

Playtesting Log: October 29 + November 7

- A. Found some flaws with the purpose of why you're trading and exactly what you're gaining out of it
- B. Revised the ideas of our trading and what we could do to make it more intuitive
Went through the process of which pieces did what and if they made sense, our "real" or "fake" coins made sense but we might need to put an extra fake in each players arsenal to make the game a bit more competitive
- C. Voting for each collectors artifacts takes away that potential possibility of never putting your real artifacts in due to no value in that action
- D. Found problem of amount of rounds and how many artifacts to trade before the customs round
- E. Finalized prices for each artifact and how punishing fake artifacts are, lessened the impact they will have on you
- F. We don't wanna take too much time on each round, in order to ensure the appraiser isn't in that role for too long.