**Playtesting Feedback**

**Number of people playing:** 3 (15 minutes) 4 (45 minutes) – One more player joined after 15 minutes

**Age/Gender: 21/Male 20/Male 20/Female 20/Male**

**What was your favourite moment or interaction in the game?**

**I learn more about my friends and there are some really funny stories.**

**People sharing f\*\*\*\*\* up stories.**

**Laughing at someone’s ridiculous-sounding story, then realising it was true!**

**Being the liar**

**What was your least favourite moment or interaction?**

**The location we played the game – we were surrounded by strangers and our answers were personal.**

***No answer given.***

**Trying to lie and realising it sounded so fake.**

**Having to tell truth stories that I didn’t want to share.**

**Which questions were your favourites? (and why)**

**Most embarrassing moment - Unexpected stories!**

**Stuff about weird stories – Most embarrassing moment.**

**Most embarrassing moment, biggest fear, worst Christmas present.**

**The weirdest thing a guest has done**

**Which questions were your least favourite? (and why)**

**Childhood nickname**

***No answer given.***

**Cult, weirdest thing a guest has done.**

**Worst Christmas present.**

**Did you think the rounds were too long/short?**

**No, they were balanced because you learn more about the others the longer they speak.**

**Depends on the amount of players – a timer would help.**

**I thought they were a perfect length**

**The rounds were a good length**

**Was there anything you wanted to do that the game wouldn’t let you do?**

***No answer given.***

**Tricking the players into thinking I was the liar.**

**Voting at the same time.**

**Cooperating with the liar**

**If you could change any aspect of the game or your experience, what would it be?**

***No answer given.***

***No answer given.***

**Playing with more people and alcohol!**

**Minimum of 5 players and alcohol!**

Feedback Overview

For a first play test we were very happy with the feedback. We didn’t have the ruleset ready for this play test, so we explained as well as we can to the players how to play the game. The game started off with 3 players for 3 rounds which proved to us that the mechanics worked, but once another player joined the game, players were more involved and it became harder to vote for who they thought the liar was. All players thought that 4 players was better than 3, but they also said that 5 or more could be even better than 4.

Players loved getting to know their fellow players even more with the stories they would tell when answering a question. They would laugh with each other, feel sympathy, and relate to others answers if they thought the same.

All players sometimes felt uncomfortable when answering particular questions when there were other people in the room. We can solve this by finding a spare room to play the game, so there are no interruptions or people listening in to the game.

Any question cards that the players didn’t like were based of not knowing how to answer them within the time they had, thinking that their answer was boring or irrelevant to the question. Playtesting will help with finding what cards players find easier or more difficult to answer.

Players thought the time spent in a round was balanced, which lasted anywhere between 4 – 10 minutes each. The more players communicated, the more they got to know each other.

We will be iterating the game to consider what game mechanics will allow the players to cooperate with the liar and tricking players into thinking they are the liar, based on the feedback.

The video was cut short when players started the “What was the most embarrassing moment in your life?,” because other students were mentioned within the discussions, then one of the players actually asked us to stop recording when they wanted to tell their story. This question seemed to evoke the strongest emotions out of all the questions and 3 out of 4 players said it was one of their favourite questions in the feedback. For this reason, we’ll be trying to think of questions that are more personal to the player which will trigger more humorous answers.

For our next playtest of the game this week we will have a ruleset for players to follow, more question cards and more players. We have given out a prototype for players to take home to play with their friends this weekend, so we will decide on different changes for the game next week after receiving all the feedback for this week.