**Playtesting MDA**

Rules we used during this playtesting session:

* Tested new voting system using number cards corresponding to each player
* Added card categories so players could choose what type of question they might want to answer at the start of each round
* Added new question cards

MDA From Observing Playtesting

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| --- | --- |
| Dynamics | Aesthetics |
| * Sharing stories between friends * Targeting other players for humour, all agreeing that one person is the worst dressed * Questioning specific details to try and catch people out * Backing up other people’s answers, “that definitely sounds like something you would do” | * Surprise/shock at other people’s answers * Surprise when discovering who the liar was “YOU WERE LYING?!” (especially when someone made an emotional backstory and ended up being the liar for the question “what is the silliest thing you have an emotional attachment to?”) * Laughter when a risky question came up such as “who is the worst dressed person in this room?” * Agreeing enthusiastically at some of the answers (“what is one thing that would disqualify a potential partner?”) * Concentration when the liar is difficult to figure out * Joking before saying a serious answer * Laughing at people who weren’t playing the game and just watching, saying “I wish you were playing so you could be an option!” at the worst dressed question, etc * Tension when revealing whether someone was telling the truth or a lie (in this session we revealed each player one by one) |

Questions played:

* If you could be the best in the world at something, what would it be?
* Who is the worst dressed person in this room?
* What is one thing that would immediately disqualify a potential partner?
* If you could be reincarnated into anyone’s body, who would it be?
* What is the silliest thing you have an emotional attachment to?
* What is the last thing you searched on Google?
* What is the last text you received?