

Design issues

- **List of current issues encountered during prototyping.**

During our tests, one of the biggest problems was balancing the roles. At times, Cyndi felt too powerful, making it nearly impossible for the other players to win. In other cases, she was too easy to catch because dropping a corrupt card looked the same as dropping a justice card, which quickly exposed her identity. The addition of an accomplice helped in theory, but in practice the accomplice either became too obvious or didn't contribute much. Another recurring issue was game pacing. Sometimes the matches ended too quickly before real deduction or strategy could happen, while in other cases they dragged out without enough tension. On top of this, some players also felt confused about the rules and feedback, which caused misplays and slowed the flow of the game.

- **Potential future flaws/problems anticipated.**

Looking ahead, there is a risk that one side could still snowball to victory if balance is not carefully tuned, especially when small advantages stack up. The accomplice system could also cause problems if it isn't properly adjusted either making the game unfairly easy for Cyndi or not helping her enough. Another concern is the extended playtime. While the game now lasts longer, there's a possibility that players might lose interest if the pacing does not stay engaging throughout.

- **Issues categorized as minor vs. major.**

The **major issues** focus on balance and fairness: role imbalance, card-dropping mechanics that reveal Cyndi too easily, the effectiveness of the accomplice role, and pacing that can either cut the game short or stretch it too long. These directly affect how fun and fair the game feels. Meanwhile, the **minor issues** include unclear rules, lack of clear feedback in the game, and small edge-case rules like how to handle ties. These don't break the core gameplay but still need to be addressed for smoother player experience.