

Playtest for Line to Fun  
Tester Mason Dresler

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 there was a little more I could do, it was a little frustrating but almost too easy.  
 2. If you die and you don't get the choice to shore more so I didn't feel like I was very impact.  
 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 need to work together to accomplish their goals.  
 5. I honestly enjoyed it, it was a good team game and I liked the strategy.  
 6. adive, strategic, simple

Playtest for Andrew's Game  
Tester Mason Dresler

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 unnamed and didn't have much of a theme.  
 5. The game was frustrating, the chance to roll an X on the die is 33% which looks to no movement, and if you hit the edge, there's a 50% chance you won't move.  
 6. slow, random, potential.