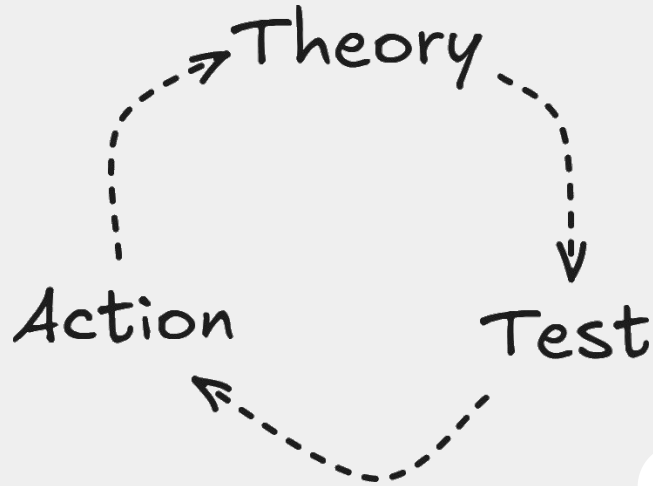


Playtesting Process for Ultra Small Teams



A beginning



Late 2022

A beginning

Knight Night Cards ☆ 📁 ☁

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J38

	A	B	C	D	E	F	G
1	Name	Roll	Dice	Effect	Type	Uses	Count
2	Wand	1-3	Any	2 Damage	Enchanted		1
3	Tin Foil Hat	4-6	Any	2 Defense	Enchanted		1
4	Dream Dagger	1-6	Night	1 Damage	Basic		1
5	Sun Shield	1-6	Day	1 Defense	Basic		1
6	Rusty Sword	1-3	Any	3 Damage	Basic	3	2
7	Rusty Shield	4-6	Any	3 Defense	Basic	3	2
8	Really Sharp Sword	1	Day	5 Damage	Basic		2
9	Reliable Helm	1-6	Night	1 Defense	Basic		2
10	Throwing Snake	5-6	Any	Apply 2 Poison (<i>damage at start of turn</i>)	Poison		1
11	Giant Stinking Sword	3	Any	4 Damage	Basic		1
12	Giant Stinking Shield	4	Any	4 Defense	Basic		1
13	Star Wand	2-4	Night	3 Damage	Enchanted		2
14	Beaming Spellbook	5-6	Day	2 Damage, 2 Defense	Enchanted		2
15	Mark of the Magus	1-6	Any	1 Damage	Enchanted		1
16				Add 1 Spell Counter			
	Bibbidi-Bobbidi-Boo	5-6	Night	When there are 3 Spell Counters, remove them and deal 10 Damage.	Enchanted, Spell		1
17	Basic Health Potion	4-5	Any	1 Heal	Basic	5	2
18	Cursed Health Potion	1-3	Any	3 Heal, Take 1 Poison (<i>damage at start of turn</i>)	Enchanted	3	1
19	Rainbow Health Potion	6	Any	6 Heal	Basic	1	1
20	Cleanse Potion	4-5	Night	Remove all debuff counters from the Knight	Enchanted	5	1
21	Recovery Potion	2-4	Any	Take 1 Resilient (<i>Heal 1 HP when taking damage, remove 1 stack</i>)	Enchanted	5	1
22	Unwieldy Mace	1-2	Day	5 Damage, Knight takes 1 Damage	Basic		1
23	Sleeping Dart	4-6	Night	Apply 1 Miasma (<i>No dice are triggered, remove 1 stack</i>)	Basic	1	1
24	Automaton	3-4	Any	Trigger neighboring non-Robotic equipment	Robotic		2
25	Robo-Wizard	4-6	Day	Trigger all Enchanted equipment	Robotic	3	1
26							
27							

Late 2022

A beginning



Late 2022

A beginning

The central image shows a digital interface for a tabletop role-playing game. The interface is set against a dark red, textured background. At the top, there is a navigation bar with icons for Games, Objects, Music, Notebooks, Options, Modding, Flip, Menu, and a 90-degree rotation icon. Below this, the game board features several cards and dice:

- Karen from Work**: A character card with a portrait of a man with a beard and glasses.
- Ohio**: A location card with a landscape image.
- Sun Shield**: A card with a red asterisk icon, Roll: 4-6, and 2 Defense.
- Dream Dagger**: A card with a red circle icon, Roll: 1-3, and 2 Damage.
- Beaming Spellbook**: A card with a red asterisk icon, Roll: 5-6, and 2 Damage, 2 Defense.
- Mark of the Magus**: A card with a red circle icon, Roll: 1-6, and 1 Damage.
- Star Wand**: A card with a red circle icon, Roll: 2-4, and 3 Damage.
- Tactician**: A character card with a portrait of a man in a red and black uniform. It includes instructions: "Deal 1 damage when the Day Dice is chosen" and "Heal 1 HP when the Night Dice is chosen".
- Equipment**: A card with a red circle icon.

