**PLAYTESTING FEEDBACK FORM GAME:**

Notes

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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.

1 ► 2 ► 3 ► 4 ► 5 ► 6 ► 7

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| --- | --- | --- | --- | --- |
| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| 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. |

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| Strongest Point: |  |
| Weakest Point: |  |
| One Change: |  |

Play Testing Feedback Form Template: Design by Wade McGrath based on the form design of Mike Compton.

Feel free to alter, re-design, and use as you see fit so long as you credit Mike (and me if you want).