

# GAD175 | TESTING PLAN

This testing plan is for the game Sushi Go which has been modified by Taylah, Georgia, Venus, Daniel, Anikan. We are calling our expansion Sushi Action!

<b>PRE-TESTING</b>	
<b>NAME</b>	<i>Taylah Frederick</i>
<b>DATE</b>	<i>14/2/2023</i>
<b>MODIFICATION</b>	<i>Addition of two complementary action cards; <b>poison cards</b> and <b>antidote cards</b>. Poison cards can be applied to an opponent's deck as a detriment to their final point count. This will be in amounts of 1 and 2 point deductions. Antidote cards can be applied to a players own deck to cancel out the effects of a poison card. These do not have point amounts, and using one card simply removes any existing poison card in that players own deck.</i>
<b>GOALS</b>	<i>The goal with this mod was to add an extra layer of player interactivity and competition. Taking inspiration from games such a UNO, which pit players against each other in an almost malicious way. This intense form of competition, in my opinion, will create a higher risk for the player and in turn, make the game more exciting.</i>
<b>PREDICTION</b>	<i>I predict that this modification will increase the level of player competition. It will add another level of strategy to a player's moves and require more forethought.</i>
<b>TESTING PROCESS</b>	<i>In order to test the success of this modification, I will need to work closely with the players to determine how they used the Poison and Antidote cards, if they feel they are a positive addition, and if the cards prompted more competitive gameplay through their experience.</i>
<b>POST-TESTING</b>	
<b>DATE</b>	<i>29/2/2024</i>
<b>ANALYSIS</b>	<p><i>As I was the host for our playtesting, I was able to see first-hand how the players interacted with our modifications. In relation to my own modification, the addition of the Poison and antidote cards, I saw a big increase in the amount of player interaction and friendly, borderline vicious, competitive strategy between players.</i></p> <p><i>Players did denote that there were a few too many cards in our expansion pack as a whole - this being the main criticism in</i></p>

	<i>relation to the modification itself.</i>
<b>EFFECTIVENESS</b>	<i>I found my original expectations were certainly met, with players posing as a much larger obstacle in the game when it came to their path to victory. I also saw a lot more player interaction.</i>
<b>COHESIVENESS</b>	<i>The modifications worked very cohesively as a whole, a lot of them did not change the mechanics or dynamics of the game, and instead added an extra layer to the existing MDA of Sushi Go. They all made sense together, none of them overlapped in their functions, and players seemed to thoroughly enjoy them as a whole.</i>
<b>FUTURE CHANGES</b>	<p><i>In relation to future changes, I would do as follows:</i></p> <ul style="list-style-type: none"> <li>● <i>Increase the overall amount of Antidote cards in the deck to 6. (Currently 5). One portion of feedback stated that there wasn't quite enough opportunity to alleviate oneself of poison due to the amount of cards present in the deck.</i></li> <li>● <i>Decrease the overall amount of Poison Cards. Reduce the -1 poison cards to 4 QTY. Reduce the the -2 poison cards to 3 QTY. This is to further balance the use of these cards as a collective. We also received feedback that there were just too many cards in the expansion pack as a whole, and it overly saturated the original deck. This change should help in alleviating the over-saturation by having fewer cards in the final rendering of the expansion.</i></li> <li>● <i>Unfortunately the cards created for use during the playtesting were larger than the original deck due to an error on my part - this made it obvious when the other player had a modification card in their deck, which made some of the mods less effective when used. In future playtestings I will ensure the sizing is correct so the playtesting results are not skewed by something of this nature.</i></li> </ul>