

Playtester: Jose Orantes

The game can potentially take a long time if there are no disputes and unlucky predator rolls that eliminate players. Overall the game seems to be somewhat stressful during rolls and can cause some issues and disagreements that can get certain players killed if they do not do anything for the group in the game. Maybe change the system where you can build more landmarks, since the game can take way too long if you don't roll any catastrophes or vote out players.

Player	Player	argumentative, and somewhat chaotic in nature due to some disagreements and other developments that may happen, but can provide some sense of community when trying to collectively get away from predators and stay safe.
Player	Catastrophe	Stressful and scary situation that puts pressure on players to communicate better or care more about others they are playing with
Player	Dice	Gives some sort of stress and uneasiness when it comes to ending turns and making hard decisions.

Intended experience: The game is supposed to provide a stressful and suspenseful experience where you can lose people very quickly and at very random times. This game kind of does that in the sense that the only way to actually eliminate players is by random chance that a predator will attack your habitat, which is a real world scenario that I tried to replicate in this game. Working together is a way to keep each other alive longer, and I made that in this game by implementing player on player disputes that convey the message that if you don't work together you will lose quicker.

A change that I made in the game after playtesting was I removed a system where players could rebuild or make new landmarks, since the game would last way too long and sometimes you

could have more than 12 landmarks, making it impossible to lose and the game would continue endlessly