BLIND TESTING OF GAME

Observations and Feedback:

Scoutmaster Bucky
GAME DESIGN
Notebook

NEW GAME DESIGN:

A vision statement outlines the long-term goals and aspirations for the future in terms of long-term growth and impact on the world. Your vision speaks to the goals and ideals of your game.

Vision Statement:

Game Medium:

Player Format:

Objectives:

Theme:

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PROTOTYPE TESTING – THIRD RUN

Aftermath Notes:

Changed Rule / Mechanic / Objective:

Reason for change:

What effect do expect the change to have?

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PROTOTYPE TESTING – SECOND RUN:

Aftermath Notes:

Changed Rule / Mechanic / Objective:

Reason for change:

(to be filled out after third play run of game)

Did the change have expected effect or not:

Describe the reason someone would want to play your game:

Rules of the game:

RESOURCES:

Changed Rule / Mechanic / Objective:

Reason for change:

(to be filled out after second play run of game)

Did the change have expected effect or not:

8 PROTOTYPE TESTING – FIRST RUN:

How does play experience compare to your vision of why someone would want to play your game?

Aftermath Notes:

Resources:

Game Elements:

PROTOTYPING YOUR GAME:

Rules and Equipment:

How has Player Safety been addressed: