

1) What was your group's experience goal and theme for the Final Game, and what playtest evidence do you have that this goal was met or was not met? What evidence do you have that your theme was realized or unrealized?

Our goal and theme for the Final Game are to "build" with the physical game we are currently creating; I believe our goal was met during playtesting. In addition, our group's goal is to make the core gameplay playable and accessible to everybody, with its competitive nature. Our game is based on matching ingredients to grab the recipe dish. During the second playtest, we noticed how the playtesters were more focused on the game and willing to strategize to try and grab the desired ingredient. We thought that matching the ingredients cards to make or create a dish is the core concept of "build."

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

Unfortunately, there was a hiccup during the first playtesting. The mechanics we originally intended to test out didn't turn out to be good. We wanted to rotate the player/board each time the player picked up a pair of cards from the deck, thus creating an extra challenge and levels for the playtesters. Still, we quickly reacted by listening to our playtester's suggestion and tweaking its rule; the player takes one card and puts the other back in the stack. Two more cards from the stack will replace the two missing cards from the deck. Upon doing the second playtest, overall, we got possible responses of how our game went.

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

Unfortunately, we couldn't use the storytelling part of the game, as we decided to focus on the core gameplay and to make sure that the game itself works for the players. But we were able to capture the competitiveness of players as part of our goal and game. During the second playtesting, the players are more engaged and focused on the game, and they are strategizing to where are the possible cards at. We can hear the joy of the players upon matching the cards and winning the game.

4) Given the time your team has left, what would you prioritize next?

After its playtesting, we will prioritize implementing and changing some rules from the playtest. We also have to finish the immersion/creative storytelling of the game. I want to add lore to its game to give a background or history of the game, making the game more affluent and more immersive to all players. Players can either casually play the game OR play the game with roleplaying/immersive elements and knowing the game's background.