1) What was your group's experience goal for the Warm-Up assignment, and how does that goal compare to what you observed from the playtest? What evidence do you have that this goal was met or was not met?

> Our group's experience goal for the Warm-Up assignment was very informative from the player's experience. It is exciting to see players telling us their experiences and suggesting possibilities to make our game more accessible and fun. When they were playing the game, my team made side-track comments about what we could do better in our game and looked at any problems we could fix for the next possible playtest. Well, as far as the game goes, I believe we were able to meet our goal of having clear rules with beginning and end games. There may be some problems along the way when they did the playtesting, such as a lack of images for memorizing the cards, but that is something we can fix in due time.

2) What were the most significant sources of friction for the playtester? Why do you think this was so?

> I think the playtester's most significant source of friction is the lack of image. It is hard for the player to memorize the cards with just text. Of course, it is expected that this may happen since we were given a week to come up with a game and do playtesting in front of other classmates. But our main priority is to make a functioning game with solid core mechanics to make the game work, which I believe we achieved.

3) What were the most significant sources of immersion or joy for the playtester? Why do you think this was so?

> Upon seeing the playtesters playing the game, my team suggested more inputs and suggestions of what we could improve the game. I can feel that my team is passionate, that they care about this game, and something that we can improve throughout the quarter. In addition, we like how the playtester feels about the game's competitive nature. Though there may be only one winner, I can see that they were having fun playing the game.

4) Imagine you were to continue development on this project. What would you prioritize next?

> I would prioritize adding more recipes or dishes to this game to make it more interesting. I believe that a bit more tweak about the rules or mechanics of the game should be a must to make the accessibility easier for players. After that, we will add images to make the player's experience more accessible.