

H12A

Play testing Questions

- What are the games you like to play?
MMO
- What do you like most about these games?
Teamplay, Strategy
- Where do you go to play/find out about new games? Why there?
steam app - constantly updates its content with the latest games
- What was the last game you purchased?
Renowned Explorers
- What do you think of the name of the game? Would you buy a board game with this name?
Yes
- Do you prefer playing board games or video games?
Video games
- Does it depend on how many people can play the game? Example 2 -6 players? 1-2 players?
Yes - Easier to play with smaller family (1-2 players)
- What were your thoughts about the gameplay?
Fun game
- Did you maintain the same strategy throughout the game or did you change it? For example team up with another player to win? Capture other planets as opposed to battling other players for victory points.
Yes - capture planets
- What extent could you predict the others players moves? Or was it unpredictable or too hard to keep track of?
Unpredictable
- What were your thoughts about the overall game including the narrative and aesthetics?
A little complicated with many rules
- Were you able to learn quickly? Were the instructions clear?
Yes

- What was the objective of the game? What strategy did you adopt?
Get 10 victory points - Try to capture Planets
- Was it easy to keep track of your resources obtained from your planets? What was difficult to keep track of?
The number of resources was difficult to keep track of
- Did you find any errors or issues in the gameplay?
No
- What was your initial impression of the game? How would you describe this game to someone who has never played it before? What would you tell them?
It's a very different game to those that I play
- Is there any information that would have been useful to you before starting?
- Is there anything that you did not like about the game? If so, what?
No
- What parts were you confused with? Was the rule book helpful?
It starts off a little confusing, rule book clears any confusion
- How much time did you feel like you were playing for? Did you feel like the game was too long? What's your preference on gameplay time? 30 min? Two hours?
It seems very long. I would prefer 30 min.
- Did you find any loopholes in the game? Unfair advantage or disadvantage?
No
- How did you interact with the other players? By exchanging resources? Battling their armies? Taking over their home planet?
Battling Armies
- What was the most important decision that you think you made in the game?
Not to declare I had too many resources
- What elements could be improved? (interaction, communication, aesthetics, narrative)
narrative of game

- How does this game compare to other games you enjoy? How is it different?

It seems very cool.

- About how many turns did it take for you to "get into" the flow of the game?

2-3 turns

- Were there any phases of the game or elements of play which stood out as engaging? Were there any which stood out as boring or which took too long?

The entire game is engaging

- Is this a game you see yourself playing frequently? If not, why? (for example It's not my type of game, it took longer to play than I usually have time for, needed too much space to set up, etc)

Yes.

- How quickly were players able to make decisions? Did the game progress smoothly from turn to turn (or phase to phase), or were there portions which routinely acted as speed bumps?

Players eventually learned how to play and make decisions after a few turns.

- Did you feel confined in the number of choices you had when making decisions? Were you overwhelmed by too many choices?

No.

- What was missing from the game? How do you think this game could be improved?

Yes - Not sure what you could do

- How many times did you play the game? (If more than once) Was the game more enjoyable, less enjoyable or equally enjoyable during subsequent plays?

1/2 the game.

- Could you play this game again without looking at the rules?

No!

- Would you play this game again? Would you recommend it to other people?

Yes

WILL

Play testing Questions

- What are the games you like to play?

Catan, Monopoly, risk, Mario Party

- What do you like most about these games?

Strategy based game play

- Where do you go to play/find out about new games? Why there?

I go to the internet, maybe gamestop

- What was the last game you purchased?

Assassins Creed Odyssey

- What do you think of the name of the game? Would you buy a board game with this name?

Solid name. Gets the job done

- Do you prefer playing board games or video games?

Video games

- Does it depend on how many people can play the game? Example 2-6 players? 1-2 players?

No it does not.

- What were your thoughts about the gameplay?

Interesting. I think you should be able to had more resources to start.

- Did you maintain the same strategy throughout the game or did you change it? For example team up with another player to win? Capture other planets as opposed to battling other players for victory points.

I changed strategy to prioritize conquering planets.

- What extent could you predict the others players moves? Or was it unpredictable or too hard to keep track of?

It was very predictable because initial paths are limited.

- What were your thoughts about the overall game including the narrative and aesthetics?

- Were you able to learn quickly? Were the instructions clear?

We were able to learn quickly once we got started.

JUSTINA

Play testing Questions

- What are the games you like to play?

Astroneer, city bldg games, simulation

- What do you like most about these games?

Space themed & simulation

- Where do you go to play/find out about new games? Why there?

Steam, convenience

- What was the last game you purchased?

Glittermitten Grove (King Reaction 11)

- What do you think of the name of the game? Would you buy a board game with this name?

No. Needs "inter" in front of galactic

- Do you prefer playing board games or video games?

↑
w/ people

↑
alone

- Does it depend on how many people can play the game? Example 2-6 players? 1-2 players?

- What were your thoughts about the gameplay?

Wormholes

- Did you maintain the same strategy throughout the game or did you change it? For example team up with another player to win? Capture other planets as opposed to battling other players for victory points.

- What extent could you predict the others players moves? Or was it unpredictable or too hard to keep track of?

Don't care.

