Candy K Playtest Report Final

Wk3

Issue	Severity/Priority	Proposed Solution
Some of the wording in the rules is confusing. Players do not understand what "public" or "match" mean. Players also do not know that player card and character card refer to the same item	1	The rules need to be modified with clearer language. We need to use the same name for the same item.
Th game pace is too slow because players spend too much time figuring out rules	3	Put more diagrams and illustrations in the rules.
It is difficult for the players who is the assassin to lie because the description of the story is hard to make up in a short amount of time	4	Prevent people from just reading the cards; or maybe it's not an issue as the players should just make up a story, but they wouldn't have time.
It was not apparent to players that section and round are distinct things	2	Reformat the rules so that it is made clear that each round, we go through the card piles "when", "where", "who king" and "who assassin." Explain clearly what section refers to.
How to distinguish between clue and character card	1	Make the color different for the clue and character card.
Players do not know how to set the timer. They don't know how to zoom in the card. They don't know how to vote.	2	Give instructions about Tabletop Simulator.
The purpose of the number is not clear	2	Can we get rid of the number? Getting rid of the number entirely might be a solution but revealing the number at the end will be better because that way we could definitively say who is the assassin and who is the king.

Having to constantly set the timer is tedious	1	Get rid of the timer, no one will talk for longer than 40 sec.
Can players have conversations	1	They can but no more than 3 questions for each player. Actually no one asks more than 3 questions so this is not problematic for timing.

Wk4

Issue	Priority	Solution
The rules is too long and too hard to understand	4	We need to use diagrams to illustrate the identity deduction process
The numbers mechanism on the card is unclear	3	Show this mechanism on the diagram
The players don't know what to say during the discussion section time	2	We need to avoid completely irrelevant information on the cards
The players don't understand the win condition	1	We need to tell them more clearly about how to deduce their identity
The players don't know when they should take 2 cards	2	Use a special token to help them know
The players have to read the rules over and over again because they always forget how to play	3	Add a section to define important terms in the game
The players can't tell the difference between clue cards and character cards	3	Set two areas named "Character Cards" and "Clue Cards"
The players don't know who they should vote	1	This is because they don't know their identity or how to deduce other people's identity. We need to show this more clearly in the rules

Wk5

Issue	Priority	Solution
There could exist no Assassin if everyone chooses to play the	3	Add identity cards to assign an initial Assassin

non-matching card		
The players do not know where to put the clue card.	1	Set an area named "Public Area"
The players can't remember the rules and need to read over and over again	2	Add a section in the rules to summarize main points and explain important terms. Use bolded font for the key words
The players sometimes don't know how to use the token	2	Write "take one more Charater card" on the token
The players are little unclear about the identity change. Because they think the identity card means that they always have that identity.	3	Write explicitly and emphasize throughout the rules that the identity at the start only initialize the identity. But the core mechanics and rule of the game is that the identity constantly changes with each card being drawn.
Rules are still a little long so players skip over important information	3	Because the graphical part of the rule is already well made and comprehensive. It is possible to just get rid of all the words in the "gameplay" section of the rules and just use diagrams instead.
"Silent Night" card. Unclear what "before lights went out" means. Because it says first that "silent night suddenly lights up." So is it stil at night when the lights out or is it in the morning already.	3	Change the text on the card and show that it is still at night when the lights went off. So the "when" element is more apparent.
Drawing one or two cards in the different sections gets too confusing. The players has to remember if they have drawn a double card.	1	Design a token to be spent when a player draws two cards at a particular round. Change the rules so that each round the default is to only draw one card. Then if they spend their token in a round, they may draw two cards.
The players do not know the meaning of the symbol on the identity card	2	Put the identity name on the identity card