

Playtest for Lincoln

Tester Mason Osada

Questions to consider during play and answer after play.

1. What was the most frustrating moment or aspect of what you just played?
2. Was there anything you wanted to do that you couldn't?
3. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be? What should be improved with the next version?

4. What was the game's narrative/theme/message?

5. How did the game make you feel?

6. Describe the game in 3 words.

1. I wish the war was a little more I could do, it was a bit frustrating but almost too easy.
2. If you're the ancient you don't get the choice to share words so I didn't feel like I was very impactful.

3. I would add some obstacles or maybe even negatives when you jump backwards.

4. The narrative was something about the different abilities that come with age and how people tried to work together to accomplish their goals.

5. I honestly enjoyed it, it was a good team game and I liked the strategy.

6. active, strategic, simple

Playtest for Andrew's Game

Tester Mason Osada

Questions to consider during play and answer after play.

1. What was the most frustrating moment or aspect of what you just played?
2. Was there anything you wanted to do that you couldn't?
3. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be? What should be improved with the next version?

4. What was the game's narrative/theme/message?

5. How did the game make you feel?

6. Describe the game in 3 words.

1. The game did not have much depth. You would roll the die and move 1 space, but randomly choosing where you go makes the game last too long with no skill involved.

2. I wanted to have more of a choice, the game felt like it was playing itself.

3. I would add another die to be able to move more than one space. You could also add spaces that give a bonus when you land on them.

4. I'm not sure the message. The game was unimproved and didn't have much of a theme.

5. The game was frustrating, the chance to roll on X on the die is 33% which leads to no movement, and it puts at the edge, gives a self choice you want more.

6. slow, random, potential.