Playtesting MDA – 30/10/19

Questions used:

* What is one thing you would never do even if someone offered you all of the money in the world?
* **Who in this room is most likely to end up in jail and for what reason? – This question was skipped because players said they weren’t sure how they would know other players are lying as the answers are so subjective and not measurable**
* What is the drunkest you have ever been and what is the story behind it?
* If you found out your current life has been just a dream, would you choose to wake up?

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| Mechanics | Dynamics | Aesthetics |
| * 5 Players * 1 Liar * Categories of questions * Betting tokens on who they think is the liar * Tokens as score system * Players always get to keep 2 tokens, can never go below 2 | * Playing it safe when betting, some players chose to not bet all of their tokens even though they would always get two back, even in early stages of the game when players only had 4 tokens * Playing more riskily, players who hadn’t done very well the previous rounds were more likely to place all their tokens in order to catch up * Because players didn’t all know each other as well as previous groups we play tested with, they didn’t really choose the ‘friendship testing questions’ * Giving detailed answers to convince other players * Spreading tokens out to lower risk of losing all of them on one person | * Laughter * Taking a long time to think of answers to some questions * Accusing other players * Jokingly saying ‘TRUE’ or ‘LIAR’ immediately after a player has given their answer * Laughing before answering * ‘Oh I have many drunk stories’ * Taking time to think about who they wanted to bet on * Surprise at some answers * Long conversations about answers, turning the questions into a discussion * Laughter when one player kept getting the liar card every round * Swapping where they put their tokens after seeing where other players put theirs and after hearing other players reasons for voting certain players as the liar |