**Playtesting Observations**

\*In this playtesting session, we didn’t use the rule of one question per player. We let players discuss everyone’s answers for as long as they wanted to before deciding to vote.

MDA From Observing Playtesting

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| Mechanics | Dynamics | Aesthetics |
| * 3-6 players (4 players during this particular playtesting session) * Cards – Question cards, liar/truth cards * Random selection of a player to be the liar * Voting * Bluffing/deceiving other players * Hidden Information | * Accusations * Exaggerating (‘I would die without this’ for the question ‘What would be the worst thing the government could make illegal?’) * Defending other player’s answers (‘I saw this happen’) * Telling jokes (e.g. for the question ‘what was your childhood nickname?’, when one player said they didn’t have one, another player suggested insults as his nickname) * Going into a lot of detail with a story to convince other players you are telling the truth * Being influenced by what other players are suggesting * Asking very specific/detailed questions to catch other players out * Trying to analyse other player’s actions to determine whether they are lying (‘You accused her way too quickly!’, ‘You’re going into too much detail!’, etc) * When lying, some players decided to take true stories and adjust them so details were wrong | * Trying not to laugh while lying * Pretending to think about your answer for a long time * Leaning across the table when asking other players questions * Ignoring other players when they said you were lying halfway through telling a story and continuing anyway * Acting smug when you managed to successfully deceive someone * Blushing when telling embarrassing answers * Cutting players off to ask questions * Laughter before even giving an answer, after just looking at the question card and thinking about it * Giving silly answers as a joke and then saying ‘just kidding’ and giving a real answer * ‘I WISH I WAS LYING THIS ROUND’ when the question is one they don’t want to answer truthfully (e.g. ‘What’s the most embarrassing thing that’s ever happened to you?’) * ‘WHY DO YOU THINK IT’S ME??’ when accused of being the liar * Inappropriate humour * ‘I wish I was!’ when accused of lying * Getting angry at other people’s answers (e.g. for the question ‘What is one thing you would want to eliminate from existence?’) |

Other Notes:

* We received a suggestion that there could be points awarded for the funniest/weirdest answer
* One player suggested that we could have a person who deals the truth/liar cards each round, and that they can choose who to give the liar card to