple rounds then everything becomes clear.

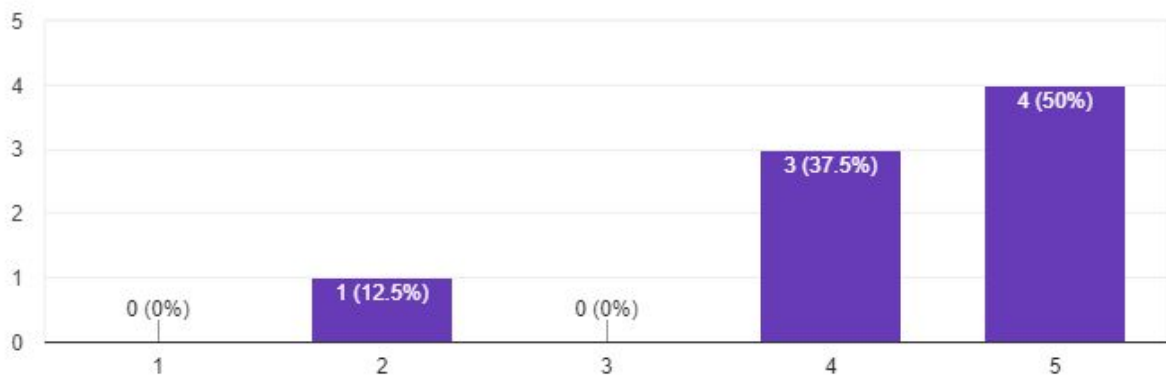
## What role did you play?

8 responses



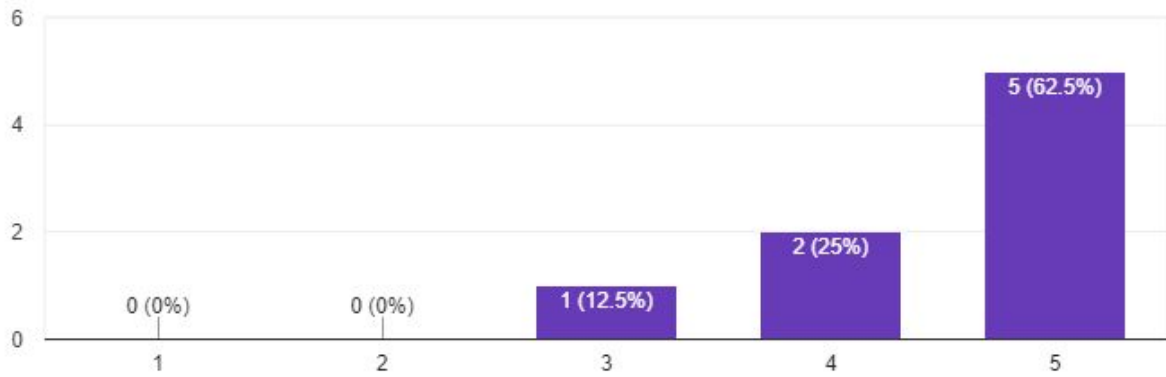
## How much influence or importance did you feel you had in the game?

8 responses



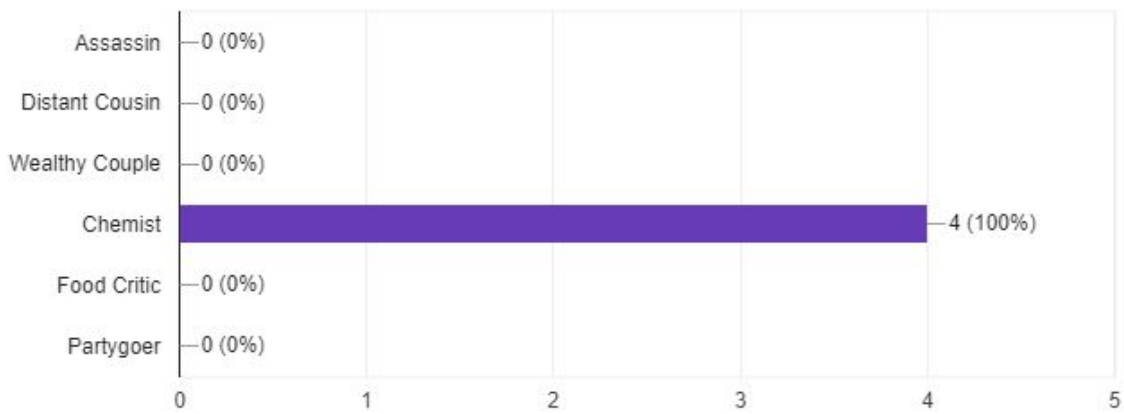
## How much did you enjoy your role?

