

Eval Questions:

1. Did all the card effects make sense when you were reading them? Did what happen in game reflect your understanding?

For the most part yes, tester was able to understand the general function of each card.

Would have liked to have seen mana cost in the description of cards, and also see how the card comparisons play out card by card instead of all the calculations being immediately applied.

2. Without having to much further knowledge than the games you played, how did you feel about game balance? Did any cards seem too strong? Too weak?

Tester thought the amp cards were way too strong, and while they did start out extra weak, because of how small the deck was you could stack them very quickly. Shields may also need a little tuning, other than that balance didn't seem to bad.

3. What about the GUI, were all the elements easy to understand?

For the most part. Tester would have liked interactable elements to "feel" a little more interactable (highlighting, sound prompt on hover, etc.).

4. How did you feel about deck building? Are there any other features you would have liked to see in the menu?

Deck building was okay. Tester was a fan of drag and drop, but would have liked a simple click option as well. Also, did not feel the *need* for a search feature due to limited card pool, but would have liked something simple to highlight basic card effects (dmg, heal, shield).

5. What was your favorite thing about the play session you just had?

Tester enjoyed the comparison based combat, guessing what your opponent might play based on knowledge of the deck, and trying to figure out what slots to play cards in.

6. What was your least favorite thing about the play session you just had?

Card were relatively basic, not enough variety cards or particular win condition cards.

7. If you could add one feature to the current build of the game, what would it be?

Tester chose sound effects/different music.