

## Playtest Feedback Form

(The following questions were taken/adapted from "Game Design in the Classroom" by David M. Niecikowski)

	No 1	2	3	Yes 4	Not Sure	Comments
1. The rules were clear and concise.						
2. The goal of the game (how to win) was understood.						
3. The players could take multiple paths, use more than one strategy to reach the game's goal.						
4. No rules were missing.						
5. There were not too many rules.						
6. All rules were understood and made sense.						
7. There were enough game pieces.						
8. It was understood how to use each game piece.						
9. The game pieces were well made.						
10. I was able to read and understand the game's symbols and text.						
11. I was able to make any necessary math calculations without error.						
12. I was able to perform all physical requirements needed to play the game.						
13. The art and graphics were attractive, readable and matched the game's theme and genre.						
14. The game was not too short.						
15. The game was not too long.						
16. There was not too much wait time between player turns.						
17. The game allowed for player cooperation.						
18. The game was balanced.						
19. There was just enough luck and chance.						
20. There was just enough strategy and						

skill.					
21. The rewards for good moves/choices or lucky results were fair.					
22. The punishments for bad moves/choices or unlucky results were fair.					
23. The game had fun surprises that made me want to keep playing.					
24. The players had meaningful choices to make.					
25. The game did not have game pieces or player choices that were too powerful (not balanced).					
26. The game did not have game pieces or player choices that were too weak or not useful.					
27. The game system did not allow one player to get so far ahead that the other players had no chance of winning.					
28. The game did not allow a player to make a choice that would eliminate themselves from the game.					
29. Beginning players could compete with expert players without frustration.					
30. No one player could dominate the game.					
31. The game was fun.					
32. The game was not confusing.					
33. There were no dull or tedious parts of the game.					
34. I liked the theme/genre of the game.					
35. I felt like I had a chance to win throughout the game.					
36. I did not feel like giving up when I was losing.					
37. I would play the game again.					

(The following questions were taken/adapted from "Game Design Workshop" by Tracy Fullerton)

<b>General Questions</b>	
1. What was your first impression of the game?	
2. How did that impression change as you played?	
3. Was there anything you found frustrating?	
4. Did the game drag at any point?	
5. Were there particular aspects that you found satisfying?	
6. What was the most exciting moment in the game?	
7. Did the game feel too long, too short, or just about right?	
<b>Formal Elements</b>	
1. What was the objective of the game?	
2. Was the objective clear at all times?	
3. What types of choices did you make during the game?	
4. What was the most important decision you made?	
5. What was your strategy for winning?	
6. Did you find any loopholes in the system?	
7. How would you describe the conflict?	
8. In what way did you interact with other players?	
<b>Dramatic Elements</b>	
1. Was the game's premise appealing to you?	
2. Did the story enhance or detract from the game?	
3. As you played, did the story evolve with the game?	
4. Is this game appropriate for the target audience?	
5. Graph your emotional involvement over the course of the game.	
6. Did you feel a sense of dramatic climax as the game progressed?	
7. How would you make the story and game work better as a whole?	

<b>Procedures, Rules, and Interface</b>	
1. Were the procedures and rules easy to understand?	
2. Did the interactions make sense?	
3. Could you find the information you needed in the rules or the game materials?	
4. Was there anything about the materials you would change?	
5. Did anything feel clunky, awkward or confusing?	
6. Are there any interface or information features you would like to see added?	
<b>End of Session</b>	
1. Overall, how would you describe this game's appeal?	
2. Would you purchase this game?	
3. What elements of this game attracted you?	
4. What was missing from the game?	
5. If you could change just one thing, what would it be?	
6. Who do you think is the target audience for this game?	
7. If you were to give this game as a gift, who would you give it to?	