**Playtesting Feedback**

**Number of people playing: 5**

**Age/Gender: (All Male) 20, 21, 22, 25, 27**

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

* **Getting ridiculous/crazy answers from all players (both truth and lies) for such simple questions; lots of laughs and chaos trying to find answers**
* **Hearing the most bizarre answers for lies**
* **Getting into stupid arguments in attempt to find liars**
* **Trying to pin the blame on others when you were a liar**

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

* **Took a few rounds to get the hang of scoring (but okay once we worked it out)**
* **Rounds sometimes took a while whist thinking of answers**

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

* **2 players said spicy/risky – always crazy and fun answers, risqué lead to a lot of laughs**
* **1 player said friendship testing – interesting variety of questions, led to fun conflicts/debates between people**
* **1 player said imaginary scenarios – led to some great answers, the range of answers you could give were broad**
* **1 player said personal – good fun into the insights of people and their truth answers some unexpected surprises**

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

* **1 player said friendship testing – just prefer the other categories for the questions they contained**
* **1 player said imaginary scenarios – was sometimes quite hard to think of answers to the questions**
* **3 players said personal – although good questions, answers were generally known all around due to their nature**

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

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

* **Multiple liars as it causes more conflict/chaos in attempting to identify the liars**

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

* **Prompt cards used all around**
* **Proved very useful for those tough questions/lack of imagination**
* **Helped spark other ideas even if the prompt wasn’t used directly**
* **After a couple of games, people felt hesitant to use prompt cards as were worries it would be too obvious**

**Did you like using tokens as a scoring system?**

* **Yes, much more interactive than just adding scores up**
* **Created competitive natures between people, felt rewarding taking from rivals**

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

* **Think it could be interesting if voting for most interesting/sunny answer was done in secret, may reduce people being influenced by others.**

**Specific questions -**

**Favourite -**

* **What is the drunkest you’ve ever been (spicy)**
* **What was the last thing you searched for on your phone (spicy)**
* **First item you would smuggle into prison (imaginary scenario)**
* **Rescuing people from a burning building (friendship testing)**

**Least Favourite -**

* **Would you rather spend the day at a museum…. (personal)**
* **Which aspect of your life is going well (personal)**
* **What fictional character is amazing…. (imaginary scenarios)**
* **what impression do you try to give (personal)**