

Project 1: Modification Feedback

This feedback form is for the game Sushi Go which has been modified by Venus, Georgia, Anikan, Daniel & Taylah. We are calling our expansion Sushi Action Pack, which has several modifications:

- The addition of Poison and Antidote Cards.
- Thief Cards.
- Swap Cards.
- Risk Cards.
- Dice Cards.

Overall, how did you enjoy the experience of playing the game? *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Thoroughly enjoyed

Poison & Antidote Cards: How much did you enjoy this change? *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Thoroughly Enjoyed

Poison & Antidote Cards: How much impact do you feel this change had? *

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Major Impact

Thief Cards: **How much did you enjoy this change?** *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Thoroughly Enjoyed

Thief Cards: **How much impact do you feel this change had?** *

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Major Impact

Swap Cards: **How much did you enjoy this change?** *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Thoroughly enjoyed

Swap Cards: **How much impact do you feel this change had?** *

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Major Impact

Risk Cards: **How much did you enjoy this change?** *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Thoroughly enjoyed

Risk Cards: **How much impact do you feel this change had? ***

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Major Impact

Dice Cards: **How much did you enjoy this change? ***

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Thoroughly enjoyed

Dice Cards: **How much impact do you feel this change had? ***

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Major Impact

As a combined expansion, how well mechanically did these changes work together? *

	1	2	3	4	5	
Did not work together	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Worked great together

As a combined expansion, how did the changes work together thematically? *

	1	2	3	4	5	
Did not work together	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Worked great together

As a combined expansion, how much fun did the changes add? *

	1	2	3	4	5	
No Fun	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Plenty of fun!

If you could suggest a change to the creators, what would it be? *

honestly a very solid game. if i had to be a picky
cards were uneven (i know this is a prototype and it would be like this normally)
there were A LOT of cards
maybe add more vaccinations? or take away some poison cards, as i felt like there were a lot in play and
not enough ways to get rid of them

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	1	2	3	4	5	
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Thief Cards: **How much impact do you feel this change had?** *

	1	2	3	4	5	
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Swap Cards: **How much did you enjoy this change?** *

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Risk Cards: **How much impact do you feel this change had? ***

	1	2	3	4	5	
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a better explanation on the game on how it works with the cards as if someone hasnt played a similar game top it

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Thief Cards: **How much did you enjoy this change?** *

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Swap Cards: **How much did you enjoy this change?** *

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Swap Cards: **How much impact do you feel this change had?** *

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Major Impact

Risk Cards: **How much did you enjoy this change?** *

	1	2	3	4	5	
Did not enjoy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Thoroughly enjoyed

Risk Cards: **How much impact do you feel this change had? ***

	1	2	3	4	5	
No Impact	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Major Impact

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Add!!!!

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