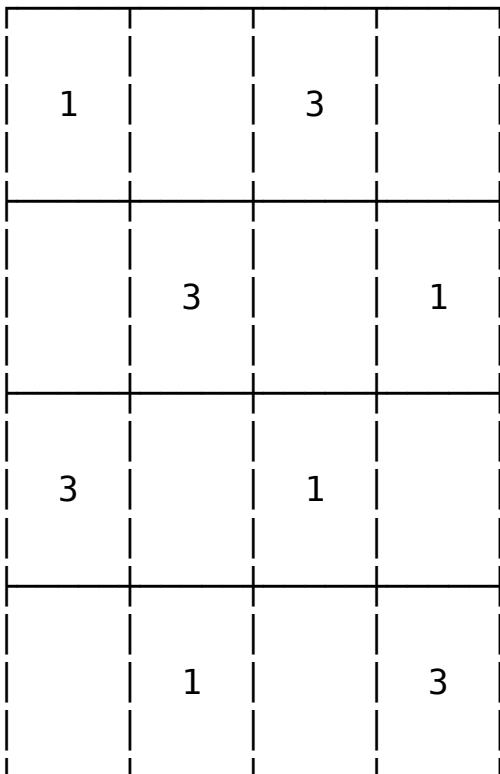


LAB-DOKU - Kit de Prototype Papier

SCÉNARIOS DE TEST

Scénario 1 : Démarrage standard

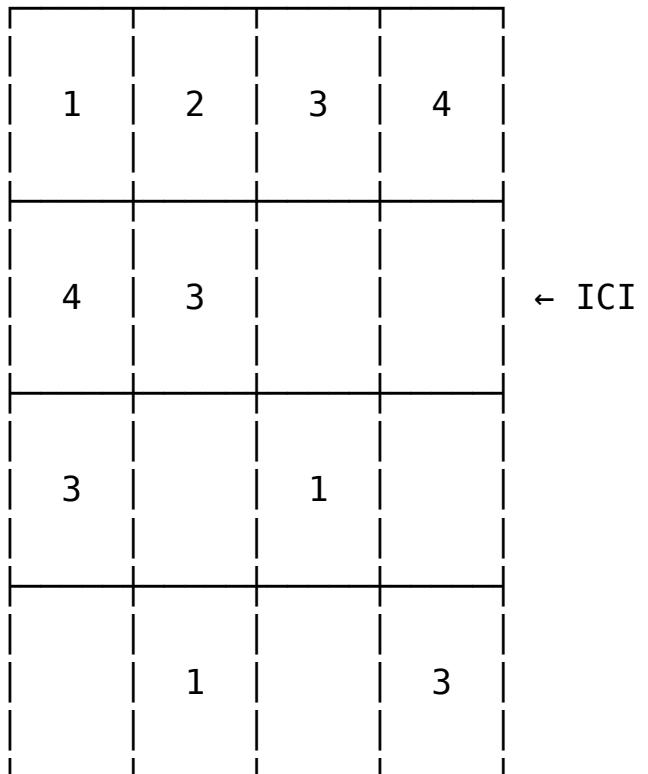


État : Position (0,0)

Clés : 🔑1 🔑3

Indices : 🔎 🔎 🔎

Scénario 2 : Situation tendue



État : Position (1,2)