Two digital displays show the numbers 3 and 9. There are also several dice scattered around the board. The interface is surrounded by various images and icons:

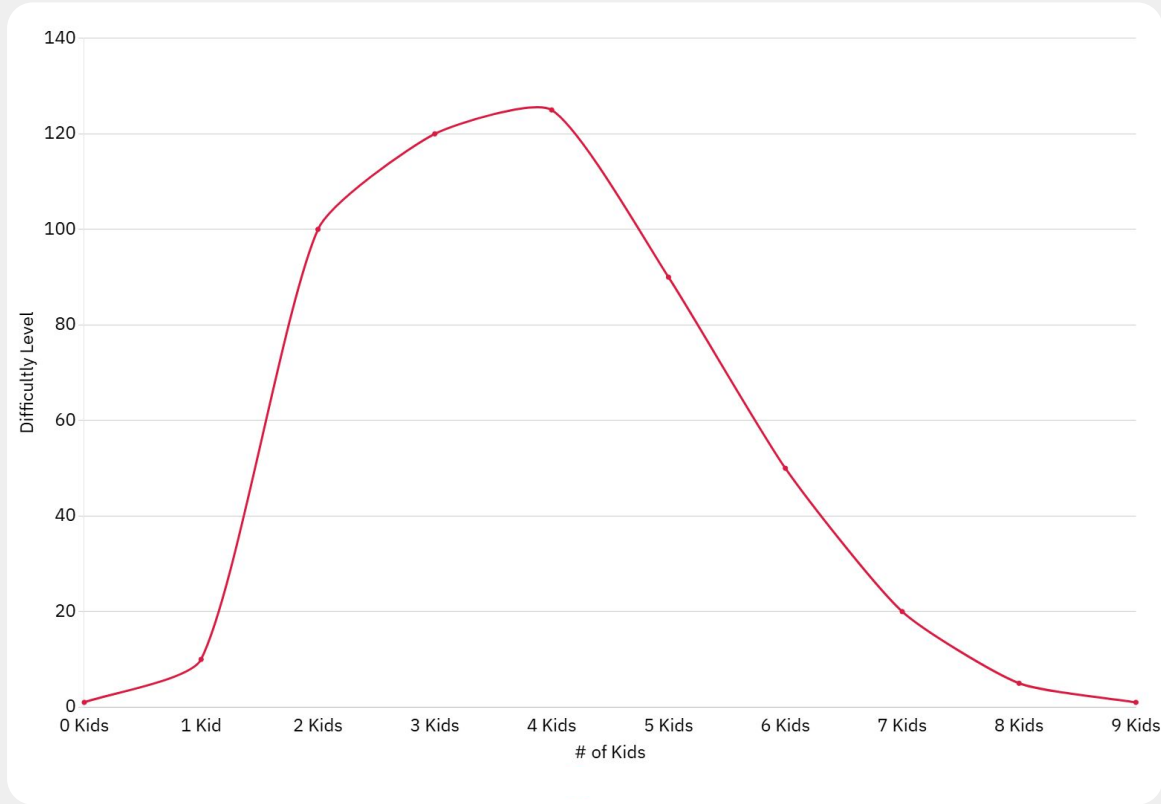
- Top right: A woman in a blue shirt giving a thumbs down.
- Bottom left: A man in a yellow shirt giving a thumbs down.
- Bottom right: A man in a black tank top giving a thumbs up.
- Left side: A photo of a man in a blue shirt giving a thumbs down.
- Icons of thumbs up and thumbs down are scattered throughout the collage.

