Game testing

We play tested our game concept. This step really helped us refine the game flow as well as rules, and other details that helped me design the board. For example, we encountered a problem when going to jail as the players usually got lost and struggled to keep up with the number of rounds they were "on pause".

To fix this, I came up with a solution and decided to make the design of the jail (within the board) to have 6 separations and depending on the amount of rounds the player must sit out each time they could move their game piece into the corresponding number to keep track of time. This small change made a big difference in helping players stay engaged and understand the flow of the game.