

Playtesting #3

March 12, 2024

Started: 11:10
Ended: 11:20
Time: 10 minutes Mean Time Per Turn: 22.34 seconds

Players: Andrei (A), Fatemah (F), Samuel (S), Tino (T)

Weak Points

- Underutilisation of Special Card Effects: Noble Swap special cards continued to be underutilised or overlooked during gameplay, indicating a potential imbalance in their strategic relevance or complexity compared to basic cards. This discrepancy hindered the depth of tactical planning and player interaction.

Strong Points

- Maintained Accessibility: Players continued to appreciate the game's accessibility and learnability, with newcomers quickly grasping the rules and mechanics after a single round of play. This positive aspect contributed to a welcoming and inclusive gaming experience for all participants.
- Enhanced Strategic Depth: Despite the weak points noted, players acknowledged the enhanced strategic depth introduced by the adjustments to special card effects and the expansion of health points. These changes fostered more nuanced decision-making and encouraged players to explore diverse playstyles and tactics.

Feedback

- Pacing and Engagement: Players emphasised the importance of pacing and engagement in shaping their overall enjoyment of the game. Addressing the prolonged gameplay issue and further refining the balance between offensive and defensive dynamics were identified as key areas for improvement to enhance the overall flow and excitement of gameplay.
- Special Card Integration: Enhancing the integration of special card effects into gameplay dynamics could elevate the strategic depth and variety of tactical options available to players. Ensuring that each special card offers meaningful and compelling choices will contribute to a more immersive and rewarding gaming experience.