Another beginning

Late 2022



Parental Difficulty Level vs # of Spawns



SYNERGY



Change of strategy



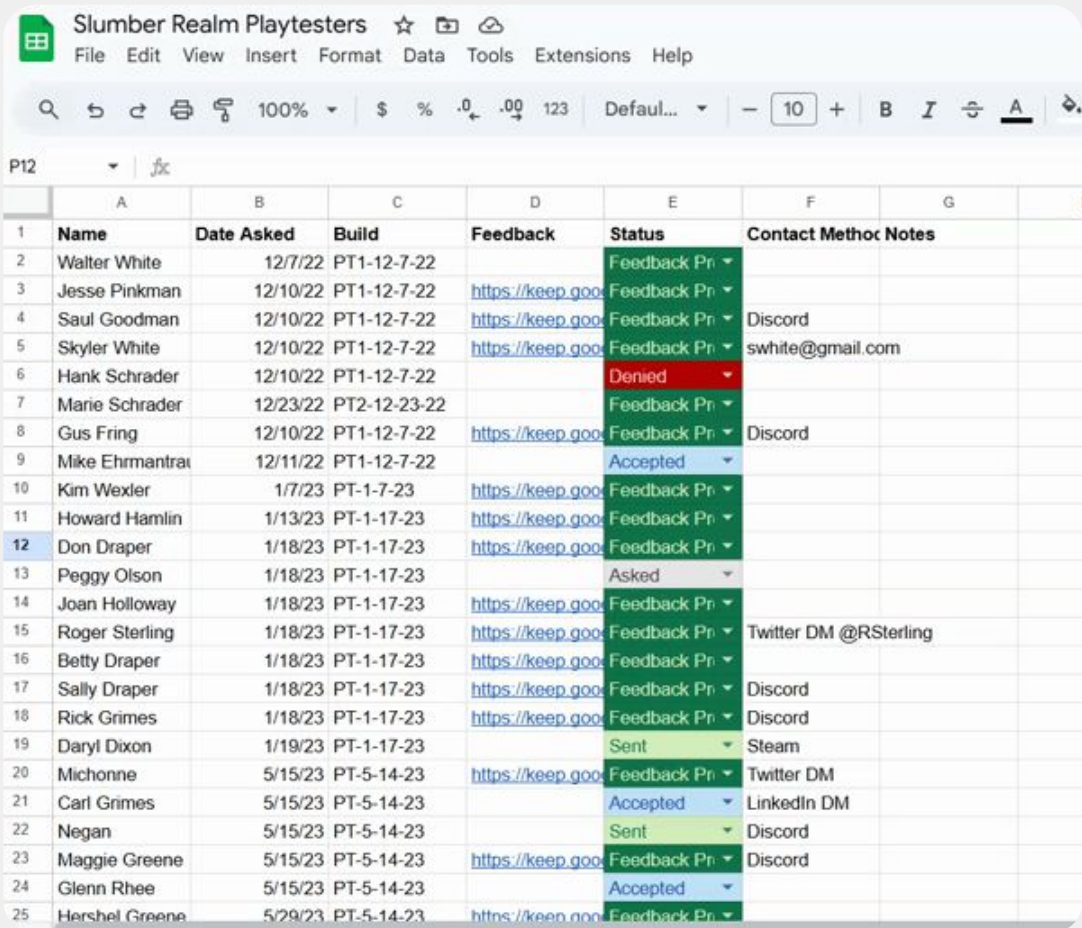
Facts about the 2022 version of me

- I had 2 young kids
- I was very part time on the game
- I was working alone
- I had even less time now
- But... must. make. game.

Playtesting!