Clés : 🔑1 🔑3 🔑4

Indices : 🔎

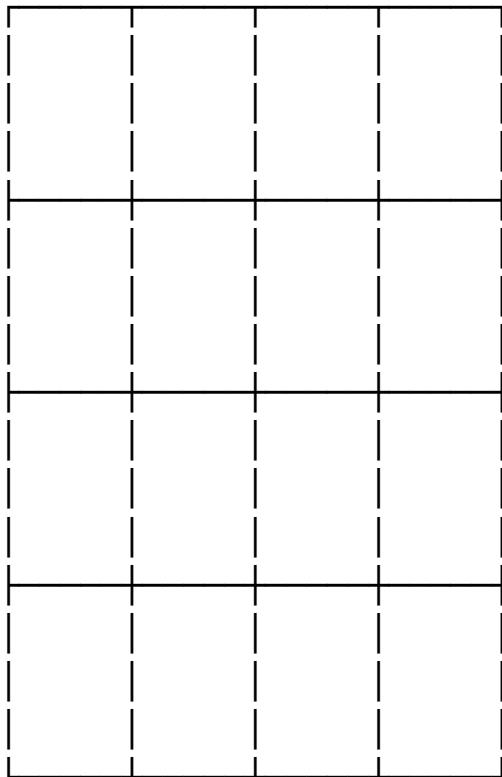
← Pion sur case vide ligne 2

Solution de référence (Scénario 1)

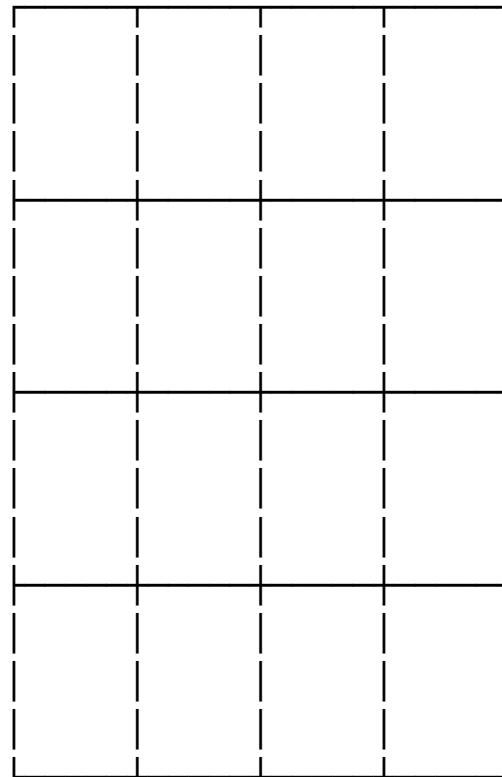
1	2	3	4
4	3	2	1
3	4	1	2
2	1	4	3

GRILLES VIERGES

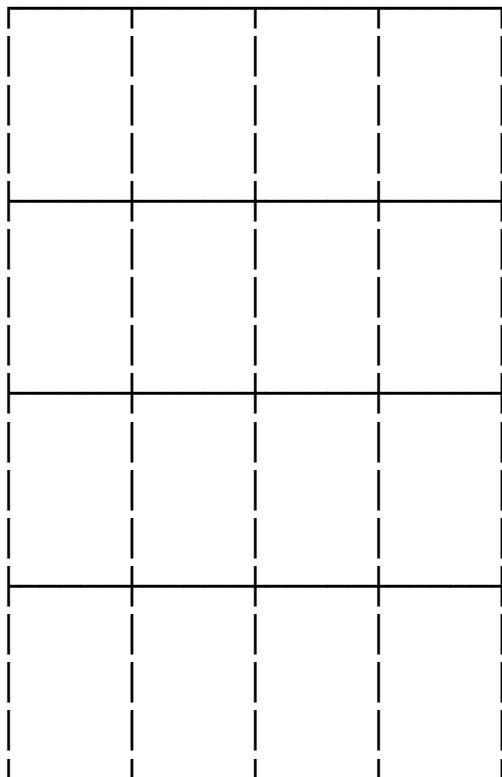
Grille #1



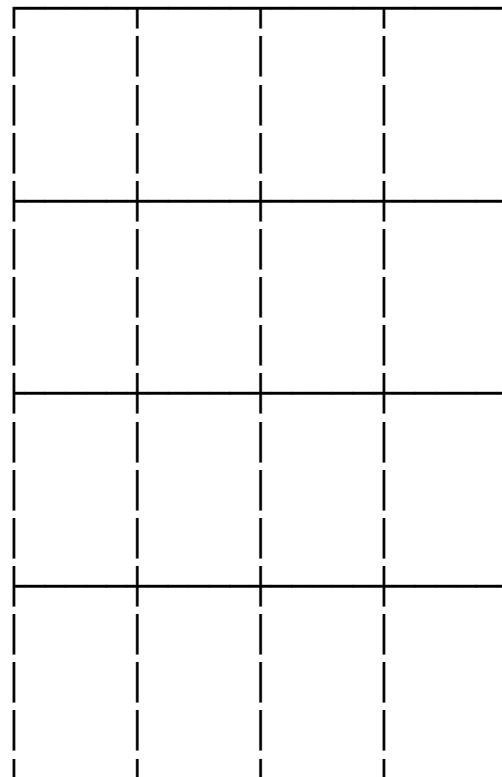
Grille #2



Grille #3

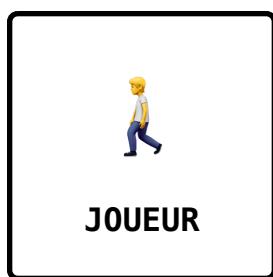


Grille #4

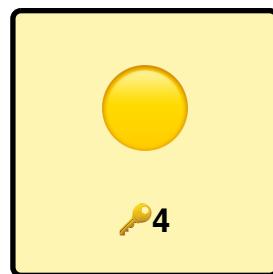
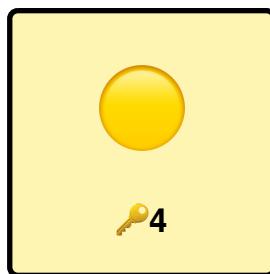
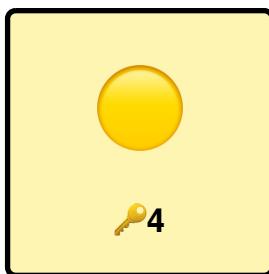
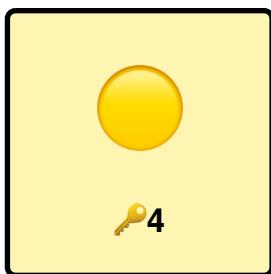
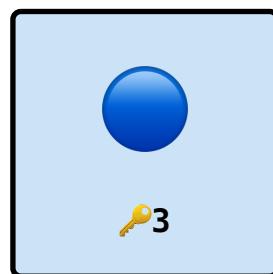
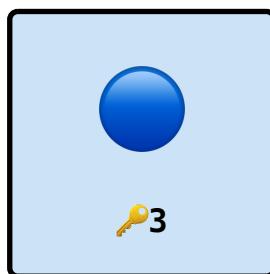
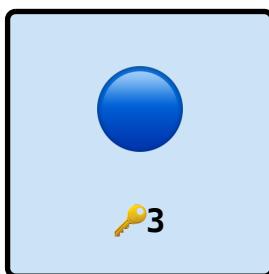
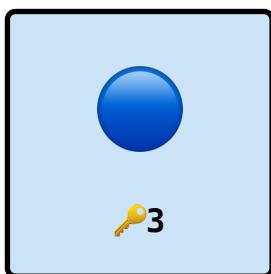
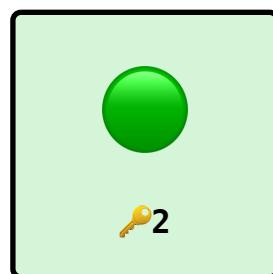
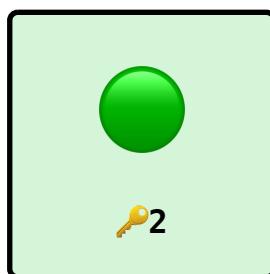
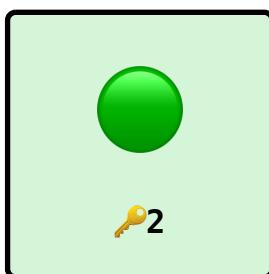
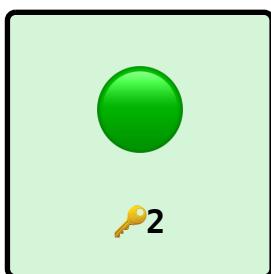
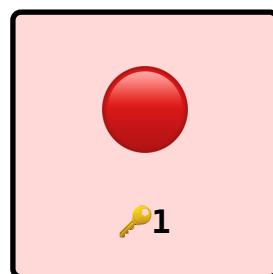
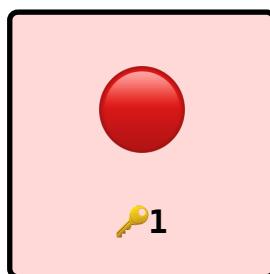
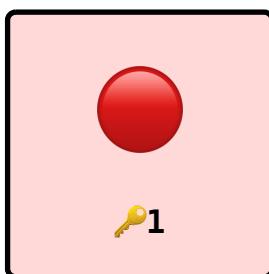
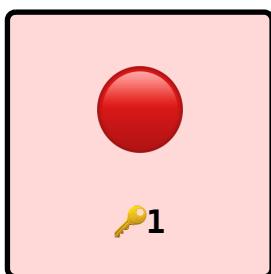


