

Alice Baker (s183609)

From: Alice Baker (s183609)
Sent: 30 November 2018 12:20
To: Bethany Cowle (s183023)
Subject: RE: Group Project - Week 10

Hi Beth,

I love both of these ideas, the cooperation of liars sounds like it will help to develop more alliances between players, and it could even give players more incentive to think of more elaborate lies! I believe the social interaction will be boosted too.

For the scoring system, this sounds like it will tidy up the mess from our playtest sessions this week, this way it will be more visual and tense as players watch their tokens depleting and other players tokens increasing! I still have some of that foam board that I used for my piece pack left over from the second year, we could use this to quickly make basic square tokens.

Another possible idea we could play around with could be hint cards. I've noticed some feedback since we've started playtesting is that some players find it hard to think of a lie on the spot. I thought we could have something like – 3 word/sentence/theme cards could be given to each player, which could be used at any time if players are struggling to think of a story to tell.

For example – with the card "What was the weirdest dream you've ever had?" – a hint card could say "mountain" which could help to spark an idea for a made up story, for example "I climbed a mountain" (or something weirder...) it's just an example! What do you think?

I've uploaded the playtest feedback sheets from this week and I'm now uploading all of the videos so far to Google Drive, once I've finished uploading I'll send you an invite to view them. I tried to upload these to GitHub but the file sizes are too big.

I'm looking forward to iteration next week and doing some more playtesting!

See you next week,

Alice

From: Bethany Cowle (s183023)
Sent: 30 November 2018 11:59
To: Alice Baker (s183609) <A.Baker2@uos.ac.uk>
Subject: Group Project - Week 10

Hi Alice,

Following the playtesting session and Rob's feedback yesterday, I had some thoughts on mechanics we could try for our game.

I was thinking during our next round of playtesting we could have the two liars cooperating to trick everyone, which might award them extra points if they both get away without being caught by the other players. We could possibly do this in a way similar to Werewolves, where everyone will close their eyes and then the two liars will open their eyes so they both know who each other are. Once they both know who the other liar is, they can attempt to persuade the other players to not vote their 'teammate' as the liar by dropping misleading hints in the group discussion and questioning part of the game, so they might choose

someone else as the liars instead. If both liars manage to convince the other players they are telling the truth, they might get double points for both not getting caught.

I also had an idea about the scoring in the game, since players said it was quite confusing the way it is currently and keeping score on paper and counting up scores seemed to slow the pace of the game quite a bit. I thought perhaps each player could start with 10 'tokens' and if someone guesses the liar correctly, the liar has to give them one of their tokens and the liar can also take a token from anyone who said they were telling the truth at the end of the round. This might be a clearer way to score as they will be able to assess the scores fairly quickly visually and won't have to keep track on a piece of paper.

Let me know what you think 😊

Beth