Dinner Party

Spaghetti Quest
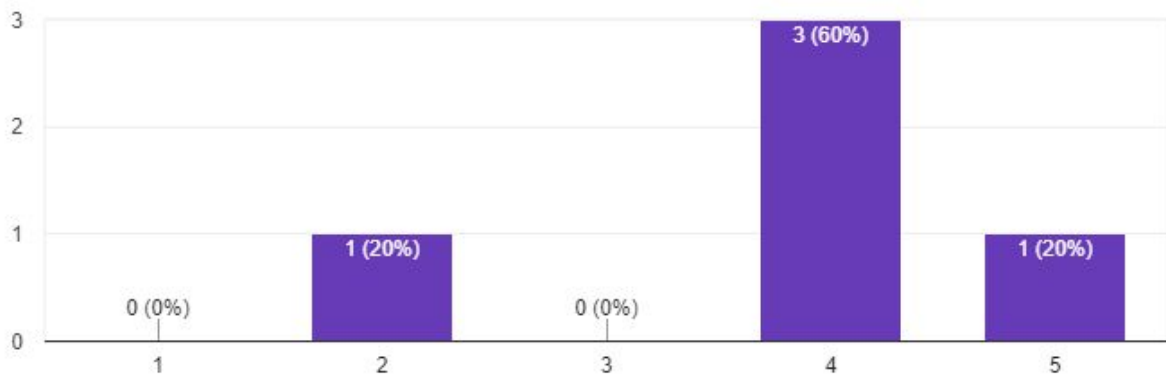QA Results and Feedback by Tim Carbone
Sprint 3

Results

How simple were the rules of the game to understand?

5 responses

Is there anything confusing about the game? If so, what is it? 4 responses

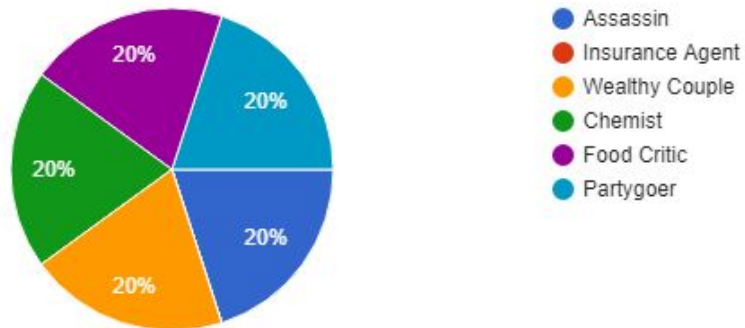The seer slice wasn't clear during my game

When special slices would be used was a bit confusing

There was a lot to keep track of. Maybe having a card of roles for people to reference.

When special abilities can be used, how certain rules are enforced, whose turn is when.
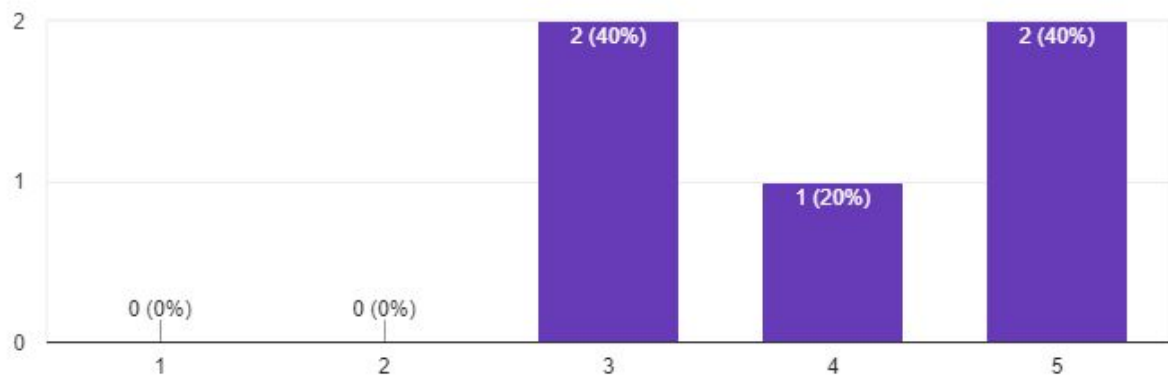
What role did you play?

