

Sort the Court Play Test

General Questions

What was your first impression?

I was impressed by number of characters you have designed, at the first sight - the game seem to have a friendly vibe.

How did that impression change as you played?

We had run into a few difficulties, but my impression stayed the same - friendly and easy to play.

Was there anything you found frustrating?

I think it would be better to get rid of coins with lower value (5 probably) Therefore players do not get stuck while paying larger sums.

Did the game drag at any point?

As I mention in previous answer.

Were there particular aspects that you found satisfying? What was the most exciting moment in the game?

I really enjoyed design aspects of the game and answering to tricky question posed by characters.

Did the game feel too long, too short, or just about right?

Just about right!

Formal Questions

Was the objective clear at all times?

Yes.

What types of choices did you make during the game?

I choosed either "YES" or "NO"

What was the most important decision you made?

Deciding between negative or positive response.

What was your strategy for winning?

Since I usually lose every game I play: D I tried to analyze personality of character and his intention, but I lost anyway.

Did you find any loopholes in the system?

I don't think so. We had a discussion about negative values, once the player run out of his/her resources, but we have solved it.

How would you describe the conflict?

I am trying to beat other player/players and be the best king in the whole wide world.

In what way did you interact with other players?

I tried to win over them - by having more resources at the end of the game.

Do you prefer to play alone or with human opponents?

Alone, when I lose, (and I lose often) it is not so embarrassing.

What elements do you think could be improved?

- 1. Consider chaning value of coins.*
- 2. Change name of the "chance card"*

Dramatic Element Questions

Was the game's premise appealing to you?

Yes.

Did the story enhance or detract from the game?

I consider question posed by each character as a part of a story, and therefore they enhance the game.

As you played, did the story evolve with the game?

Story stays the same, but element of surprise changes over the time.

Is this game appropriate for the target audience?

Families with kids?

On a piece of paper, graph your emotional involvement over the course of the game. Did you feel a sense of dramatic climax as the game progressed?

Did you feel a sense of dramatic climax as the game progressed?

Yes, when you start to lose your happiness/money and you are close to losing the game but you can still risk it!

How would you make the story and game work better as a whole?

I believe they work together nicely.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes, except the "chance card."

How did the controls feel? Did they make sense?

Yes, they did. They felt familiar.

Could you find the information you needed on the interface?

You should incorporate name of each category of token on the board.

Was there anything about the interface you would change?

No.

Did anything feel clunky, awkward, or confusing?

Just the "chance card" and the first confusion with negative numbers.

Are there any controls or interface features you would like to see added?

I would consider Grace's idea - the box for question cards.

End of session

Overall, how would you describe this game's appeal?

Cute and funny. Original idea.

Would you purchase this game?

I don't play board games a lot, but I would purchase it as a gift.

What elements of the game attracted you?

Design of the game and its characters.

What was missing from the game?

Feeling of me - winning the game:D

If you could change just one thing, what would it be?

I would like to win.

Who do you think is the target audience for this game?

Families with kids, teenagers and maybe young adults?

If you were to give this game as a gift, who would you give it to?

To my friend (my parents hate all the board games)

