

Maria Wack

Game: Honey Heist

1. Was it fun?

Yes! I liked how the game master directed the game and challenged us to problem solve.

2. What were the player interactions?

Players created personas for their bears and worked collaboratively towards a shared goal.

3. How long did it take to learn?

Not long, we learned how things worked as the narrative developed. The game relied more on our own creativity than it did on the mechanics.

4. What was the most frustrating moment or aspect of what you just played?

The most frustrating moment was a roll backfiring and us ending up in a worse situation than before we rolled.

5. What was your favorite moment or aspect of what you just played?

My favorite moment was creating my bear's character and deciding how we were all related to each other. Each of us had advantages that made the game really silly and entertaining.

6. Was there anything you wanted to do that you couldn't?

I wanted there to be more items to interact with. I almost wish there was more to stealing the honey once we got inside the conference center.

7. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?

I'd add more prompts for different heists to give the story more direction.

8. Is this a game you would play again? Yes X No \_\_\_ Why?

Yes! I would be curious to play again with different roles, but maybe with a different imagined map or setup. I enjoyed that it wasn't at all serious.

9. Analyze the game using the 3 act structure.

Act I (Character creation and setup): players establish their bear's persona by rolling the dice and discussing character relations

Act II (The gameplay/heist): The bears attempt to steal honey and work to blend into human society to progress. Players roll the dice to determine their fate and take risks.

Act III (The resolution): the heist is either successful or players must find a conclusion to the game.

10. What are the collaborative and or competitive aspects of the game?

The game is mostly collaborative as the group works together to pull off a honey heist. It is also a very social game, so competition arises between players when taking risks or when players have different opinions on what the next best move is.

11. What is the game's metaphor and which of the game's mechanics stand out?

The game's metaphor is based on the absurdity of bear's trying to disguise themselves in a human environment. The game forces players to consider rationality and instinct. The dice mechanic stands out for how it drives the game as well as the "bear" and "criminal" metric for how successful each player is.