Almost all of our testing is for bugs and to make sure the parts function. We have done light paper prototypes for our first minigame and will continue to do them for the other minigames we create. The morgue minigame is almost working, so we are about to test for things such as fun and to ensure we are giving players our core experience. Playtesting the graveyard is still difficult as most of the parts are not fully functional yet, but each individual part is being tested as we go along.