

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 – Group Boat Playtest (In-class, 9/24/25)

Playtest Date: 09/24/2025

Game Version: Deliverable 1: 3 points and smaller rat dice and 8 roll change

Playtest Type: Kleenex/First time (group of 4)

Notes:

- Players are confused about the wording for the ingredient random placement
 - Urgency: 2
 - Solution: Reword it in the rulebook, following the example
- Players followed the example photo and set up very soon
 - Urgency: 5
 - Solution: Keep the example photo
- Players started on the board instead of the card
 - Urgency: 3
 - Solution: Revise the rulebook, starting on board
- Didn't realize the roll 8 rule
 - Urgency: 5
 - Solution: Removing the roll 8 rule
- Players are confused about the passing or the land of the rat
 - Urgency: 2
 - Solution: Clarify the rules about "landing"
- The players are confused about the color of the yellow wasabi
 - Urgency: 3
 - Solution: Changing the wasabi to light green; avocado to brown
- The players go slowly with the game
 - Urgency: 2
 - Solution: Add more +1 action for the game

- Players are confused about the land on the sushi board
 - Urgency: 3
 - Solution: Remove the land from the sushi board
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Playtest 2.1 – (Outside of Class, 9/28/25)

Playtest

Playtest Date: 09/28/2025

Game Version: Deliverable 1: 3 pts, conveyer cards, free-floating sushi

Playtest Type: Kleenex/First time (group of 4)

Notes:

- Players gave cards to individual players
 - Urgency: 2
 - Solution: Add Q&A for commonly asked questions
- Players did not know they could complete any card
 - Urgency: 1
 - Solution: Clarify the rulebook, workshop more solutions
- Players did not know how many ingredients they could take
 - Urgency: 1.5
 - Solution: Clarify in the rulebook
- Players don't know if they need to take action when encountering the action section
 - Urgency: 2
 - Solution: Clarify in the rulebook
- Players don't know if they should swap places or ingredients
 - Urgency: 3
 - Solution: Write in the space(already in the plan)
- Conveyor cards/ rat cards are the same
 - Urgency: 4
 - Solution: New design for the conveyor cards, add titles on the back of the cards
- Where to put back the ingredients after making a sushi?
 - Urgency: 4
 - Solution: In Q&A session

- Confusion on when to say Order Up
 - Urgency: 3
 - Solution: Put it in a Q&A session
- Players didn't like saying order up
 - Urgency: 5
 - Solution: We feel like it is fun, keep Order Up
- Players didn't know whether to take 1 or all the ingredients
 - Urgency: 5
 - Solution: It's already in the rulebook
- Players are confused about the punishment for the wrong Order Up
 - Urgency: 4
 - Solution: Don't make any changes
- Missing starting point for players
 - Urgency: 4
 - Solution: Adding them

Playtest 3 – (Outside of Class, 9/29/25)

Playtest

Playtest Date: 09/29/2025

Game Version: Deliverable 1: 3 pts, conveyor cards, free-floating sushi

Playtest Type: Kleenex/First time/Developer 2-Player Game (group of 2)

- Players feel confused about why the rat needs to act after the player. They come up with the advice that after the whole round of every player, then move the rat.
 - Urgency: 4
 - Solution: Not changing anything.
- The player feels that achieving 3 points is easy in a 2-player game.
 - Urgency: 3
 - Solution: Change to 6 winning points for a 2-player game.
- The player feels that setting up is quite easy because of the example picture. For 1 person to play the game, it takes them 10 minutes to complete the whole setup and go through the rules.
 - Urgency: 5; Keep the example photo
- Players feel the rat is not very annoying in a 2-player game. They feel more at ease collecting the ingredients.

- Urgency: 3
 - Solution: Change the Rat dynamic for a 2 player game
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Playtest 4 – (Outside of Class, 9/30/25)

Playtest

Playtest Date: 09/30/2025

Game Version: Deliverable 1: 3 pts, conveyor cards, free-floating sushi

Playtest Type: Kleenex/First time (group of 4)

- Players feel satisfied with the rules and enjoyed the art
 - Urgency: 5; No change
- The players enjoyed the cards and liked having the rare cards. They thought it was fair.
 - Urgency: 5; No Change
- The player feels that setting up is quite easy because of the example picture.
 - Urgency: 5; Keep the example photo
- Players felt that the flow of the game is quite slow at certain times, but could be because of their emotions while playing the game.
 - Urgency: 5; Unsure
- Players wished they could spin the conveyor belt for an action.
 - Urgency: 4
 - Solution: Try to adapt to this want, or ignore it.
- They are glad that the sushi cards had the ingredient block color next to what they need to get.
 - Urgency: 5; No change
- The players found the game fun!
 - Urgency: 5; No change
- Players felt that the Q&A section was a good detail and having highlights helped them digest the game.
 - Urgency: 0; No change