I ran some
playtests



Slumber Realm Playtesters

File Edit View Insert Format Data Tools Extensions Help

100% | \$ % .0 .00 123 | Default... | - 10 + | B I A

P12

	A	B	C	D	E	F	G
1	Name	Date Asked	Build	Feedback	Status	Contact Method	Notes
2	Walter White	12/7/22	PT1-12-7-22		Feedback Pr		
3	Jesse Pinkman	12/10/22	PT1-12-7-22	https://keep.google.com/forms/feedback	Feedback Pr		
4	Saul Goodman	12/10/22	PT1-12-7-22	https://keep.google.com/forms/feedback	Feedback Pr	Discord	
5	Skyler White	12/10/22	PT1-12-7-22	https://keep.google.com/forms/feedback	Feedback Pr	swwhite@gmail.com	
6	Hank Schrader	12/10/22	PT1-12-7-22		Denied		
7	Marie Schrader	12/23/22	PT2-12-23-22		Feedback Pr		
8	Gus Fring	12/10/22	PT1-12-7-22	https://keep.google.com/forms/feedback	Feedback Pr	Discord	
9	Mike Ehrmantrau	12/11/22	PT1-12-7-22		Accepted		
10	Kim Wexler	1/7/23	PT-1-7-23	https://keep.google.com/forms/feedback	Feedback Pr		
11	Howard Hamlin	1/13/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr		
12	Don Draper	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr		
13	Peggy Olson	1/18/23	PT-1-17-23		Asked		
14	Joan Holloway	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr		
15	Roger Sterling	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr	Twitter DM @R Sterling	
16	Betty Draper	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr		
17	Sally Draper	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr	Discord	
18	Rick Grimes	1/18/23	PT-1-17-23	https://keep.google.com/forms/feedback	Feedback Pr	Discord	
19	Daryl Dixon	1/19/23	PT-1-17-23		Sent	Steam	
20	Michonne	5/15/23	PT-5-14-23	https://keep.google.com/forms/feedback	Feedback Pr	Twitter DM	
21	Carl Grimes	5/15/23	PT-5-14-23		Accepted	LinkedIn DM	
22	Negan	5/15/23	PT-5-14-23		Sent	Discord	
23	Maggie Greene	5/15/23	PT-5-14-23	https://keep.google.com/forms/feedback	Feedback Pr	Discord	
24	Glenn Rhee	5/15/23	PT-5-14-23		Accepted		
25	Hershel Greene	5/29/23	PT-5-14-23	https://keep.google.com/forms/feedback	Feedback Pr		

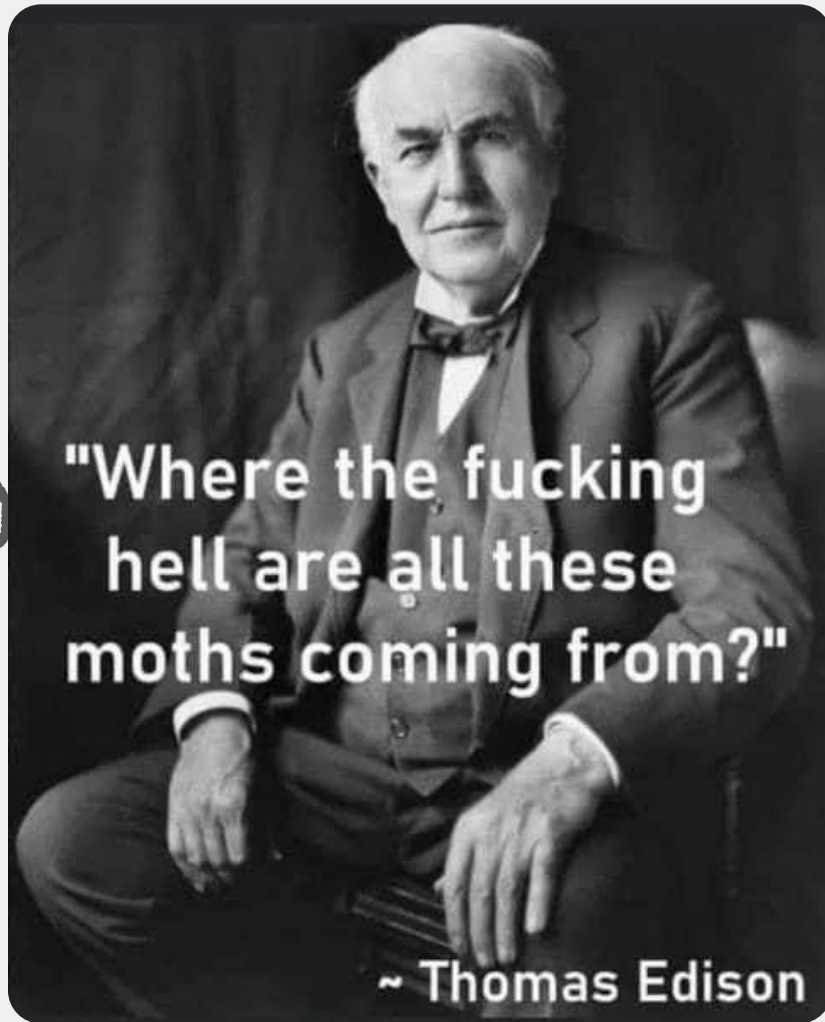
Failure

'I have not failed. I've just found
10,000 ways that won't work.'

- Tommy Edison

Failure

'I have
10,000



"Where the fucking
hell are all these
moths coming from?"

~ Thomas Edison

t found
work.'

