

Feedback / Question	Feedback / Question	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution			
Playtest 1 (in class) 10/26						
People were confused about if they should make sure to finish the drawing before any shape disappears completely (which they should).	Not listed in the instructions	2	Fix in the instructions			Feedback / Question
One suggestion was to maybe Add fanning or drying as a gameplay element.	Brainstorm to see if we should add a mechanic like that.	4	We will brainstorm and decide if we should add that suggestion			Underlying Issue
Some negative feedback we got was the instructions were confusing and it was a bit overwhelming.	Fix and proofread the instructions	1	fix in the instructions			Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe
We forgot to add player A and player B are on the same team.	Not listed in the instructions	3	fix in the instructions			Proposed Solution
We should specify the game is 2v2.	Not listed in the instructions	3	fix in the instructions			
We should Clarify: make a new friend— guess the story correctly.	Add to the instructions	3	fix in the instructions			
We should add: Pick a card for the strokes.	Add to the instructions	2	fix in the instructions			
We should clarify: Player A tells player B to draw because only player A knows the prompts.	Add to the instructions	2	fix in the instructions			
Positive feedback included people exclaiming the game was it was very fun to play, exciting, and unique.	Keep improving the instructions and the game will be less hard to play	5	I think our game is solid it's mostly the instructions that need to be altered			
Playtest 2 (in class) 11/2						
Unclear instructions	The instructions are still confusing for some people	2	Will proofread and ask for outside feedback			
Too much text in instructions and not enough visual examples	it was hard for most to just read the text	3	will add photos and visual aids in the instructions			
What happens when both teams get the drawings right? (when players are tied, what is the tie-breaker?)	you would prioritize the story and that would be the tie breaker	3	Will add that information into the instructions			
Which way do you look at the line cards? (where is the top, and where is the bottom?)	we need to indicate what side in the top and bottom side	4	will add that to the new printouts			
There was a suggestion to reverse the use of line cards	Make it so that instead of trying to hit the lines, you avoid them (it will make the game more challenging in a fun way)	2	Change the instructions			
Resize the line cards to fit the board's size more	The line cards were a bit too big to fit the drawing board	3	resize and reprint			
Add in the instruction that the player should paint on the pink part of the Buddha board	Add to the instructions	5	Add to the instructions			
Reprint the cards and match the colors in the instructions	reprint the cards to make the game look more polished	2	reprint and reformat			
Outsider playtest 11/8/2022						
Players cannot distinguish strokes and drawing on the d	Specify which lines on the diagram are drawn	3	The players figures it out by themselves. But it's better to specify the instructions			
Player asks if the drawer can see the strokes card	Strokes card need to be taken away from the drawer	3	Specify it in the rules			
Player retraces the disappearing lines	The player is challenging the rules but it is allowed	5	No need to worry about it			

Feedback / Question	Feedback / Question	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution			
What does geometric mean?	Specify geometric shapes, say triangles, rectangles, etc.	4	Edit the rules			
The wording of map is confusing	Specify the map more- counterintuitive to avoid crossing it	3	Specify the rukes			
Interesting that the drawer needs to guess	It's the opposite of most drawing games that requires the speaker to guess	5				
Players change the shapes after changing their mind	Specify if you can change the shapes once drawn?	4	The current version is challenging enough, we don't need to level up the difficulty			
It's hard to see through the strokes card	Use thinner paper	2	Reprint the strokes cards			