

Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
<b>Nov 13, 2022, Iteration #1</b>			
Players die too early	In this iteration we are all dead within 5 obstacles, and certain players didn't even last 2 rounds, which makes gameplay experience for them very limited.	1	Require each player to use more than one character card, and perhaps add more unique/cloned character cards to make up for it (replacing with lives).
Secondary effects are not used by players	Due to the fact that secondary effect on characters are not noticeable enough, some players didn't remember to use them during the game.	2	When updating arts, the new design should make sure secondary effects are apparent. Also, creating a consequence for not adhering to the secondary effects could make it more of a gameplay element (ex.: saying "Uno" when you have 1 card, or you get more cards).
Decision-making process needs more specificity	During the playtest players were collaborative and nice to each other, generally agreeing who to face the challenge. However, if nobody volunteers, a decision can't be reached.	2	A vote should be used for making decisions. The vote should concluded within certain amount of time so that playtime is still within requirements.
<b>Nov 16, 2022, Iteration #2</b>			
Unclear which is Major trait and which is Minor	People were confused by the traits on the cards.	3	Specify in chart which is which.
Balance the two card system	In this iteration, we tried to implement a system where a player has two character cards. As a result, nobody died. However, people were supposed to.	2	We are now using lives instead of two cards. This may result in a bit more challenging gameplay.
Story is not very open-ended, and should allow players to build onto it like a foundation	Apparently the story is confusing and named characters are meant to be important, which is not true.	1	Turn characters into classes, like "Warrior" and "Scavenger".
The obstacle cards can be improved	The game can be more fun if there's storytelling elements.	3	There can be more descriptions of the obstacle cards.
Players talked about their capabilities rather directly	This game intends to have players use more varied and indirect ways to communicate about their traits, but players end up being pretty blunt about it.	3	In the rule sheet try to emphasize and specify this rule a bit more. Also considering to explicitly disallow players from stating any numerical values.
The game art could be improved	Current game arts are limited. Colors and style can be improved, as well as making "traits" and "secondary effects" more clear.	3	We will heavily invest in character cards designs.
<b>Dec 9, 2022, Iteration #3</b>			

Feedback / Question	Underlying Issue	Severity/Priority (1 - 5) 1=Most Severe, 5=Least Severe	Proposed Solution
Players do not increase their skills by 1	In the rules, the next player to challenge that obstacle will temporarily have all of their skills increase by 1 for each player who has died to it, but players are ignoring it.	4	This rule is not necessary because we now have HP cards so players have better chances to survive. Delete it.
The game story is too long	The game story has three paragraphs. Too long to be put into the rules.	5	Cut the story to two paragraphs and put it into the background.
The lore should be seen in the game	Though we have written the lore as a doc, we want the players to see them.	3	We can put the lore of obstacles in our card design.
The traits on the obstacle cards were not immediately clear to players	When the players drew cards from the obstacles, they only see images of the major and minor trait (shape and color), so it wasn't immediately clear to them that which trait is which	4	Further clarify that numbers are determined by dice throws and that shape and color collectively serve to identify the individual traits.
The game overall was a bit too easy	Because everybody had 2 lives and there were only double that amount of rounds in total, the game felt easy.	5	Although this sounds like a big issue, it is actually easily fixable by increasing the number of rounds that the players have to live through. Simple and effective.
Should the secondary effects be told to others?	For some players it wasn't clear whether they should let others know what their secondary effect is	4	Clarify in the rules that these secondary effects should not be disclosed to other people.
Observation: sometimes players just die/lose 1 life	It happened twice that a player gets a 6 from the dice and just dies	N/A	That's actually good and should be encouraged.
There seemed to be a lot of strength-based cards.	It was by chance that players got too many cards with strength as the primary trait.	5	It sometimes just happens. We can add more variety in the future to mitigate this and thus improve player experience.
Observation: Game art is really good	The obstacle cards and character cards are so well-designed and lore-rich that the players were kept engaged throughout, which is nice.	N/A	
Players' goals are a bit too aligned	In this playtest, the difficulty was relatively low, so players didn't have much motivation to preserve themselves. They end up reaching decisions easily.	3	This should be solvable by making the obstacle cards a little harder and adding more rounds to the survival requirement.
Die / lose 1 life is not specified	In the rules, there's the item about flipping a coin after failing to challenge an obstacle	4	Correct / specify in the rules that it should be losing 1 life. Players don't have to die to have the chance of disabling the obstacle.