Design Document

Eggsplosion

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# Playtests

## Playtest 1

16/5/2022

The first playtest was conducted with our minimal viable product. We had our placeholder map layout, basic combat, basic sound design and vfx. We had three groups of people coming in to test our game. Two of these groups were a duo while the third one was a group of three. They all filled in our questionnaire as a group, meaning we only have three results even though seven different people tested our game.

The form used for the first playtest can be found [here](https://forms.gle/HoCXajHsVbyqWLfU6).

### Results

Chart, bar chart

Description automatically generated

