**Playtesting Feedback**

**Number of people playing:** 5 (1h 30m)

**Rounds:** 7

**Age/Gender: 23/Male 20/Male 20/Female 20/Male 20/Male**

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

**When you successfully guess another players bluff**

**The general social interaction between friends**

**The laughter that came when we were dubious about someone’s answer**

**Social interaction**

**The questions were funny**

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

**No answer given.**

**Anti-climactic 4-way tie at the end of the game**

**Not being able to think of a good lie**

**No answer given**

**I can’t lie :(**

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

**Imaginary – I liked coming up with funny scenarios**

**Enjoyed the more risky questions playing on social dynamics (worst dressed)**

**The personal and friendship ones**

**All of the categories**

**Who’s the worst dressed**

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

**The ones that destroy friendships**

**Imaginary category – hard to genuinely think of an answer and almost impossible to tell who’s bluffing**

**The imaginative ones**

**No answer given**

**Who’s the worst dressed**

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

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

**I liked that multiple people were bluffing**

**Multiple liars add additional layers of depth**

**I quite like both – the stakes are higher with one liar (played both)**

**Multiple liars was good to then judge more for truth or lies**

**Multiple (played both)**

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

**I didn’t play with a random amount but I would like to see that interaction**

**A random amount within a controlled threshold – has to be balanced around current no of players**

**Set amount**

**Set amount**

**Set amount**

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

**I would like people who tell the truth to gain points as you can still bluff that you are actually telling the truth.**

**Maybe different categories to choose from**

**Current implementation of scoring system could be improved, presently feels very clumsy.**

**Play more on social aspects (friendship testing cards), some other cards are boring/hard to bluff on Overall very fun social experience**

**To have played for longer!**

**A clearer score system**

**More polish to the scoring system and a ruleset to refer to.**

Feedback Overview

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

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **23/Male** | **20/Male** | **20/Female** | **20/Male** | **20/Male** |
| 12 | 12 | 12 | 10 | 12 |
| **14** | **16** | **16** | **13** | **13** |

Table shows the 4-way tie at the end, then the player decided to play another round to try change this. Th player keeping score wrote a tally rather than what was scored on each round.

**Questions tested -**

Last text you sent

Who is the worst dressed

Silliest attachment

If you were reincarnated into someone else body

Last thing you googled

Being best in the world at something

If the world ends next week

This was our 5th play testing session which turned out better than the previous session. For the scoring/voting system, we set out a grid for each player (numbers 1-5) and players would place their hidden vote under each player number in front on them, rather than placing their votes in front of other players like in playtest 4. The scoring system stayed the same, which one player kept track of by using the grids. This worked out better than last time, but players still thought it could be designed more elegantly and less time consuming.

Players enjoyed the social interaction of sharing answers to funny questions, and loved it when they would guess the liar correctly. Most players didn’t enjoy the scoring system so we’ll be working on this again. Preferences for questions varied a huge amount, so I think we’ll need to ask what specific questions people did or didn’t like rather than which categories. Players liked playing with 2 liars, and if there were multiple liars, most players agrees that a set amount would be better, but would be interested to see what happens when there is a random amount.

Over the past three play test sessions, players have questioned why they don’t receive points for guessing the truth correctly, which we didn’t include originally, but will consider for our next iteration. We may polish up some card categories to see if we can think of any more, and we’ll start refining the question cards we already have.