Failure



Here is an example



And another



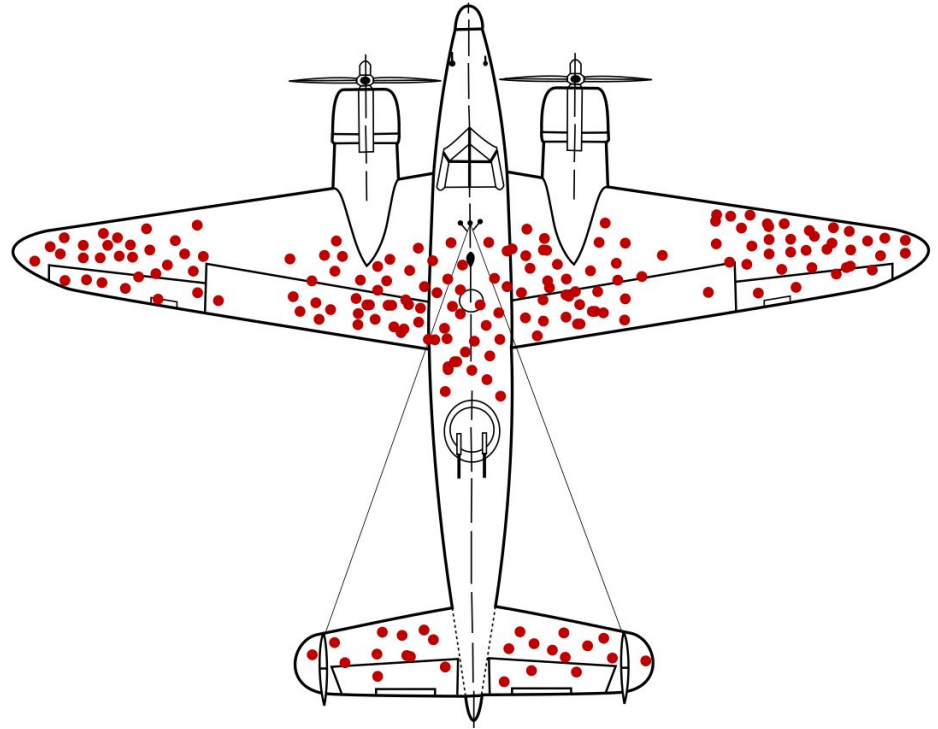
Failure



This is what it's like
to make a game
without playtesting



*"I never needed to
playtest my game
and it did great!"*

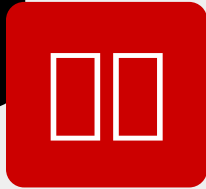


Pain & Suffering

Devs watching QA test the product



“No thanks”



“Meh”

The screenshot shows a game interface with a background of a grassy field and a path. In the top right corner, a red heart icon is next to the text "4/6".

On the left side, there is a character card for **Bulwark**, which features a knight's helmet. Below the character card are two icons: a red heart with "8/8" and a blue shield with "2".

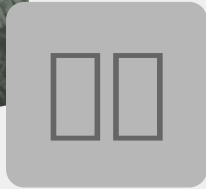
In the center, there are five cards:

- Top row: **Dream Dagger** (Basic, 1-4, 1 Damage), **Sun Shield** (Basic, 5-6, 1 Defense), and **Dream Dagger** (Basic, 1-4, 1 Damage).
- Bottom row: **Dream Dagger** (Basic, 1-4, 1 Damage).

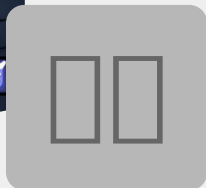
On the right side, there is a character card for **Mush Groom**, which features a mushroom character. Below it are two cards:

- Cap Smack** (Basic, 1-4, 2 Damage).
- Spore Spray** (Poison, 5-6, Apply 2 Poison).

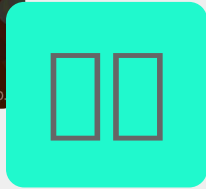
At the bottom center, there is a yellow circle with the number "4".



"It's OK"



"YAY!"



Hello 🖐️

I'm Brian. These are some games I've worked on.



This talk is about 1 on 1 playtesting . **Why** you should do it. Why you should do it very **early and often** . **How** you should do it. And why it should be the **core** of your development practice.

