**Play Testing**

**Describe the game premise.**

The game idea is based in a fictional world in which players must work as an immigration inspector that is tasked with evaluating people and deciding whether to allow them in the country or not**. The name of the game is called “Papers, Please” , and the game allowed the team to view the reactions of many different people and how they would each approach the game.**

**Its rules and mechanics.**

The rules of the game for Papers, Please is based on rules given in the rulebook, and players have to follow each set of rules.

**The material used to make the game (qualify them).**

The game Papers, Please was developed for OS X (now macOS)

**How the game is played.**

The game is played by players evaluating their decisions, and that players were only able to progress far until hitting a wall that they could not pass. It was also found that they would often sympathise with the immigrants and would seek to help them at the cost of being punished by the company. While playing the game, many felt the nation was wrong and that the nation was far too oppressive of its people and foreigners. However, Papers, Please game could be done differently in the future, for example the team could find a game with a playable version as currently the game has no playable aspect and the team could only read about the game.

**What you found from your play testing.**

What we found from play testing amongst our team we evaluated that in the future the team decided to expand the group, as many people were young teenagers, and in the future we would seek to to get the older generations to evaluate and compare the difference in views that they provide. Therefore, the game should be more interesting a less decisive, as it can get boring. Overall, it’s an interesting thinking game.

**Your experience of working in teams to solve this problem.**

Working on this task with the same team as last week, was impressive as we all decided to choose a game and evaluate it amongst ourselves, and choosing Papers, Please after some time reading through other game we chose this, and the working with the team made me realise that I like working in teams, and I feel we should do this effectively every week throughout the course. This is because, I find myself learning from mistakes and also learning from how to solve problems more professional within teams, because we all need that open experience to explore and widen our confidence and ask questions and again solve them together, so I found evaluating the game Papers, Please was fun and interesting to engage with.

**Add a couple of sentences reflecting on what happened in the team. What did you do well in this session and what would you like to improve?**

What we did well in the session of play testing a current game called Papers, Please was we read through the requirements of the game, and then we decided we are going ahead with learning more about this game, we were constantly asking each other questions, if we understood the game mechanics, for me I was a bit unsure what the game was trying to portray as the rule book was very detailed and just scattered, but eventually I did understand the concept of the game and that was due to the team being effectively responsive to all questions, and working together to get more of an understanding.

**A list of the names of the members of the design and play testing teams.**

Saira Mahmood, Bennon Franklin, Danyal Mahmood.