Game Name (Creators)  
  
Sorry, not Sorry (Caleb, Shane, J.R, and Ben)

I liked just how chaotic of a game it was because of the constant directional shifting. I feel like it could improve by making more spaces on the board with effects, making cards with effects that are randomly drawn, or a combination of both to add to the chaos but also while making sure its not near-impossible to complete.

Race Quit (James, Justin, Kirk, and Jorge)

I liked how straight forward the game was about movement around the board. The “collision” mechanic was interesting also and well reflected how a NASCAR race would normally be thought of. The only improvement I could ask for is to better label how movement into “pit stops” works, as that became confusing during our playthrough.

Trades (Terrell, Ricky ,Dashae, and Kenan), Siege (Kenny Timothy, Kyle and Jeremiah), and Regicide (Robin, Richard, Wale, and Nicholas) were all unable to be played because of scheduling conflicts between our groups, and obvious time constraints within class time.