dev.log entry Silver

This past week has been such a learning experience for me as a game designer. I really enjoyed watching the other players in the class play our game and see how they understand the rules and walk into a new game play. After the players read through the rules it took about three minutes for them to start playing. At first players seemed confused on how to move from start. Once the players re read the rules they seemed to get a start on things. Everyone seems a bit confused on how the dice roll would take place. We should have given each player 1 dice each to roll with so they could have a greater chance of rolling the number on the card they drew. Players also seemed confused about the 1 cards and the sorry cards that originally come with the Sorry board game. The players removed these cards to make the game play smoother, something we should have done as designers. Once gameplay started the players seemed extremely engaged and enjoyed playing the game. I did notice the players missed the part in the instructions where it said the player that drew the card could take the turn if no other players dice rolls were successful. This dramatically slowed down gameplay. Another was able to join the game and catch up quickly once gameplay started. Pretty cool to see the rate of the gameplay is different for everyone. Players had a great reaction for picking up Sorry Not Sorry cards. I think at the end of the day, play testing would have helped solve all the issues we were experiencing in gameplay.