**Playtesting Feedback**

**Number of people playing: 5**

**Age/Gender: 41/Female 39/Female 39/Male**

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

**The chat around the topics**

**Laughter over some of the answers**

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

**Trying to understand the instructions**

**Trying to understand the scoring and the who wouldn’t you date question**

**Which questions were your favourites and why? Favourite category and any specific questions**

**Spicy and personal**

**Which questions were your least favourite and why? Favourite category and any specific questions**

**Who wouldn’t you date, and friendship testing questions**

**Who wouldn’t you date in the friendship testing category**

**Did you use the prompt cards? If you did, did they help?**

**No – they don’t**

**No**

**Did you like using tokens as a scoring system? If not, would writing a score be better?**

**Yes**

**Yes but they were fiddly, maybe larger tokens?**

**Was there anything you wanted to do, that they game wouldn’t allow you to do?**

**-**

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

**Bigger box, cards all the same size and material, clearer scoring instructions**

**Write the rules simpler – perhaps with illustrations**

**(General feedback written on the back of the sheet)**

**Could be clearer about how to start the game – illustrations for setup**

**Spicy/risky cards were confusing at first, but realised they were the same category**

**Clarify relationship between tokens and points – are these the same? In the ruleset**

**The questions can be a bit difficult to come up with immediate responses to especially if telling the truth.**