

Playtest 1: External 2/4/18	2 players		
Feedback	Underlying Causes	Priority (1-5) (1- most severe, 5- least severe)	Proposed Solutions
Instructions unclear	What is the difference between the scary and the daisy deck? What are the player restrictions, and when do they apply? Players didn't understand that they have to draw something that pertains to the role on their card.	1	Clarify the questions in rules text. Keep the rules simple, but draw diagrams.
Players were confused about the card instructions.	The character restrictions applied to the player performances, which doesn't really make sense for this game.	2	The character restrictions should apply to the content each character draw, making it more applicable to gameplay, and creating the message that: anyone, even a werewolf who is traditionally thought as dangerous or evil, could give a gift. So, instead of restrictions such that the Vampire needs to perform in the dark, etc - the Mad scientist = must draw something that doesn't exist.
The theme of the game makes the players feel happy.	The playtesters liked the theme, saying that it was a "feel good" game. When I asked them if it felt peaceful, they said it did, but their first response was "really happy" because they liked receiving and giving gifts.	5	The theme won't change, but this means that I could start making graphics for my next playtest.
There should be an odd number of players playing the game.	Two players was fun, but a bit mild. It fits the "peaceful" theme more, but the playtesters are still curious to see what would happen if there were more players involved.	3	Make the game for 3-5 players
The performing and drawing time were too	30 seconds to perform and to draw is too long for the game, and players	2	This should be 20 seconds for performing and drawing (20 seconds for performing, and 20 seconds for drawing). It is not a

long.	finished drawing at 20 seconds before the time goes out.		good idea to combine the two activities of performing and drawing.
Playtest 2: External/Internal 2/6/18	2 players (I was one of the players)		
Feedback	Underlying Causes	Priority (1-5) (1-most severe, 5-least severe)	Proposed Solutions
Reading the instructions were confusing.	The wording of some of the lines were tricky, and drawing limitations were unclear.	2	I will rewrite and edit some of the words, and fix typos in the game. Make the drawing restrictions more clear by introducing it earlier on in the instructions, and I will reformat the instructions so that it is not an outline, but create an instruction booklet.
20 seconds is too short	It takes a while to think of gifts to give, and some of the charades cards were hard to perform.	3	Change the time back to 30 seconds for the next playtest.
3-5 players is better	It reduces the chances of scoring a tie, and overall it's more fun to play with more people. But 2 players would probably create a more peaceful game.	1	Increase the number of players to 3-5 players, making it so that the game ends when each player has played twice.
Win conditions need to be removed	With 3-5 players, there will be competition, so the game could be more peaceful if win conditions were removed.	1	Remove the win conditions, If we make the game for more players, removing win conditions removes competition
Change win conditions instead of removing the win conditions	having no win conditions might make players lose incentive	1	We can remove competition but create collaboration by NOT giving a daisy to a player as a "score" but have the performing player flip the card over, blooming a misfortunate event into a flower. If there are more daisies than misfortunes, then all the players win.
The art is fine, and the daisy/black hand	I asked about the art, and a playtester said "the daisies and the	5	No changes, but this means I could move on to making the box art next week.

images made sense contextually and stylistically.	hands fit the intention of the card role. The flower is also really nice.”		
Cards were disorganized.	The instructions need to be clearer about what happens to the cards, and some of the rules need to change, because there are three stacks of cards - character/role, daisy cards, and drawings.	4	We could change the sizes of the cards to make it less disorganized, such as by making the role and daisy cards smaller. The rules now also changed to be more collaborative, so there will be less “exchange” between cards, hopefully also helping our game be more organized.
Players didn’t know if they could talk.	Because the performing player could not speak, the other player was unsure about whether they could talk or not.	2	This needs to be clarified in the instructions by writing that *only* the performing character can’t speak. Add in the word collaboration.
Playtest 3: External 2/7/18	3 Players		
Feedback	Underlying Causes	Priority (1-5) (1-most severe, 5-least severe)	Proposed Solutions
Players didn’t know they weren’t supposed to tell each other the word on the card after time runs out.	I didn’t indicate that the other players do not see the card after step 1 of the instructions. After the timer runs out, players were naturally included to tell each other the results.	1	Write “Do not reveal the card until step 3.” in the instructions.
The performing player thought that they had to draw the image on the card instead of act it out.	I wrote “The player must show what happened to them within 30 seconds” instead of indicating that the player needs to use their body.	1	Change the word “show” to “act out”
The fact that the drawings had to be within the theme of the	After the second playtest, I changed the order of the instructions by describing the effects of the role in	1	The change from the second playtest was good, but now I just need to indicate that the players must sketch within their theme twice in the instructions once in “On each turn” and another time

character still wasn't clear.	the beginning - moving it from "On each turn" to "Setting up."		in "setting up" to reinforce the instructions.
Players did not tell each other their role, and kept it hidden, but they did tell each other when players asked.	This wasn't as important, because players seemed to still be having a good time without telling each other their roles. But as a spectator, I really wanted to know.	4	Add "Players show each other their roles" to the setting up section.
Playtest 4: External 2/6/18	5 Players		
Feedback	Underlying Causes	Priority (1-5) (1-most severe, 5-least severe)	Proposed Solutions
Five players was a good amount for the game, and the playtesters said that they think that the game might be fun with even more players. But they also agreed that any number of players could work.	It is fun to see the creativity of the players and see what each person draws. Each additional player increases the chance of adding something funny to the game.	5	I could try making it so that the game is 3+ players instead of 3-5 players, but I personally feel like 5 players is a good amount for this game, because I do not want the game to take too long, and I want the experience to feel more intimate. I think that having more than 5 players will no longer make this game as peaceful.
The game is easy to win. It is hard to lose a game - and possibly hard to win- because of player subjectivity. It is not a challenge, but a fun experience.	The game had low stakes, and it was possibly too easy for the players to succeed at making other players feel happy, and therefore it would depend on the players of the game.	3	This, when paired together with the following point, balances the game. Therefore, nothing should change. Players suggest that the game should be more objective instead of subjective, but I think that objectivity limits creativity and does not direct this game towards the emotion I want it to have. Therefore, I like to keep it subjective.