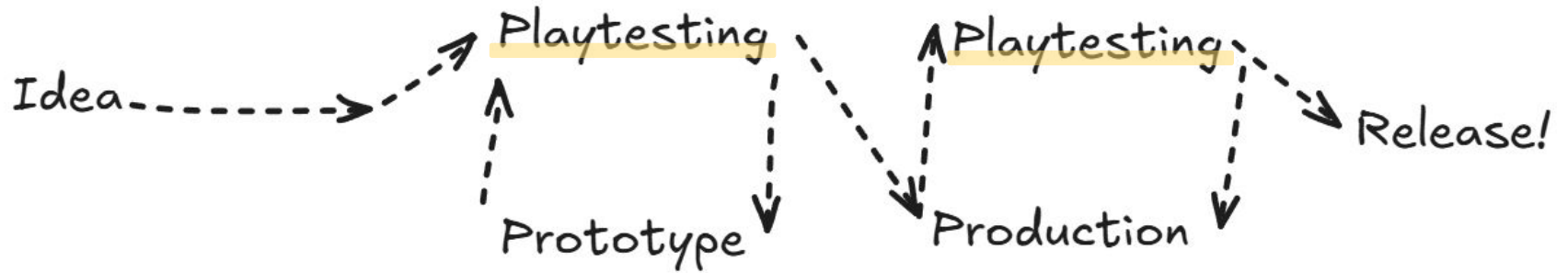
Assumptions

- You **are making** a video game or **will be** making a video game
- You are making it for an audience that **isn't just you**
- You are working **alone** or on a **small team**
- You may or may not have ran 1 on 1 playtests before but you're curious **how to do it better**

Traditional Dev Cycle

Idea ---> Design Doc ----> Prototype ---> Production --> Playtesting ----> Release!

Playtesting as the central pillar of the dev process



Why?

- Devs are bad at knowing if their game is **fun**
- Devs are bad at knowing if their game is **understandable**
- 1 on 1 playtesting is the best way to get feedback on **emotional impact**
- Extensive playtesting will lead to a **better game**
- Players will feel like you're **reading their mind**
- Early community building!

No surprises

← gD r/gamedev • 1 day ago ...
4 years of solo dev: a commercial failure, but a personal success

← gD r/gamedev • 1 yr. ago
I released my first game last year while jobless and it flopped, now I have no motivation

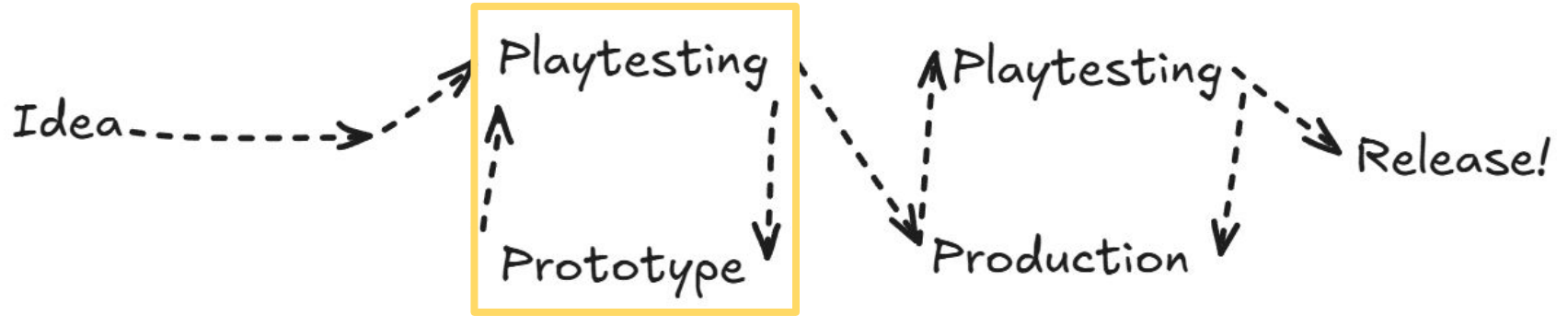
← gD r/gamedev • 3 mo. ago
My game flopped. Can it be salvaged?

← gD r/gamedev • 2 yr. ago
So my game flopped, what now?

← gD r/gamedev • 4 yr. ago
How do you cope with releasing a failed game? How not to lose the desire to make games further?

← gD r/gamedev • 4 yr. ago
I released my first game and it completely failed. Thinking about what to do next.

When to start playtesting?



When to start playtesting?

ASAP!



How To Validate?

Try lots of stuff quickly and answer these questions

- Is the second to second gameplay **fun**?
- Is the mins to mins loop **fun**?
- Do players **understand** what is happening?
- Do players find the theme/art/world **compelling** ?

Case Study: Resource System



Playtest Results



Expectation vs Reality



Tactical Decisions



Theming Mismatch?



