

# Sushi Rat Revolution - Playtests

By: Team4/Sushi

The goal for our team is for the players to feel joy and fear as they try to be the first one to get 6 points by collecting ingredients from the kitchen and delivering them to any matching sushi cards.

## Playtest 1 – Anne (Outside of Class, 9/18/25)

### Anne & Dev team Playtest

Game Version: Steam Roll Rat (Counter Clockwise) & Stay in Kitchen

Playtest Type: First time, 3 devs

#### Notes:

- Players were overall bored with this setup and rules
  - Urgency: 1 (very urgent)
  - Solution: Cancel the kitchen and change rules
- Players stayed in the kitchen for a long time → limited movement caused boredom.
  - Urgency: 1 (very urgent)
  - Solution: Cancel the kitchen setting, players must play on the action ring.
- Supply of 3 became a soft lock for some players.
  - Urgency: 3 (middle)
  - Solution: Cancel the limitation, players can take unlimited supplies.
- Making sushi took a long time.
  - Urgency: 1
  - Solution: (haven't tested)
    - Fewer points for winning: 3 points
    - Modify sushi categories: +3; +2; +1 (sashimi)
- Rat felt non-threatening since players could avoid it by staying in the kitchen → Rat is too strong, and the kitchen is a safe place.
  - Urgency: 1
  - Solution: Remove the in/out kitchen setting and reduce the taking away of all ingredients to half from the rat.

- With the Rat not feeling threatening, players usually would move when the Rat was on the other side of the board.
    - Urgency: 1
    - Solution: Remove the in/out kitchen setting.
  - Stopped playing the game once we noticed the flaw, as it would have taken more than the allotted time.
    - Urgency: 1
    - Solution: Change the rules
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## Playtest 2 – 2 Player Test (Anne & Alex, Outside of Class, 9/21/25)

### 2 Player

Game Version: Steam Roll Rat (Clockwise), No Kitchen, d6 for rat

Playtest Type: One first-time player, one returning

#### Notes:

- Setup designed for 4 players → confusing with 2 players.
  - Urgency: 4
  - Solution: modify the rule settings
- Unclear rules: how to choose ingredients, where to return lost ingredients, off-the-board step, and double function of "8."
  - Urgency: 4
  - Solution: modify the rules to be more clear
- Setup time: 6m30s.
  - Urgency: 5 (least urgent); No need for modification since the setup time is within 8 minutes.
- First rat bite occurred at ~6m; rat influence felt low.
  - Urgency: 2
  - Solution: Faster rat or slower player, need to be tested
- Game wrapped at ~9–10m.
  - Urgency: 5; No need for modification since the game time is within 12 minutes.
- Players disliked long rule explanations.
  - Urgency: 2
  - Solution: Modification for the rules

- Movement worked well.
    - Urgency: 5; No need for modification.
  - Rolling dice for rat felt unsatisfying.
    - Urgency: 4
    - Solution: No changes. Could move to a card system if dice continue being an issue.
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## Playtest 3 – 4 Player Test (Anne, Alex, Sarah, Aedan, Outside of Class, 9/21/25)

### 4 Player

Game Version: Steam Roll Rat (Clockwise), No Kitchen, d6 for rat (1–3 steps allowed)

Playtest Type: 1 returning player, 2 devs, 1 new player

#### Notes:

- Players seemed bored at times due to the pacing of the game.
  - Urgency: 2
  - Solution: Reduce the winning standard
- Confusion about d6 half rule; checking rules slowed flow.
  - Urgency: 2
  - Suggestion: use d4 instead of d6 to avoid halving confusion.
- Unclear if players should draw ingredients at end of turn.
  - Urgency: 3
  - Solution: Clarify the rules
- Longer turns due to added rat influence → more strategy.
  - Urgency: 4
  - Strategy is a good thing for more playability.
- First sushi completed at 11m, second at 16m; Final winner at ~25m41s with 4 points.
  - Urgency: 1
  - Solution: Reduce the winning standard.
- Ingredient scarcity (less shrimp) noted.
  - Urgency: 4

- Solution: Thinking about if it is something that should be strategic, or change the points of the card.
  - Players skipped over someone, which resulted in the player going once caught.
    - Urgency: 5; no changes needed
  - Players confirmed: cannot enter sushi-making space without correct ingredients.
    - Urgency: 2
    - Solution: add to the rules.
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## Playtest 4 – 4 Player Test (Aditya Singh, Outside of Class, 9/21/25)

### 4 player

Game Version: Steam Roll Rat (Clockwise), d4-1 rat

Playtest Type: 4 new players

#### Notes:

- Wasabi should be light green (color clarity issue).
  - Urgency: 4
  - Solution: switch light green for wasabi and brown for avocado
- Unclear if players needed to return to their starting space.
  - Urgency: 3
  - Solution: clarify in rules
- Players thought rat was too fast
  - Urgency: 3
  - Solution: Could switch to a card system?
- Rolling an 8 was disappointing
  - Urgency 3
  - Solution: look at rat changes
- Game took too long
  - Urgency 2
  - Change scoring metrics

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## Playtest 5 – Dev Team Test (Kaylee, Sarah, Aedan, Joy, Outside of Class, 9/21/25)

### Devs Playtest

Game Version: Steam Roll Rat (Clockwise), No Kitchen

Playtest Type: Developer-focused

#### Notes:

- Rat too fast → gets a whole turn before players move again.
  - Urgency: 1
  - Solution: Use a cut half d6 dice.
  - Suggestion: adjust d6 dice depending on number of players.
- Rolling an 8 with 2d4 was very difficult.
  - Urgency: 2
  - Solution: Change to a d8 dice.
- Players rolled 8 only when off-board, which triggered switches/taking ingredients.
  - Urgency: 3
  - Solution: Add to the rules, the player can also switch in that situation.
- If a player landed on a rat space, they were not attacked.
  - Urgency: 5
  - Solution: No changes.

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## Key Takeaways Across Tests

- **Clarity:** Rules around ingredient handling, off-board steps, and win conditions need to be clearer.
- **Rat Balance:** Influence varied too much depending on dice system; sometimes trivial, sometimes overwhelming.

- **Setup & Flow:** Setup took too long; player actions stalled in the kitchen.
  - **Accessibility:** Visual clarity issues (wasabi color).
  - **Game Length:** First sushis were completed within 10–16 minutes, full sessions ~25 minutes, within assignment constraints but with pacing issues.
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## Next Steps for Iteration

1. Simplify rat movement mechanics (consider fixed steps or d4 system).
2. Clarify rules around ingredients, off-board steps, and start/finish conditions.
3. Rebalance ingredient availability to prevent soft locks.
4. Improve pacing by reducing setup time and adding incentives to leave the kitchen.
5. Adjust visuals for clarity (ingredient colors, board design).