**Designer Observations**

**Use this document to write observations of how the player interacts with the game, body language and facial expressions.**

**How long did they play for?**

20 mins

**How long did they think they had played for?**

30 mins

**Is the player bored?**

No.

**Are they bored except when its their turn?**

No.

**Is the player confused? When? Do they ever seem engaged with the game?**

Yes but weren’t sure about the art style, as it didn’t fufill any theme or explanation of the backstory to the game. Found the controls too “slippery”

**Is one player consistently winning by a wide margin?**

Yes. Less so when both players are new to the game.

**Bibliography**

Brathwaite, B (2009) *Challenges For Game Designers.* Boston. Charles River Media. Pp 111

Schell, J (2015) *The Art Of Game Design.* Pittsnurg, Pensylvania. CRC Press. Pp 443-447

Fullerton, T (2014) *Game Design Workshop: A playcentrict Approach to Creating Innovative Games.* Unknown. CRC Press. Pp 271-302