**Circuit Ball**

Info: Yellow Group  
Tiki Kennedy, Jen Hurler, Nick Moore, Mike Murphy  
2-4 players  
  
Materials list:   
Glue  
Cardboard  
Beads  
Scissors  
Pencils  
Ruler  
  
Basic Rules:

* Players may only purchase and roll one game ball per turn.
* Players must purchase a game ball at the beginning of their round, prior to when their starting area has been determined.
* Players must roll the game die in order to determine their starting area for the round.
* Players may not directly interact with a game ball; they may only tilt the game board after a game ball is placed in its designated area. To tilt the board, players must first lift the board off of the platform with both hands.
* Players can only spend points they possess on game balls (i.e. A player with 2 points cannot buy the 3 point game ball).
* If a player doesn’t have enough points to purchase the last remaining ball, they may go into negative points. If they don’t succeed in earning points back and remain in negative points, they are out of the game.
* Colored holes that have been successfully scored on must be sealed before the next turn begins.
* If a game ball falls into a trap hole or off the board, that player’s turn is over and they are awarded no points.

How to Play:   
Players decide turn order through die roll, with the highest number rolled going first.  
  
Each player starts with 10 points. Players begin their turn by “buying” a certain color game ball for its assigned point value.

        Pink – 1 point  
        Red – 2 points  
        Green – 3 points  
        Blue – 4 points  
        Black – 5 points

After the player buys their ball for their turn, they must roll a die to determine where on the board they start their turn. Rolling a 2-5 means that the player must start at the corresponding gate, rolling a 1 means the player skips their turn and is refunded the ball cost, and rolling a 6 means they get to choose which gate they start at.  
  
The objective is to roll the same color game ball you purchased into a hole with the same color, resulting in that player earning double the points spent that round, back as reward. This is accomplished by holding the game board and tilting it to roll and navigate the game ball to a desired hole.  
  
Players are not allowed to touch the ball after it’s been placed in its starting area and the ball must not leave the board until it reaches a hole. When the ball leaves the board (i.e. rolls off the edge), that player’s turn is over and they receive no points. Players can not toss the ball using the game board.   
  
Holes with no color or are a different color from the ball purchased offer no points for when the ball falls through and the player’s turn ends and they receive no points.  
  
How to win:  
When a players successfully rolls a ball into its matching hole, that hole is sealed off for the remainder of the game (seals are under the board near the hole position). The game ends when all available point-worthy holes are filled and the player with the highest point value wins. If a player at the end of their turn has no or negative points, they lose.

**Circuit Ball Playtesting**

Participants: Andrew Kiselica – Male, 21 yrs, Nick’s Roommate

Andrew Roberto – Male, 21yrs, Nick’s Roommate

Bogdan Copos – Male, 22 yrs, Nick’s Roommate

Chris Lombardi – Male, 21 yrs, Nick’s Roommate

Procedure:

1. Hand out printed directions, allow playtesters to read and digest.
2. Watch playtesters as they begin game, focusing on new rule additions.
   1. How they maneuver the board to move the balls to desired hole.
   2. What order in which the desired holes were chosen.
   3. What procedure they took in purchasing balls, and how they handled having not enough points to purchase remaining balls.
   4. Challenge certain hole placements gave to the players.
3. After all of the holes were filled and a winner was chosen, handed out an abbreviated playtesting feedback form.

Feedback Form Template:

1. How long it took digesting the game rules.
2. Were the procedures and rules easy to understand? If no, please note which rule(s) where not clear and why.
3. What was your strategy for winning?
4. Did you find any loopholes in the system?
5. If you could change just one thing, what would it be?
6. Please list any revision ideas you have for improving the game.

Playtest Results:

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Player** | **Points** | **Round 1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **TOTAL** |
| AK | 10 | 15 | 14 | 12 | 13 | 11 | 13 | 17 | 18 | 14 | 14 |
| AR | 10 | 8 | 10 | LT | 11 | 10 | 11 | 10 | 12 | 16 | 16 |
| BC | 10 | LT | 5 | 8 | 10 | 9 | 8 | LT | 11 | - | 11 |
| CL | 10 | 13 | 8 | LT | 13 | 9 | 10 | 8 | LT | - | 8 |

Feedback Results:

1. How long it took digesting the game rules.

AK: 5 minutes

AR: 5 minutes

BC: 4 minutes

CL: 6 minutes

1. Were the procedures and rules easy to understand? If no, please note which rule(s) where not clear and why.

AK: Yes

AR: Yes

BC: Yes

CL: Yes

1. What was your strategy for winning?

AK: Slow and steady wins the race.

AR: Go for the most strategic holes.

BC: See how the other players fare and use that to my advantage.

CL: Win big or go home baby.

1. Did you find any loopholes in the system?

AK: No, the rules were easy to adapt to.

AR: No.

BC: Easy and well covered rules.

CL: Some holes were harder even though they were worth less, but other than that, no.

1. If you could change just one thing, what would it be?

AK: Nothing, it was pretty fun.

AR: More starting points.

BC: Nothing.

CL: More holes please!

1. Please list any revision ideas you have for improving the game.

AK: Really liked the game, would change the positioning of some of the holes though.

AR: Some holes were easier even though they were high priced.

BC: Didn’t like the pink hole near the edge, needs to be worth more.

CL: More holes please!

Essay: On the game design iteration and playtesting methods, process, and results.

After our initial playtesting with our fellow classmates, our team looked over the survey feedback and reiterated some key focal points brought up during our face to face feedback session with the other groups who played our game. We got primarily positive feedback, and the two big points that we decided needed reevaluation was the wording of the game rules and some minor tweaks to the design layout of the board and point values of the holes. With this in mind, we brainstormed a more clear set of rules and tried to focus on the digestion of these new guidelines and board navigation during the second set of playtesting.

We decide to use four new playtesters, Nick’s roommates, to test our new rules and game board design settings. This time, we decided to observe the playtesting process so we could see firsthand how the playtesters adapted to the game guidelines and their strategy in buying the balls and traversing the board to the holes. In addition, we narrowed down the previous testing survey to focus more on the revamped rules and design recommendations. By observing the game being played ourselves and developing a more focused feedback process, we hoped that we could eliminate some flaws with our game and create a better overall experience.

At the beginning of the new playtesting, we followed similar procedures to the previous playtesting process; we handed out the rules to each participating player and timed how long it took them to digest the new rules. There was little change from the first playtest. The first big observation we wanted to make was how the playtesters would use the board to move the balls around it. Previous playtesters voiced how there was no clear process as how to move the ball across the board, but with our rewritten rules, the new players were properly instructed that they should pick up the board and pivot it in order to more the balls across it.

Next in our playtesting observations was the strategy the players took in buying the balls and moving them across the board. We noticed that each player was taking a different approach to the game, one going steady with the cheaper and easier balls, while another took chances with the more expensive balls and difficult to navigate holes. We observed how many times each hole was attempted before it was closed and what order the players were attempting to close up the holes during the course of the game. Being there to observe the game in process gave us important feedback on common strategies during game play.

After the game was finished, we handed out our more focused feedback survey and allowed the playtesters to fill them in. After reading their feedback and evaluating our own observations, we decided that our new set of rules were clear enough to allow for better understanding of how we initially wanted our game to be played. In addition, by observing the game in action and reading their reactions after playing, we found out that there was still some minor design flaws similar to those brought up during the first playtest. If we were to redesign our board, we would take this input and make changes to the placement of holes and their point values to make our game more strategic and fun.