**Art Style Feedback**

1. Do you think the art style and theme fit the mechanics of the game?

Yes

Yes, it makes sense with the rules

Yes

Yes.

It adds meaning to the game without changing the gameplay

1. Do you think the art style is suitable for the target demographic?

Yes

It suits the correct age group and isn’t too childish. Most similar games don’t have any theme so this game having a theme makes it memorable and stand out more.

It adds a theme for people who care about the game having a meaning but isn’t so forced that it puts people off who just want to play it as a casual party game

Yes

Yes

1. What do you like about the art style?

The board is colour coded for each player, this will make it more obvious and easier to remember who is which number. I also like the details on the board such as the stars in the background.

It makes the game more memorable than other similar games that don’t have any art/blank cards

I like that the art on the cards is subtle and not overpowering. It provides a theme without it being a distraction from the game.

The new category names are good because they don’t give away too much so they all sound equally as interesting, whereas before there were categories that sounded more appealing than others so I would always want to choose the more interesting sounding ones (‘Risky’ and ‘Friendship Testing’).

I like the spiritual theme, makes me feel as if I am playing a character

1. Is there anything you didn’t like about the art style/would want to change?

The cards are a different colour to the board and the question side of the cards is quite plain, has no colour. May be nice to have colours that match the back of the cards.

Nothing

The board is a bit bright, could be desaturated.

I am not sure if I would choose the ‘morality’ cards because they sound like something I might not want to have to answer.

No