

1) What was your playtester's understanding of the game's core themes? What evidence do you have for this understanding?

The playtester's understanding of the game's core themes is to match the cards to build the recipe. I didn't tell them the core theme is about the build, but I think they understand how the game works related to our core theme.

2) What were the most significant sources of friction for the playtester? How might you address them in the time you have left?

The most significant source of friction we have right now for the playtester is immersion. My friends narrated and played the game, and I noticed difficulty understanding it without the context of what they were playing. So I had them read the rules to give them an understanding of the game they were about to play. It made them understand the game and was able to get to play the game.

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

Like our old playtest, we have the same playtest where the game is competitive, and players have strategies for how they will get the cards they need. The competitiveness between players still has fun elements, and as much as the game is intensive, it is incredible to think they are still playing it.

4) What is the most critical area of polish that remains?

I believe the most important area to polish is the narrative or the script to make the game playable without the help of the rules. I thought of adding some context of the rules to give the players a better idea of what type of tabletop game they are about to play/