

PLAYTESTING FEEDBACK FORM GAME:

Directions: Circle the corresponding number score for each category that you feel is appropriate. 1 is the worst, while 7 is the best. Write additional notes on the right-hand side relating to your scores or about the game in general. At the bottom of the sheet is a space to write about what you feel is the strongest element of the game, the weakest element of the game, and one thing you would change if you could.

Notes

	1	2	3	4	5	6	7
Clarity	Very cumbersome design. Difficult for the players to see what is going on in the game. Rules are unclear and difficult to understand.	Somewhat cumbersome layout. Rules are somewhat unclear and fairly difficult to understand.	Somewhat streamlined layout. Rules are generally clear and fairly easy to understand.	Very streamlined layout. The player can easily see what is going on in all areas of the game. Rules are very clear and unambiguous.			

	1	2	3	4	5	6	7
Flow	Lots of unnecessary procedures. There's too much to pay attention to. Many cumbersome exceptions to the rules. Needs streamlined!	Several unnecessary procedures and a lot to pay attention to. There may be several exceptions to the rules.	Few unnecessary procedures. There might be a tad too much happening. Few exceptions to the rules. Fairly well streamlined.	Few or no unnecessary procedures. There's just the right amount of stuff happening. Extremely well streamlined.			

	1	2	3	4	5	6	7
Balance	Very imbalanced or completely broken. Runaway leader problems, far too much luck, or too many useless components.	More imbalanced than balanced. There too many strategic loopholes, useless components, or components that are too useful. Luck may be far too great a factor.	More balanced than imbalanced, but there are still some loopholes or components that aren't appropriately useful. Few luck elements are a problem.	Very balanced and fair for all players. No strategic loopholes and luck is appropriate in its significance. No components are too useful or too useless.			

	1	2	3	4	5	6	7
Duration	The game lasts far too long or not nearly long enough. The game might also last a completely unpredictable amount of time.	The game does not last a satisfying length for what it offers. The game might still be too unpredictable in length.	The game lasts an acceptable amount of time. Game time is relatively consistent for what it offers.	The game lasts exactly as long as it should given what it offers. Game time is appropriately consistent.			

	1	2	3	4	5	6	7
Integration	Mechanics and theme are extremely mismatched. Different mechanics do not complement each other at all.	The mechanics and theme are somewhat mismatched. Several mechanics do not fit together well in the broad scope of the game.	The mechanics and theme are fairly well matched. Few mechanics might not fit well together.	The mechanics and theme fit extremely well together. All the mechanics come together to make a unified and immersive experience.			

	1	2	3	4	5	6	7
Fun	Complete lack of emotional connection, tension, interesting decisions, or interesting theme. Lots of downtime.	Little emotional connection, tension, interesting decisions, or interesting theme. Too much downtime. "Fun" moments are rare.	There's a fair amount of connection, tension, and interesting decisions. The theme is appropriate. Downtime is relatively low.	Constant emotional connection or tension. Most decisions are interesting or meaningful. Very good theme. Downtime is virtually nonexistent.			

	1	2	3	4	5	6	7
Interaction	Player interaction is at a completely inappropriate level. You affect other players far too much or too little.	Player interaction is lacking or inappropriate. You still interact with or affect players too much or not enough.	Decent player interaction overall, but improvements can be made to the amount of interaction or the quality of it.	Player interaction feels seamless and beneficial to the game without being too much or too lacking.			

Strongest Point:	
Weakest Point:	
One Change:	