

## SCRIPT

### Introduction

Thank you for taking the time today to help me with this project. As a Sims and Games major, one of my required courses is Game Design Laboratory, in which we are designing our own games to prototype. I have created a board game by the name of Treatise, and today you will be playing a rough, paper-prototype of this game. Treatise is designed to be like Risk if it was played as a game show delivered via board game. I will be giving you the rules and procedures for Treatise, a brief explanation of some variations to the game specific to this playtest, and then your challenge is to play the game without my assistance.

### Warm-Up Discussion

First, I have some questions regarding your play styles and gaming interests, and then I'll set you loose to read the instructions and play the game.

What kind of games do you like to play? What are some of your favorite games? Approximately how many hours do you spend playing games each week?

### Play Session

This is the second time this game has been tested, and I will be testing for loopholes, dead ends, and general incompleteness. I ask that you do your best to solve any problems that may come up and play the game to the best of your ability. I encourage you to think aloud while you play and to give any feedback as it comes up. Any ideas or thoughts you have will help me develop the game further. For this particular test I will be participating in the game as the Host, the role of which will be explained in the directions. With that being said, please begin.

### Discussion of Game Experience

Now that you've had a chance to play and discuss the game, I have a few questions for you.

- On a scale of 1 to 5 (1 being "I died while waiting" and 5 being "I was literally playing the entire time"), how did you feel when it wasn't your turn?
- On a scale of 1 to 5 (1 being not at all important and 5 being very important), how prevalent was strategy in this game?
- How important is it that you get to decide which territory to attack?
- What are your overall thoughts of the game?
- What did you like the most about the game? The least?
- What do you think of the gameplay?

- Were the instructions clear? If not, what was confusing?
- What did you think of each of the challenge categories?
- How would you describe this game to others?
- What would you add to or change in this game?

Thank you all so much for playing my game and giving me such great feedback. Your thoughts on everything we discussed will be very helpful for me in the development of this game, and I look forward to showing you any improved iterations and later a more complete prototype!

## NOTES

### Warm-Up Discussion

#### What do you play?

- Basically anything, board games, Minecraft, card games, video games, soccer, tabletop

#### What are your favorites?

- Peaknuckle, Betrayal of House on the Hill, Minecraft, DnD

#### How often do you play games?

- 3-4 hours per week, 5 hours a week

### Quantitative Data

**On a scale of 1 to 5 (1 being “I died while waiting” and 5 being “I was literally playing the entire time”), how did you feel when it wasn’t your turn?**

- 2, 3, 2
- got better, when third player could jump in

**On a scale of 1 to 5 (1 being not at all important and 5 being very important), how prevalent was strategy in this game?**

- 1, 1, 3
- would like more strategy! balance to the board

**How important that you get to decide which territory to attack**

- 2, 2, 2

**How long is set-up? How long does each round take? How long do non-timed challenges take?**

- ~30 minute setup, 3-5 minutes per round (with all of the just-sitting-there-not-moving-on-for-whatever-reason stuff)

### General Notes

- Once we learned how to play and got into it, it was fun!
- Like making their own mottos
- Customization to kingdom
- Building your kingdom

- More territorial advantages
- Includes everyone, very simple; could be more complicated
- An easier way to speed up building kingdom, each have a motto, color, crest, set amount of exports to choose from

**Favorite part?**

- The questions, entertaining: witch's brew
- riddles, fun
- kind of liked them all, fair across the board, accommodating to many players bc of variety - taking things

**Least favorite part?**

- not knowing what to do when no one answered
- not knowing what to do at some points, generally
- when two players do most of the attacking

**What would you change?**

- something to happen to the capitals, more purpose or meaning to them

**Describe the game**

- Medieval Risk
- Risk Junior
- Like Risk but a gameshow
- Like Risk with challenges

**Final Round?**

- wish they had a chance to team up against winning party
- a lot like the regular game, thought it would be something different
- didn't feel special, more like the rest of the game with higher risk
- feel like opponents should be able to pick the categories

## **CHANGES**

- Implement a Build-Your-Own-Kingdom element (to increase role-play feel to the game) complete with naming your kingdom, making a motto, and choosing a crest and exports.
- Change the win condition/core mechanics to better manage the length of the game. Keep the mechanics of spinning/rolling for challenges and answering questions under time limit, but change the map and ultimate goal of the game.
- Refine instructions.
- Rework disadvantage/calamity cards.