Anxiety



Fear



Joy

Next Playtest: Adjust Theming



Next Playtest: Trojan Horse Theme



Feedback?

“Why not just name the resource based on the emotion?”



The Process

1. Hypothesis
2. Playtest Round (1-5 people)
3. Process & Synthesize Feedback
4. Take Action
5. Go to 1

Hypothesis

“People are not seeing interactable objects. What if we painted them all yellow?”



But...

Don't neglect the whole experience



The player is playing
the whole game.

They don't know
about your hypothesis.



It's OK to test more than just your hypothesis, this isn't actually science

It's a balance!



Playtest Round

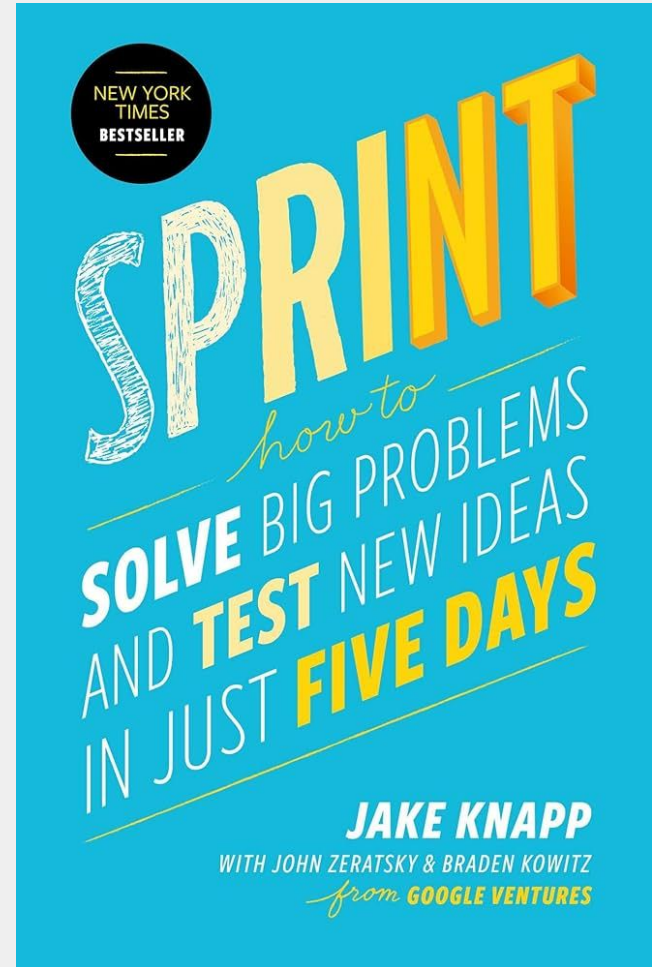
Run the playtest with 1 to 5 people

wait, why 5?

Sprint

“We’ve seen the same phenomenon in our own tests. By the time we observe the 5th customer, we are just confirming the patterns that showed up in the first 4 interviews.”

Knapp, J., Zeratsky, J., & Kowitz, B. (2016). Sprint, page 198.

