Reading the overview it is slightly confusing as to whether every team needs to decide on a werewolf or just one team

Same goes for the objective

Being someone who is reading the analysis without having played the game I don’t understand how it works and I don’t feel like it has been explained. I would recommend pretending that the person reading your analysis has never played the game before, because otherwise it is confusing

I am not sure if discussion is particularly a mechanic within the game but more an experience

I think you need to elaborate on the core experiences or at least give each of them a title

I think the tokens need to be elaborated on, as I said you haven’t really explained how the game works exactly and so I don’t understand what you mean

I feel like the gameplay loop might be a little too simplistic and as someone who hasn’t played the game I don’t understand what it means

I think the analysis can be split into sections based on the topics you are talking about instead of being one paragraph

I am not sure if feedback has been done correctly

With the social stuff I spoke to dan and he mentioned that you haven’t really done it quite right, he said that the answer is discussion between the players, so I am not sure if the other two things you have written there fit