

Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
Starvation (9/21/18), Iteration #1			
Rules too dense	rules-sheet itself is not designed well	3	redesign rules-sheet
set-up too long	rules too complicated and/or vague in setup	1	Re-design game to need less set up and/or include set-up diagram
event card rule of not drawing on first round is confusing	not clear in rules	4	clarify in rules
actions are tough to remember	actions depend on player and rules were too dense to quickly reference player actions	2	create a separate sheet to list actions and items
tokens were hard to keep track of	tokens looked the same and were flimsy	5	Final version is going to look/feel different
Game didn't fit anywhere near timelimit	the setup itself took the most time, then rules were confusing	2	Increase the number of cards per types and/or reduce number of item types
characters died too easily from hunger	not an issue, but designed to have them die easily/quickly	5	have a hunger counter that killed only 1 character at a time
trading mechanic wasn't clear	it wasn't clear because I tried to explain what it meant in the world of the game instead of just explaining what it meant to the system; which is basically to discard a tree token for food	3	make action-descriptions more blunt
Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
Starvation (9/27/18), Iteration #2			
Not enough risk for "parent & child" characters	i try to make them risky through their passives, but they don't have enough incentive to be killed	5	Make them worth 1 more food token when killed
extra die from weapon doesn't feel like much of an impact	the extra die can easily be useless	4	make weapons be guns so that they can be used to "attack from inside," meaning they protect attackers when used
No character is dying from starvation, so no conflict really created naturally	Gave the players too much starting food in an attempt to balance	1	Drop it to only 3 food each player
fence too weak	fence just adds an extra defense die and blocks stealing	4	fence could block sneaking altogether, but then I think that makes sneaking undoable since it only works while there are still trees in the forest
less start trees and starting trees for humans	humans hardly really needed to chop trees, or when they did it wasn't too much of an impact; causing no conflict	3	reduce amount of trees in forest and give humans no starting trees in stock

Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
pregnant wife human character seems too strong in getting double resources; especially if she gets even cards that double again	just double 2 to 4 is so much of in impact in the resource economy of the game	2	reduce amount gained from trading to 1 food per tree. That way pregnant wife can be useful in getting double without being too powerful too
feels less like survival and more like fighting each other	Instead of naturally creating conflict, players just attack each other to win	1	change objective to making sure other player dies before you to outlive them. The removal of trees should be a natural round counter that causes one player to eventually starve or attempt to kill the other for more food
Some passives don't feel balanced	Like the pregnant wife, some passives give too many advantage or don't give enough disadvantage	4	Tweak some values, specifically change the disadvantages of parent & child characters
Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
Starvation (10/3/18), Iteration #3			
the passives aren't clear to some players	they believe that the passives are actually the only thing the characters can do	1	Address passives in rules
dice bonus was too confusing when retaliations happen	retailiation rules didn't address this, and it is tough to decide which is more balanced	2	remove retaliation, not needed
retaliation felt redundant and had game drag on	it was redundant since there was already risk in going out to attack;	2	remove retaliation
action reference just feels like another sheet of rules	was just printed on an extra piece of paper	4	condense action sheet and maybe turn it into a big card
Humans get food too slowly	trading can only happen with one tree resource	3	allow the trading human to trade as many trees for food
confusion on where to put discards and extra pieces	rules don't address thus	5	rules will say to use the box to put extra tokens and discards
Wordings in rules are inconsistent	what I call certain cards, or what I highlight in rules sometimes doesn't get referenced correctly later in rules	1	prof-read rules more carefully
Event cards were forgotten by players and even me throughout the playtest	event cards aren't needed by game to progress naturally into losing resources/characters	1	remove event cards, streamlining rules even more