

# Capstone Game Document-Playtest Report

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- **Overview:** Where you think you are in the development process, what you thought was working, what you think you still need to develop.
- **Questions:** The questions you had prepared ahead of time about your game.
- **The process:** Describe how you felt as they played, what did you observe working, what wasn't working, what did the participant point out specifically, etc.
- **Interview:** What you asked the participant(s) and what they said. What did they recommend? What did they like/dislike?
- **The plan:** What are you going to change based on what you learned.

## 1. Overview:

- Content:
  - More events, and characters.
  - Add a random system(Players will play differently each time.)
- Art:
  - Need more images on the digital version.(background of main menu, election scene, and select character scene)

## 2. Questions:

- Q1: What do you think about the game for the first time?
  - A1: I like the image of the box, and your dominant color is black. But you should change some images on the tablet. It looks like a different game.
  - A2: I like the idea of the game, but Taiwanese elections are complex.
- Q2: This game is a mixed game(board game and digital game), have you played before?
  - A1: It's my first time playing the mixed game. I believe the mixed game will be a future trend.
  - A2: It's cool, but it means the players need more techs or equipment to play the game. It might be difficult for the players.

## 3. The process:

- RFID part:
  - They didn't hear RFID before. They like that players use RFID cards.
  - Seldomly, RFID tags cannot be detected.
  - Smear cards have bugs, It might not work now.

- Election part:
  - [ Bribery card]'s risk is too high. Players didn't like to use it.
  - [Long Distance Voter] and [Geriatric diseases] need more description.  
Players have no idea why they need to change the voting rate.
- Debate part:
  - The players like this part so much, they enjoy thinking and debating the issue in Taiwan.

#### 4. Interview:

- Player 1:
  - Q&A: which part is your favorite part? Which is the most disliked part?
    - I like the debate part because the issue is really deep and interesting.
    - I like every part of this game. I have never played this board game with a tablet.
    - I also like the RFID, it looks like the AI who processes the cards.
- Player 2:
  - Q&A: which part is your favorite part? Which is the most disliked part?
    - I like the part which shows the voting information at the end of rounds. Those info. can help me to make a plan and choose the cards to defeat the other players.
    - I don't like the last part(debate) because I am not good at talking and the issue is too hard to prepare the talking in 1-2 minutes.

#### 5. The plan:

- Change the background of the main menu, every scene.
- Fix the bugs of some cards.
- Maybe add some easy debate topics.
- Add more events.

Resource:

[https://drive.google.com/open?id=1EjBf9dWPLUzLmi2A\\_0YK3OFRmBsvl0yw](https://drive.google.com/open?id=1EjBf9dWPLUzLmi2A_0YK3OFRmBsvl0yw)