**Playtesting Feedback**

**Number of people playing:** 4 (45 minutes) 5 (1 hour 15 minutes) – One more player joined after 45 minutes

Rounds: 7 (4 players) then 7 more (5 player)

**Age/Gender: 24/Male 25/Male 23/Female 22/Male 23/Male**

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

**Finding out who was lying**

**Getting to hear all the answers**

**When you called out the liar**

**Letting loose and being imaginative with my answers**

**Fooling everyone when you’re the liar**

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

**Getting a difficult question**

**Answering questions I had no answer for**

**When people guessed correctly that I was lying**

**Lying**

**A couple of questions could end up breaking friendships**

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

**Risky/controversial questions**

**Mad scientist**

**Questions which answers came easily**

**Mad scientist as who doesn’t want to be mad from time to time**

**What controversial opinion do you have – It was funny hearing everyone’s opinions**

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

***No answer given.***

**Guilty pleasure**

**Questions you could have multiple answers for as it’s difficult to lie or tell a convincing truth**

**Whose life would I swap with, as it was a difficult question**

**What is your guilty pleasure – too ambiguous, don’t really have any guilty pleasures**

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

**Perfect**

**Good length**

**Perfect**

**Perfect**

**Perfect**

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

**Nope.**

**No.**

**No**

**Nope, freedom was there**

**There should be a set way that everyone deals the cards and shuffles**

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

**Nothing.**

**Make everyone vote at the same time (show the number card of the person)**

**No**

**Get here when it started *(he was the player who joined the game later)***

**I wouldn’t change anything!**

Feedback Overview

**Scores throughout the game (2 hours)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **ROUND** | **24/Male** | **25/Male** | **23/Female** | **22/Male** | **23/Male** |
| 1 | 0 | 0 | 3 | - | 0 |
| 2 | 2 | 0 | 5 | - | 2 |
| 3 | 4 | 0 | 7 | - | 2 |
| 4 | 6 | 0 | 7 | - | 4 |
| 5 | 8 | 0 | 9 | - | 6 |
| 6 | 8 | 2 | 9 | - | 8 |
| 7 | 8 | 2 | 11 | - | 10 |
| 8 | 8 | 2 | 13 | 0 | 12 |
| 9 | 10 | 4 | 13 | 2 | 14 |
| 10 | 10 | 6 | 16 | 2 | 14 |
| 11 | 12 | 8 | 16 | 4 | 15 |
| 12 | 14 | 10 | 18 | 4 | 17 |
| 13 | 18 | 10 | 18 | 4 | 17 |
| 14 | **18** | **10** | **18** | **4** | **21** |

This was our second playtest that was play tested by 4-5 of Alice’s friends at the pub on Tuesday evening, 20th November 2018. The main goal of this playtest was to check the balancing of the scoring system and find out what type of questions players liked best, as well as observing dynamics and aesthetics that came out of these questions. The game started off with 4 players who were playing for 45 minutes, before 1 more player joined the game for another 1 hour and 15 minutes.

There was a great variety of opinions with this play test, and each player gave a different answer for what they liked best about the game. This included finding out who the liar was and guessing them correctly, fooling everyone when a player is the liar, being imaginative with answers and getting to hear what everyone’s thoughts were. Players would mostly be every patient with each other when telling revealing answers as they were all very interested to hear what others had to say. Players would relate to each other with their answers, or they would argue that they were right and another player was wrong. This game was very humorous and even though it was taking place in a pub, players didn’t hold back on their offensive answers. Players didn’t enjoy answering questions that were hard to answer or ones that they didn’t have an answer for, such as questions that were very open ended or friendship breaking. Players enjoyed questions that were controversial and imaginative.

All players thought that the rounds were a good length, which lasted between 5 – 10 minutes. The scoring was generally balanced, except for one player that couldn’t seem to guess the liar correctly for 5 rounds, and for the player who joined later. We could consider a negative feedback loop to boost a players points, but we’ll carry on observing scoring through other playtests.

3 videos were taken of the play testing session which will be available on Google Drive.

|  |  |  |  |
| --- | --- | --- | --- |
| QUESTION | DYNAMICS | AESTHETICS | BUGS |
| Game show | Accusations of being the liar instantly after answering questions  Alliances – ‘fist bumping’ | Laughter | Difficult to answer |
| Immediately disqualify a partner | Relating on answers – such as eating with your mouth full, talking about ex-partners, | Disgust | Would this be on a first date, when they first met, years after knowing each other? |
| Worst dressed |  | Tension  “Ohhhhh…That’s evil!”  Laughter | In the room or in the game? (Played in pub, lots of people in the room who weren’t playing the game)  Difficult to answer |
| Worst child name |  | Laughter  Swearing |  |
| Cult |  | Quietness (thinking) | Difficult to answer |
| Arrested with no explanation |  | Laughter  Fiero – it took one player 6 rounds to finally get a point |  |
| Object eliminate from existence |  | Racism  Laughter  Impatience “Hurry up and answer!” | Difficult to answer |
| Guilty pleasure |  | Tense  Bored “I don’t have a guilty pleasure” – players wanted to skip this question | Difficult to answer |
| Controversial opinion | Arguments  Big discussions, multiple conversations | Laughter |  |
| Last text |  | Relief “phew” after asking whether it’s text or Facebook messenger – didn’t want to reveal |  |
| Last thing searched |  |  | On google?  Hard to answer |
| If you could swap lives with a player |  |  | Players asked if this was to swap lives permanently. |
| Who do you dislike but pretend to like |  |  | Players asked who they pretend to. |