**Playtesting MDA**

\*In this playtesting session both liars were aware of each other and could score extra points if both liars didn’t get voted as the liar by any other players

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| Dynamics | Aesthetics |
| * Liars subtly trying to sway the suspicion away from their partner * Liars accusing their partner to make it seem as if they are not a team * Liars trying to expose their teammate as the liar without giving away that they definitely know – asking questions the other liar may not be able to answer * Giving detailed answers quickly to make sure their story seemed true * Asking very specific questions, especially if the player knows a lot about the person they are accusing | * Laughter * Personal stories * Adult humour * Reminiscing over events multiple players were present at when stories took place at these events * Thinking hard over which answer to pick * Embarrassing other players * ‘I HOPE THAT’S NOT TRUE’ when discussing which players might be lying * Wanted to keep playing more rounds * Edgy answers to questions – friends sharing the same sense of humour |

Players found the points system confusing as they were exchanging tokens after all liars were revealed. This could be resolved by tokens being exchanged after each individual person is revealed though it may reveal who the second liar is if they don’t get any tokens for correctly identifying the liar so tokens may need to be exchanged and then given back at the end.