Playtesting MDA - 06/02/19

Number of players: 7

Questions used:

* What is the most embarrassing thing you own?
* What is the most adventurous thing you’ve done?
* If you committed a crime and had to frame one person in this room, who would it be?
* What is the weirdest thing you’ve done when you are alone?
* What is the biggest lie you’ve ever told without getting caught?
* If you could only eat one food for the rest of your life, what would it be? (Players said this question was too vague because they didn’t know whether it meant one food item or one meal, etc. They suggested we change the wording to ‘if you could only eat one dish for the rest of your life, what would it be?)
* What is one thing your friends think about you that is totally untrue? (this question was skipped as players said it’s difficult to know what other people think about you so this question was hard to answer)

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| Dynamics | Aesthetics |
| * Quickly throwing counters at the player numbers to be the first one (because the first player to bet on a correct answer gains more tokens than players who bet later) * Placing counters on empty spaces where other players weren’t betting if they weren’t sure of the answer, because if they were correct they would receive a bonus * Rounds were long as there was more players | * Adult humour/stories * People saying they have multiple stories they want to tell for a question * Bringing up past answers to questions from previous rounds and building on them in later rounds * Friends bringing up past answers as a running joke * Dark/offensive humour * ‘I’ve learned something about you today’ * Friends saying things like ‘That sounds like something you would do’ |

\*Additionally one player mentioned during this playtesting session that it would be fun to award points for the funniest/weirdest answers