JETONS À DÉCOUPER

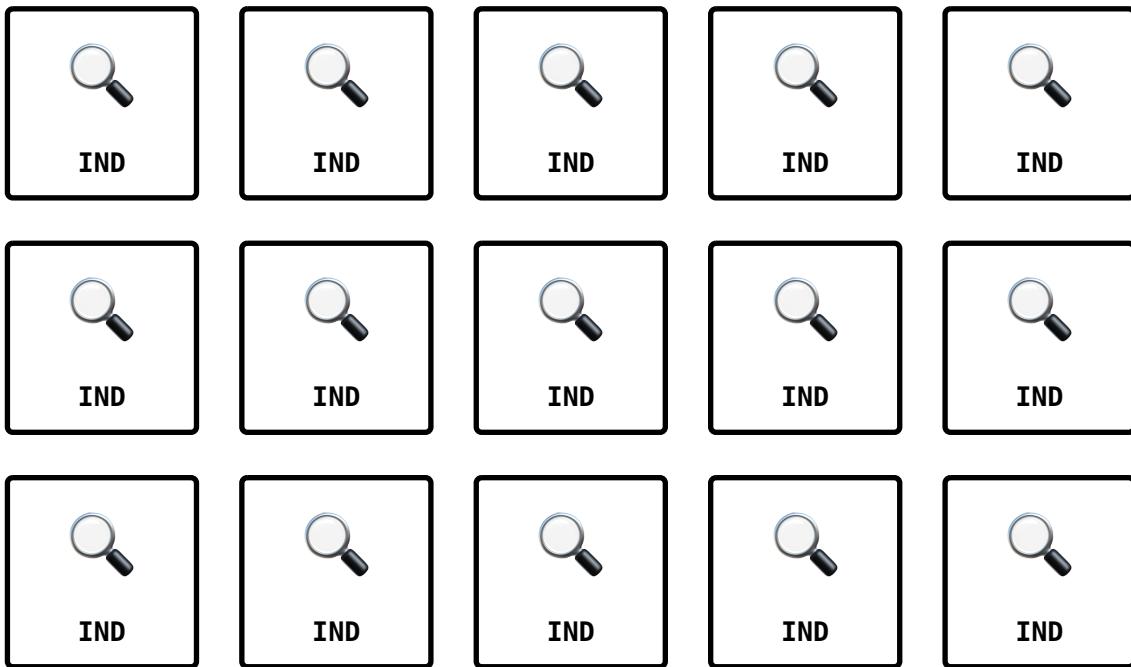
Pion joueur



Clés (4 jetons par couleur)



Indices (15 jetons)



Marqueurs d'événements



Compteur d'erreurs

ERREURS CUMULÉES				
<input type="text"/>				
<input type="text"/>				

Total : _____

CHECKLIST DE VALIDATION

Après 2-3 parties de test :

Gameplay de base

- Jouable du début à la fin ?
- Bloqué trop souvent ?
- Règles claires ?

Tension et intérêt

- Décisions intéressantes ?
- Anticipation des coups ?
- Événements fun ou frustrants ?

Rythme

- Durée : court / bon / long ?
- Envie de rejouer ?

Prochaine étape

- GO → coder
- Ajuster → quoi ?
- NO-GO → pivot ?

Notes libres :
