

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yes

Was the movement system balanced?

Yes

Was the avalanche an enjoyable mechanic?

I think its fine as a game hazard. Children would have fun with it definitely

Did the avalanche feel unfair? If it did, how would you change it?

No it was fine

Was discovering items fun?

I think it was a little annoying to not know which item was yours when there were only two. I think it would be fine if there were 4-5 different types and you were dealt a hand but it felt pretty 50-50 which can be annoying

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough



Way too many

Is there anything that you think should be added or changed?

I think the items should be organized in a fashion that you could try to plan out a path between them, instead of having to backtrack. I also think the items should be organized by type so if you guessed wrong you dont have to walk all the way across the map to get the other one.

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

yep

Was the movement system balanced?

yes, invest in a 4 sided die

Was the avalanche an enjoyable mechanic?

yeah it made the game interesting and was a good way to catch up if you where falling behind

Did the avalanche feel unfair? If it did, how would you change it?

nope i like that we knew when it was coming

Was discovering items fun?

yes i wish there was more variety

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough



Way too many

Is there anything that you think should be added or changed?

great concept!

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

The game made sense as far as the mechanics in a contextual sense. As far as background context explained through gameplay, no not at all

Was the movement system balanced?

There's no semblance of balance everything is random. You can't balance random.

Was the avalanche an enjoyable mechanic?

Not really, it was a minor inconvenience at best and annoying at worst

Did the avalanche feel unfair? If it did, how would you change it?

It didn't really make sense that it only pushed me in a cardinal direction. It should act more like a vacuum and suck the player towards the beginning

Was discovering items fun?

I mean I didn't really get a reward for discovering anything. I didn't receive any bonuses I was just told I was closer to the end

On a scale of 1 to 5, what did you think of the amount of items?

	1	2	3	4	5	
Not even close to enough	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Way too many

Is there anything that you think should be added or changed?

Don't allow the opposing player to "see" what you uncovered. It doesn't make a whole lot of sense that they benefit from my discovery. I lost the game because of this.

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

yes

Was the movement system balanced?

yes

Was the avalanche an enjoyable mechanic?

could be, it never happened

Did the avalanche feel unfair? If it did, how would you change it?

n/a

Was discovering items fun?

no, you had a 50/50 chance

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough

☐☒☐☐☐

Way too many

Is there anything that you think should be added or changed?

bigger board, 4 sided die

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yes.

Was the movement system balanced?

Yes.

Was the avalanche an enjoyable mechanic?

You forgot to show us.

Did the avalanche feel unfair? If it did, how would you change it?

You forgot to show us.

Was discovering items fun?

Yes.

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough

☐☒☐☐☐

Way too many

Is there anything that you think should be added or changed?

More blocks, and more items. But only like, single digits more of each.

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yes, it took me a few turns to figure things out, but I eventually got it.

Was the movement system balanced?

It seemed like it was.

Was the avalanche an enjoyable mechanic?

The avalanche never happened during my game.

Did the avalanche feel unfair? If it did, how would you change it?

Again it didn't happen.

Was discovering items fun?

It was kinda fun but since I could see the whole map ahead of time there wasn't much surprise. If the game was in first person or if there was fog of war it would be more interesting.

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough

☐☐☒☐☐

Way too many

Is there anything that you think should be added or changed?

.....

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yeah

Was the movement system balanced?

Diagonal movement makes movement a little questionable at times

Was the avalanche an enjoyable mechanic?

It did not occur during my playtime

Did the avalanche feel unfair? If it did, how would you change it?

No idea

Was discovering items fun?

Yes, and the binary nature of A and B made finding my own item easy enough

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough

☐☐☐☐☐

Way too many

Is there anything that you think should be added or changed?

Playing with/without diagonal movement, GET SOME REAL D4s, theres like 3 tabletop places within walking distance

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yes. I did have a few questions on getting what I wanted, but I figured it out after flipping two items.

Was the movement system balanced?

A little bit. Based on a d4, but the it does make it anyone's game.

Was the avalanche an enjoyable mechanic?

We never got hit by it. :D

Did the avalanche feel unfair? If it did, how would you change it?

Based on how it sounds, it doesn't feel like it's unfair in any way.

Was discovering items fun?

A little bit. There was a moment of just looking at the items and guessing whether it would be worth it.

On a scale of 1 to 5, what did you think of the amount of items?

	1	2	3	4	5	
Not even close to enough	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Way too many

Is there anything that you think should be added or changed?

I would say the avalanche could be expanded to be more threatening. Maybe people get pushed back 3 spaces when they are higher up the mountain or label certain parts of the border as being safe from the avalanche if they stay there when it hits.

This form was created inside of Champlain College.

Google Forms

Responses cannot be edited

Sherpa Life QA Test

QA Test for the Game Production I game Sherpa Life.

Did the game make sense?

Yes

Was the movement system balanced?

Yes

Was the avalanche an enjoyable mechanic?

Yes, it makes the game-play a more interesting, instead of a turn based board game.

Did the avalanche feel unfair? If it did, how would you change it?

No, it seemed quite a rare occurrence. I would change how soon it pushes players back. 2 turns seems too long of a wait.

Was discovering items fun?

Yes, I would add more items to collect. The game seemed a bit short.

On a scale of 1 to 5, what did you think of the amount of items?

1

2

3

4

5

Not even close to
enough

☐☒☐☐☐

Way too many

Is there anything that you think should be added or changed?

.....

This form was created inside of Champlain College.

Google Forms