**Playtesting Feedback**

**Number of people playing:** 4 (30m)

**Rounds:** 5

**Age/Gender: 30/Male 27/Female 22/Male 23/Male**

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

**Hearing people’s answers**

**Trying to quickly think of a lie and discussing our answers**

**Discussing the questions in detail, example – how we would murder someone**

**Discussing the questions in depth**

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

**Distributing lie/truth cards – very messy**

**Working out points at the end of a round**

**Forgot who I voted for**

**Forgetting what I voted for**

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

**Personal questions (aspirations)**

**Cult question and arrested question, led to funny and interesting conversations and insights into other players**

**Arrested question**

**All of them had a good balance of being personal and comedy. I liked the cult one**

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

**Arrested question – very easy to all answer the same way**

**Worst dressed because it’s a subjective thing so telling if someone is lying was hard**

**Worst dressed person**

**None so far**

**What do you think of the following features? -**

**Play with 1 liar or multiple liars?**

**1 sounds good, if players debate the answers out loud and vote on liar**

**1 liar if playing as individuals, multiple if playing as a team**

**Multiple**

**I think one liar would help put them on the spot and make it easier to figure out**

**When there are multiple liars, play with a set amount or random amount?**

**I would prefer a set amount**

**Set amount**

**Set amount**

**Set amount**

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

**Out loud debate about answers and pointing at the liar**

**Current scoring system could encourage half-truths – may have a negative impact on the gameplay if it looks like everyone is lying**

**A way to measure points and who you voted for.**

**A timer for discussing who the liar would be to add tension and forward motion.**

**Be able to track what you voted for, have each player take turns to vote – less confusing**

**Give each player an “identity” card and a grid to put each guess card on, so it’s easier to remember what you guessed for.**

Feedback Overview

**Scores throughout the game (30 minutes)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ROUND | **30/Male** | **27/Female** | **22/Male** | **23/Male** |
| 1 | 3 | 5 | 5 | 0 |
| 2 | 7 | 6 | 10 | 1 |
| 3 | 9 | 8 | 15 | 2 |
| 4 | 12 | 8 | 18 | 2 |
| 5 | **14** | **10** | **4** | **19** |

**Questions tested -**

Best in the world at something

Worst dressed

Disqualify a partner

Cult you’d like to start

Arrested with no explanation

This was our 4th play testing session and admittedly it was very messy. We tried out a new scoring system which meant that players had to place a truth or lie card on each opponent once everyone’s answers were revealed. The points system was still the same – the liar would get a point for each player who didn’t guess the liar, and when a player guessed the liar correctly, they would get 2 points.

The length of rounds are still working well and players are enjoying discussing their answers. Players didn’t enjoy working out how many points they received at the end of each round, also forgetting who they voted for sometimes. This was time consuming and very tedious which broke the immersion of the game, so we’ll be trying out another scoring system for the next play test. There was a mixed response on questions they did and didn’t enjoy, but most players liked the personal and imaginative questions, not so much the friendship testing or spicy questions. Players liked playing with 2 liars but thought that it would also be good to play with one liar. If there were multiple liars, they all agreed on having a set amount.