5 responses

- Assassin
- Insurance Agent
- Wealthy Couple
- Chemist
- Food Critic
- Partygoer

20% / 20% / 20% / 20% / 20%

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

5 responses

1	2	3	4	5
0 (0%)	0 (0%)	2 (40%)	1 (20%)	2 (40%)

How much did you enjoy your role?

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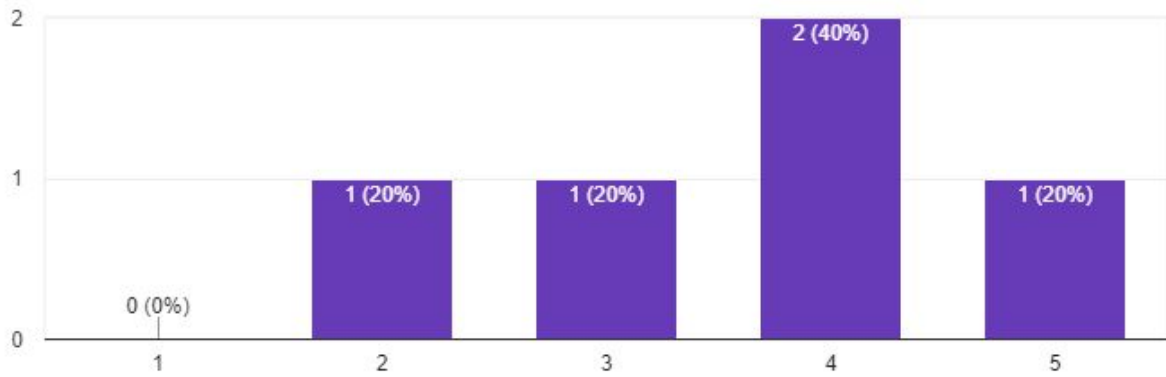
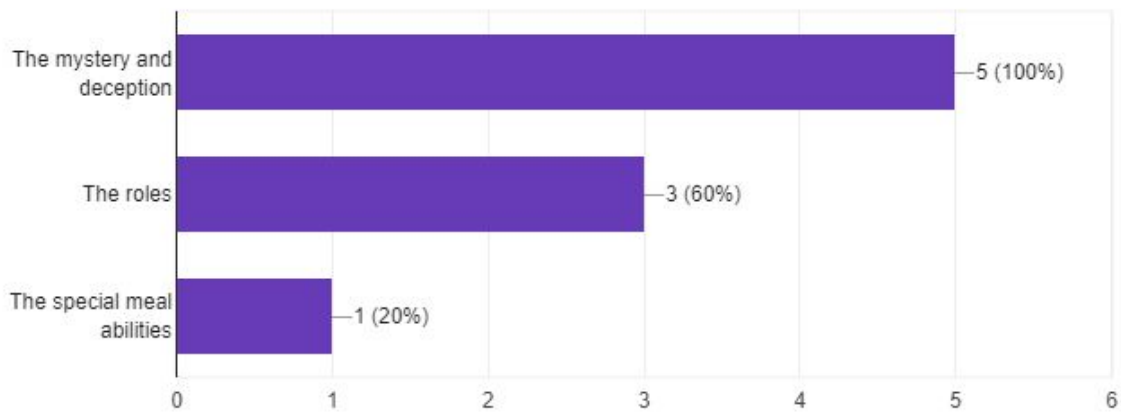## Did you feel like any roles were overpowered? If so, check all that apply?

1 response

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

3 responses

Role	Count
Assassin	0 (0%)
Insurance Agent	0 (0%)
Wealthy Couple	1 (33.3%)
Chemist	0 (0%)
Food Critic	1 (33.3%)
Partygoer	1 (33.3%)

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

5 responses

Aspect	Count
The mystery and deception	5 (100%)
The roles	3 (60%)
The special meal abilities	1 (20%)

