Friction Prototype Play Test Notes

I had the following people play the prototype in several different combinations

River Chick  
Bailey Keeble  
Thomas Turner  
Reece Hinson

Positives

In general the game inspired friendly competition as hoped for. Players shouted at each other and a fiero like reaction was involved when one player eventually won

Negatives

* No Luck  
  Because there is no chance when playing the game players with stronger skill at playing the game were able to beat weaker players every time. In particular when River played against Tom, Tom was able to secure a quick lead and dominance over River and he checked out of the game before it was over, nowing he did not stand a chance.
* Repetitive  
  At the moment there is very little to do so the game does not stand up to more than a couple of plays before two players know exactly who is going to win based on previous experiences. And with little to actually do there isnt anything they can do to change that.

What can we change?

We must make player choice a key part of the game, just by giving players choices in direction they can have more of an individual impact on the outcome of the game. A small element of luck must also be added to bring some sort of end to the repetitive nature of the game otherwise.

These problems have been addressed in our meeting on 03/02/2017 so further playtesting is requried once the prototype has been moved forward.