8 responses



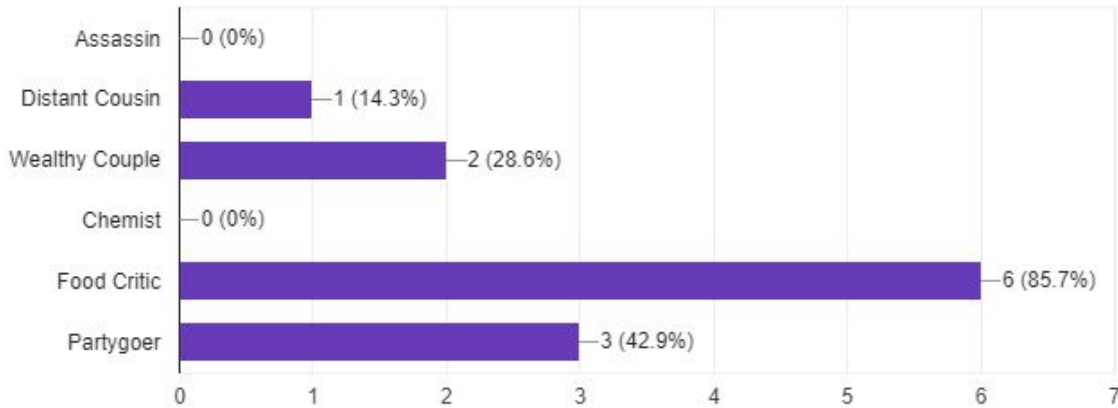
## Did you feel like any roles were overpowered? If so, check all that apply?

4 responses



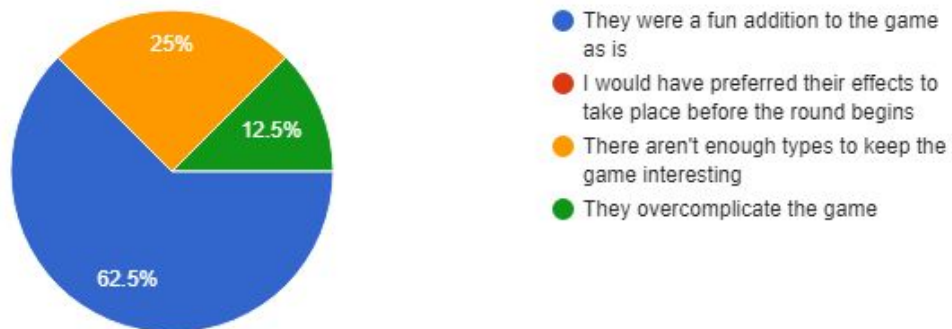
## Did you feel like any roles were underpowered? If so, check all that apply?

7 responses



## How did you feel about the special slices?

8 responses



## Were any special slices over/underpowered? If so, say which and why.

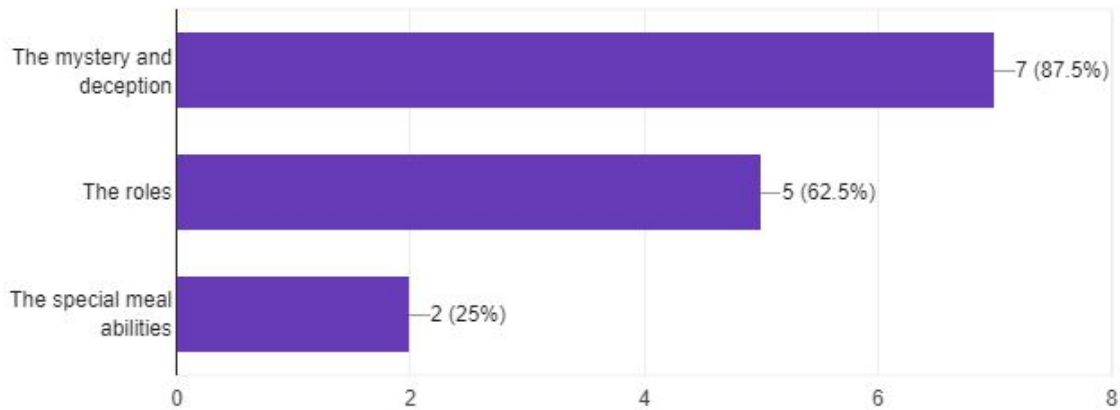
3 responses

I did not get any of the special slices, but they seemed to add some depth to the game when other people got them.