Did all actions feel meaningful and worth taking?
5 responses

Yes — 3 (60%)
No, rotating the pizza felt useless — 2 (40%)
No, switching two slices felt useless — 0 (0%)
No, looking at just one slice felt useless — 0 (0%)
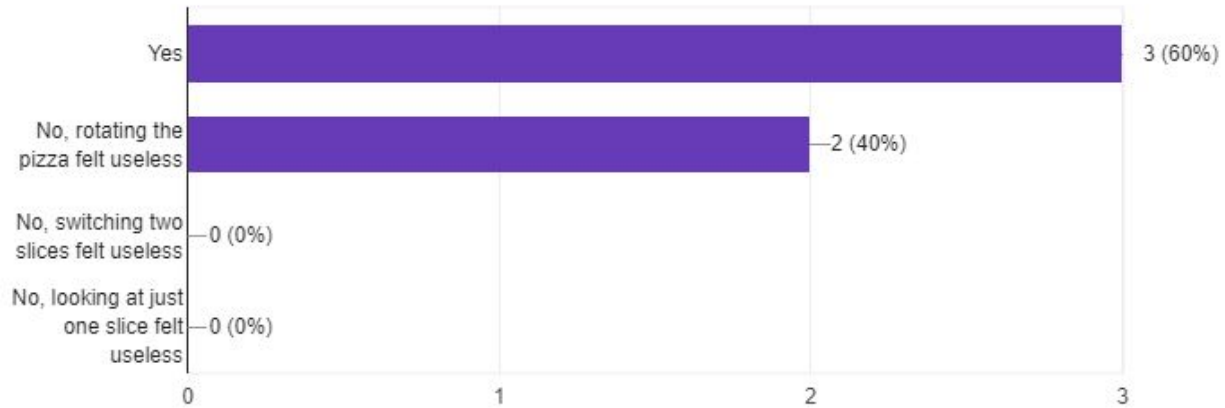
Is there anything you'd add to the game? 5 responses

More variety in pizza abikities.

I'd add the vote timer at the end of each round since voting took up way too much time

Some sort of timer, the game went on for far too long, and possibly more roles

I felt the odds were definitely stacked against the couple. They dont really get any allies. The assassin and the agent are cahoots and so the assassin should know who one of the people are if the agent does their job.

Maybe more ability functionality?

## Is there anything you'd take out of the game? 3 responses

Telling the wealthy couple when a poisoned slice passes them. It doesn't really help them since they don't know which of them it passed

Nothing stood out that seemed like it needed to be removed.

Maybe an antidote pizza that can help against the poison? This would need testing. Maybe some sort of condition that would make the other innocent people want to help the wealthy couple?

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

- Yes
- No
- Maybe

100%
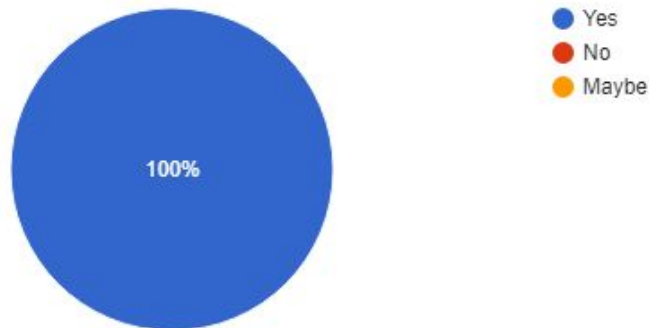
The Good

Continued testing continues to show us that the game is overall fun to play, and that the core ideas of mystery and deception are both strong and enjoyable for players. People who test the game are liking it and only having slight gripes, but the purpose of testing is to understand these issues and to tackle them. We will continue to tweak the game until it's the best we can make it.

The Not-As-Good

Clarity and balance issues continue to be our biggest issues. For the next round of testing, we are hoping to have a printed out rules document and small cards for a quick glance at important information in order to combat the clarity issues. As for balancing issues, these have been noted and will be worked on accordingly for the next round of testing. An extra small gripe originally received was that the game was too long.

Reaction to Results

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

Future Plans

Timers

An issue we found was that the games were taking too long because players were hesitant to take action at times and make decisions. We've decided to add two time limits into the game in order to speed it up. First, voting at the end of the round must take place within a minute. If a decision cannot be made within a minute, then the game will continue with no one being kicked out of the party. In addition, a timer will be placed during rounds. If an action is not performed within 45 seconds, a random player will be selected to perform an action.

Variety

Special meals are currently limited to seer meals and trickster 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. In addition, players are able to figure out the roles of many players fairly easy due to the fact that there are only roles equal to the amount of players there are, so we are going to add extra roles into the mix so players are more unsure of each other's roles.

Rules Documents/Cards

As stated previously, we are going to have printed-out documents and cards for players to be able to look at if they have questions about the rules. We are also going to edit the rules document and how the game is run in order to make the game's many complex facets clearer to players.