# Playtesting Feedback – 3/03/18

The following document is a general summation of all playtesting feedback from this week. Going forwards, when more issues with our game are ironed out, playtesting feedback will be broken down into each specific playtester to allow inferences into demographical connections.

* As with last week, players when unprompted did not automatically realise the objective of the game.
  + Took an entire round of the game or explicit verbal communication for win condition to be understood
  + This may not necessarily be a bad thing; too much ‘hand holding’ can be an issue and learning through trial and error with a simple one tap mechanic should mean that after their first game, players have learnt the rules and mechanics
* Again, pacing of timing bar was considered too intense at start of game and too easy once the game progressed
  + Needs some form of dynamic pacing, otherwise game is predictable, easy and boring slog
* Game is too symmetrical
  + Losing player really struggles to comeback, relies entirely on other player messing up
* Not immediately clear who’s turn it is
  + Change in the background colour not obvious or distinct enough, needs to be forecasted more obviously
* “Best score goes first” text at the start of the game confuses players as they do not yet understand the games timing mechanic
* The start button contains the word ‘button’ in very small letters over the top of the button itself

## Designer Notes

* Points 1 & 2 from last week’s playtesting feedback (under “personal gripes”) still apply in full
* As stated in today’s jam, a couple of interesting features to implement would be:
  + A turn timer to keep the general pace of the game up
    - A feature such as this would require a vast amount of playtesting in order to determine the “goldilocks” time per turn
  + Some sort of bonus for taking turn faster
    - Adds risk/reward to rushing a player’s turn
      * Taking turn faster = bonus, but also risks missing entirely and ruining turn
    - Adds an additional dimension to the ‘learn, practice, master’ loop
      * Players not only have to finetune timing but also do this ***quickly***