The roles made the players feel “creatively bankrupt.”	The roles were difficult sometimes, because it limited people’s creativity.	3	This, when paired together with the previous point, balances the game. I think that this is something that the players will have to work around. Therefore, nothing should change.
Players keep forgetting the timer.	I did not specify who turns the timer.	1	Giving this responsibility to specific players will hold them accountable. Make the performing player keep track of the timer.
Players did not know that they had to draw a gift.	Some of them thought they had to draw themselves in the pictures, because I only wrote that players need to draw “something” instead of specifying what.	1	I need to specify that the drawing has to be a “gift” in the instructions, or this entire game won’t work out.
Players don’t know if they also have to perform as their role.	Players were confused, because there was nothing in the instructions that clarified this, and players had to draw something from their role.	1	I need to specify that the player does not have to perform as their role.
Players felt solidarity but also a loose togetherness	Players had to collaborate to win, but they each were able to “gift” their own contributions.	5	I think this was good. I think solidarity away from things is essential for the feeling of peace, and the sense of feeling connected to each other, and having a team to depend on - coexistence is necessary for players to feel that peace the the resolution is resolved.
As much as the roles were difficult, the items on the cards were also hard to act out.	This was because the phrases were too specific, which made it all the funnier.	4	Again, I don’t think this needs to change at all, because this made the game more focused on the group working together to perceive what is wrong with the player. I think it successfully creates the “turbulence” that is necessary for peace to happen, because there is a time limit and words are difficult, which makes players more frantic in acting out the word on the card and trying to guess it. The outcome of the game also depends more on the creativity of the player, which create peace in the game.
The game made the players feel “calming” and “happy”, but I could make it even more “peaceful”	Players also felt “creative,” and I feel like I successfully created the feeling of “calmness” through creativity, which is close to “peace.”	1	I could make this game more “peaceful” by providing more turbulence in the game simply by changing the setting. I could add that this game “should be played on a difficult day.” I think that I was successful at creating a “calm” situation, but in order for that “calm” to be “peace”, the tension in the beginning of the

			game needs to be greater. I think that changing the setting of the game is good, because it gives players a “time to play” the game, and therefore, players will tend to remember this game more.
Playtest 5: External 2/14/18	5 Players		
Feedback	Underlying Causes	Priority (1-5) (1-most severe, 5-least severe)	Proposed Solutions
Players did not know that they could explain their gift.	This was not explained in the instructions.	1	I will have to add this to the instructions.
Players did not know that they had to draw from their player roles	This was confusing in the instructions: for “within their character role,” the “their” could refer to the performing player or the gifting players.	1	I will have to explain who “their” refers to.
The players were savage to one another, throwing away the “worse” gifts and keeping the better ones.	Because the game gives too much creative freedom to the players, the personality of and relationship between the players heavily dictate the emotions.	3	I don’t think I could control this unless I restrict players decisions, such as “players need to hold onto their gift” which only makes the game less fun, and doesn’t really help me towards making the game more peaceful. Adding these restraints that doesn’t affect the gameplay is not good game design. I don’t think anything needs to change here - even if it’s not helping me create a peaceful experience.
Players felt that some of the roles were unfair, because they couldn’t feel creative.	Players were feeling frustrated because they did not like their roles. Players say that some of the players such as mad scientist and surgeon have a better advantage than being a werewolf or vampire. The Gorilla player eventually stopped adhering	1	The roles should be more balanced. I will have to come up with new characters and make sure that the restraints are more balanced. “Gorilla” will have to be removed.

	to their role and just drew whatever he wanted.		
I think the game may be a little long for 5 players if all the players perform twice.	Players spend a long time talking, sharing, and thinking about their gifts and performances, which actually takes up a lot of time.	4	The number of rounds should be a constant number, maybe 8 rounds. (Edit: I no longer think this is a good idea, because this game will be unbalanced - players will have an unequal amount of time performing.)
It takes a while for players to wait for the timer to end.	Players always want to restart the timer, or they end their performance early.	5	This is an uncommon issue, so it's not something that I will have to change immediately - unless I get another timer. Or the remaining time of the performing player is added the drawing player.
Players felt chaotic at the beginning, but then the game calmed down.	It takes a while for the players to figure out how to play the game - regardless of who is playing.	4	I was successful this time around in creating this emotional arc in order to create the feeling of peace. But, I did not expect the following:
Because players get more creative, the game also became messier as time went on.	Frustrated players (because of unfair rules, etc) also began just try to make players laugh, instead.	1	I will have to alter the character roles to prevent players from feeling frustrated and keeping the game from becoming increasingly messy as players lose interest in adhering to their roles. Although I argued that players feeling "creatively bankrupt" was a good thing, I do think that this game took it too far. I will remove some of the characters such as Gorilla - and rebalance the players so that roles are more fair.
The Daisy cards felt repetitive	A lot of the cards are about losing something, so that needs to change.	2	Remove the cards about "losing keys" and "losing baby brother" and think of other events.
The Daisies box does not close.	The lid of the box is too short, so it doesn't tuck in properly.	3	I will make the lid of the box longer.
Players didn't even want to read the instructions - which had little to no text.	They just weren't in the mood to read words.	3	I will draw a cartoon depicting what to do.