The only one that I remember being relevant was the Seer. It was basically another Chemist for one turn I'd say that the special slices are a little underpowered (except the seer one). I don't think that's terribly bad, except for the food critic, which already needs to be lucky enough to grab a slice with a role.

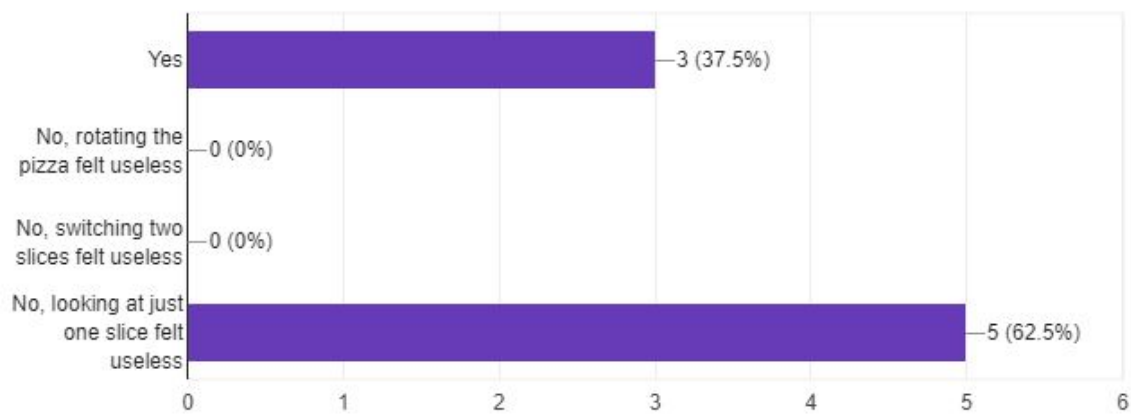
What aspects of the game did you like the most? Check all that apply.

8 responses



Did all actions feel meaningful and worth taking?

8 responses



Is there anything you'd add to the game? 3 responses

I would have to play it more often to figure that out, but I would love to play more!

Mentioned to Tim, but having the upset stomach skip over poison the next round might be cool

"Leo Loses" a card that makes Leo lose the game. Even if he isn't playing.

## Is there anything you'd take out of the game? 4 responses

Possibly the special slices, but maybe they can just be an option.

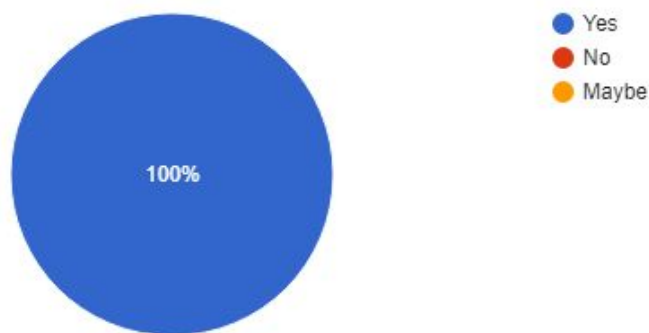
My name jeff haha

Food critic. Or upgrade them.

Not really. I think you have the right amount of elements to keep the game interesting.

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

8 responses



## The Good

As we have seen before, the game continues to be enjoyable for everyone who plays. We had our biggest playtest yet, with 9 players, and they all had a lot of fun. They also seemed to understand the rules after one round of play, which seems about in line with previous playtests. In addition, the new roles of the Scapegoat and Private Eye, as well as the extra roles, allowed for greater mystery. We also fixed the length of the game, averaging about 30-40 minutes with a group's first game and 20-30 for their second.

## The Not-As-Good

The game is still a bit hard to start out with given the amount of information that needs to be told, so some way for players to see the game as it is explained would go much better than just being told the rules. In addition, special meals need more variety if they are going to be as impactful as they can be, but they are still promising. Finally, the playtest ended up playing out a lot more cooperatively than anticipated; this makes it clear we need to include more power or chaos to help the bad guys.

## Reaction to Results

We continue to be unsurprised by the results of the testing, as we understand our faults in balance and we continue to make strides toward these issues.

## Future Plans

### Variety

Special meals are currently limited to just four meals, and players want to see more variety there, so we will want to add more meals in order to keep the variety and chaos high. Currently, they do just enough to be noticeable, but they aren't game changers and we want to find a place between those two levels in order to create something to watch out for but that doesn't decide the game.

### More Factors for Distrust

The crowd seems to be working very collaboratively while playing the game, rather than being very wary of each other. We want to instill a bit more mystery and deceit into the players, so we'll be thinking of ways to make them more wary of each other without completely ruining that collaborative feeling because we liked seeing that, we just think there wasn't enough suspicion.