

Project 1: Board Game Modification

Project 1: Board Game Modification - Taylah Frederick

Individual Proposed Changes:

With reference to my Testing Plan and also the feedback I had received from our Playtesters, the changes I propose to make to improve upon my contribution to the modifications would be as follows:

- One of the main sources of feedback indicated that we had too many cards in the expansion portion of the modifications. My proposition for attending to this feedback, is to marginally reduce the number of Poison and Antidote cards available in the deck. I also received feedback that perhaps there were not enough Antidote cards to balance the Poison cards, and so I would rearrange them as follows;
 - Increase the amount of Antidote cards from 5 (current) to 6.
 - Reduce the amount of - 1 Poison cards from 5 (Current) to 4.
 - Reduce the amount of - 2 Poison cards from 5 (current) to 3.
 - This overall slightly reduces the total amount of cards, whilst better balancing the poison and antidote cards.
- More feedback received was more-so in relation to the cards used for the playtesting. As they were not the correct size, it was obvious when a player was about to use a modification, which may in turn have affected the results of the playtesting. For future playtesting I propose:
 - Ensuring that the cards used for playtesting match the original deck. Have ALL cards in sleeves that hide their backs.
 - This will ensure that each player does not have an indication as to what the other player is using.

Overall I am quite happy with the feedback received and found it all to be very reasonable and actionable. With these few changes, I should see a much more successful round of playtesting in future.