- What were your thoughts about the overall game including the narrative and aesthetics? liked board design, design cards

- Were you able to learn quickly? Were the instructions clear?

Pretty much. straight forward. Used common sense

- What was the objective of the game? What strategy did you adopt?

Capture planets, collect resources. *Interesting*

- Was it easy to keep track of your resources obtained from your planets? What was difficult to keep track of?

More or less, didn't accumulate much

- Did you find any errors or issues in the gameplay?

Too much needed to build or upgrade, Takes a long time

- What was your initial impression of the game? How would you describe this game to someone who has never played it before? What would you tell them?

Cool!

- Is there any information that would have been useful to you before starting?

No, I learn by playing

- Is there anything that you did not like about the game? If so, what?

Numbers

- What parts were you confused with? Was the rule book helpful?

No ↗

↗ *Yes*

- How much time did you feel like you were playing for? Did you feel like the game was too long? What's your preference on gameplay time? 30 min? Two hours?

- Did you find any loopholes in the game? Unfair advantage or disadvantage?

No, just know the rules

- How did you interact with the other players? By exchanging resources? Battling their armies? Taking over their home planet?

Didn't, didn't have enough time.

- What was the most important decision that you think you made in the game?

Not to upgrade to the Sorry! pieces

- What elements could be improved? (interaction, communication, aesthetics, narrative)

The CARDS

- How does this game compare to other games you enjoy? How is it different?

Up there

homemade!

- About how many turns did it take for you to "get into" the flow of the game?

1 or 2

- Were there any phases of the game or elements of play which stood out as engaging? Were there any which stood out as boring or which took too long?

- Is this a game you see yourself playing frequently? If not, why? (for example It's not my type of game, it took longer to play than I usually have time for, needed too much space to set up, etc)

yes, w/ friends given I have time.

- How quickly were players able to make decisions? Did the game progress smoothly from turn to turn (or phase to phase), or were there portions which routinely acted as speed bumps?

Okay, play w/ faster people

- Did you feel confined in the number of choices you had when making decisions? Were you overwhelmed by too many choices?

Yes, not enough cards accumulated

- What was missing from the game? How do you think this game could be improved?

Card design

- How many times did you play the game? (If more than once) Was the game more enjoyable, less enjoyable or equally enjoyable during subsequent plays?

Okay

- Could you play this game again without looking at the rules?

No ... not at first.

- Would you play this game again? Would you recommend it to other people?

Yes

Play testing Questions

- What are the games you like to play?
Videogames / word games.
- What do you like most about these games?
Videogames where your choices affect your ending (multiple endings) / the mix of skill and luck involved.
- Where do you go to play/find out about new games? Why there?
Usually online/stores since there is a variety of genres that I wouldn't necessarily know off the top of my head.
- What was the last game you purchased?

To The Moon.

- What do you think of the name of the game? Would you buy a board game with this name?
I like the name. I would buy it.
- Do you prefer playing board games or video games?
Videogames.
- Does it depend on how many people can play the game? Example 2-6 players? 1-2 players?
I think it should definitely be multiplayer - around 2-6 players.
- What were your thoughts about the gameplay?
I really liked it. There was a mix of skill and luck involved.
- Did you maintain the same strategy throughout the game or did you change it? For example team up with another player to win? Capture other planets as opposed to battling other players for victory points.
It changed based on who was in the lead/who your ship was nearby.
- What extent could you predict the others players moves? Or was it unpredictable or too hard to keep track of?
People tended to have a playstyle (passive, aggressive, capture-focused) so it wasn't too hard to predict.
- What were your thoughts about the overall game including the narrative and aesthetics?
I really liked it.
- Were you able to learn quickly? Were the instructions clear?
It took a few turns and at first seemed slightly complicated, but it got easier after a while. The instructions were clear but wordy and some stuff was missing.

- What was the objective of the game? What strategy did you adopt?
To get 10 victory points. I tried upgrading ships and battling.
- Was it easy to keep track of your resources obtained from your planets? What was difficult to keep track of? Not necessarily. Counting the cards to make sure you had enough/not too many seems slightly annoying, and the cards were slightly big for the space.
- Did you find any errors or issues in the gameplay?
No.
- What was your initial impression of the game? How would you describe this game to someone who has never played it before? What would you tell them?
I thought it seemed complicated, but it's easier with playing. I would describe it as fun.
- Is there any information that would have been useful to you before starting?
The objective.
- Is there anything that you did not like about the game? If so, what?
The large pieces.
- What parts were you confused with? Was the rule book helpful?
~~The~~ What was allowed in each turn. Rule book helped.
- How much time did you feel like you were playing for? Did you feel like the game was too long? What's your preference on gameplay time? 30 min? Two hours?
I felt like it started slow since we were all confused. I think 1-2 hours is good.
- Did you find any loopholes in the game? Unfair advantage or disadvantage?
If someone starts next to an empty planet they're able to capture it easily.
- How did you interact with the other players? By exchanging resources? Battling their armies? Taking over their home planet?
I ~~at~~ battled other players.
- What was the most important decision that you think you made in the game?
Upgrading my ship.
- What elements could be improved? (interaction, communication, aesthetics, narrative)
The amount of resources allowed and communication.