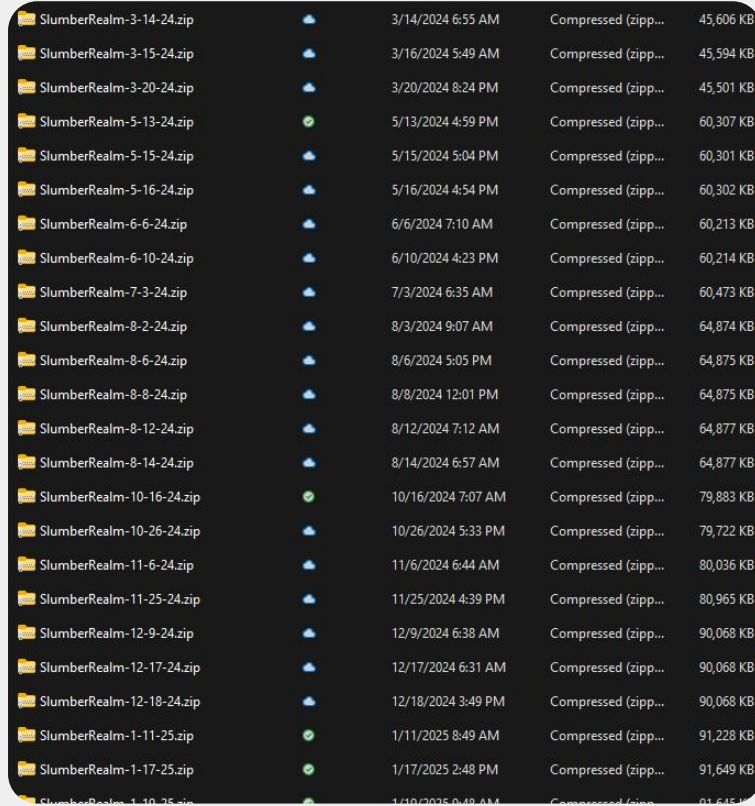


In my experience, 3 is enough*



*in most cases






Tactical Tip



SlumberRealm-3-14-24.zip	3/14/2024 6:55 AM	Compressed (zipp...	45,606 KB
SlumberRealm-3-15-24.zip	3/16/2024 5:49 AM	Compressed (zipp...	45,594 KB
SlumberRealm-3-20-24.zip	3/20/2024 8:24 PM	Compressed (zipp...	45,501 KB
SlumberRealm-5-13-24.zip	5/13/2024 4:59 PM	Compressed (zipp...	60,307 KB
SlumberRealm-5-15-24.zip	5/15/2024 5:04 PM	Compressed (zipp...	60,301 KB
SlumberRealm-5-16-24.zip	5/16/2024 4:54 PM	Compressed (zipp...	60,302 KB
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SlumberRealm-6-10-24.zip	6/10/2024 4:23 PM	Compressed (zipp...	60,214 KB
SlumberRealm-7-3-24.zip	7/3/2024 6:35 AM	Compressed (zipp...	60,473 KB
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SlumberRealm-8-8-24.zip	8/8/2024 12:01 PM	Compressed (zipp...	64,875 KB
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SlumberRealm-10-16-24.zip	10/16/2024 7:07 AM	Compressed (zipp...	79,883 KB
SlumberRealm-10-26-24.zip	10/26/2024 5:33 PM	Compressed (zipp...	79,722 KB
SlumberRealm-11-6-24.zip	11/6/2024 6:44 AM	Compressed (zipp...	80,036 KB
SlumberRealm-11-25-24.zip	11/25/2024 4:39 PM	Compressed (zipp...	80,965 KB
SlumberRealm-12-9-24.zip	12/9/2024 6:38 AM	Compressed (zipp...	90,068 KB
SlumberRealm-12-17-24.zip	12/17/2024 6:31 AM	Compressed (zipp...	90,068 KB
SlumberRealm-12-18-24.zip	12/18/2024 3:49 PM	Compressed (zipp...	90,068 KB
SlumberRealm-1-11-25.zip	1/11/2025 8:49 AM	Compressed (zipp...	91,228 KB
SlumberRealm-1-17-25.zip	1/17/2025 2:48 PM	Compressed (zipp...	91,649 KB
SlumberRealm-1-25-25.zip	1/25/2025 9:48 AM	Compressed (zipp...	91,645 KB

Process & Synthesize Feedback

You're going to have a lot of notes from the round

	Bob	Slumber Realm PT	
		Slumber Realm	Linda
		Slumber Realm	Peter
	Mary	Slumber Realm	
	Jeff Longlastname	Slumber Realm	

Process Feedback

Mark down action items
in each doc

Plays a lot of roguelikes, heavy MT2 player

✅ Main menu, font of buttons doesn't seem "super polished", something is "off" -> I increased the size and changed to non-bold font

Little laugh when he sees "SoCal suburb" line

He is reading tooltips right from the start

He also reads narratives in game (but if it stops grabbing his attention or if there is too much text, he stops)

"Did I need to click the cup before clicking the notebook?" -> His first thought when transitioning to the Slumber Realm from Bedroom

✅ With clown and tutorial tooltip: He points out that he wasn't sure which UI element to click (they were both flashing) -> There was the idea to dim the contents of the screen behind the tutorial just a bit to focus their attention. This might help!

He assumes the Player die roll determines both what his equipment AND enemy equipment do (before seeing full sequence) -> He understands once he sees the enemy roll

He understands how equipment reward resources

He understands abilities very quickly after they appear

👉 He points out that the shield icon has more space between itself and the word Defense than the heart icon and the word Vulnerable -> Why is this? Extra space?

👉 He was confused when Intimidate rewarded 2 vulnerable -> One opportunity would be to show what the ability does (2 vulnerable or 2 defense) in a unique way outside of our usual tooltips ("attached" to the ability button above it)

👉 He wasn't sure how to leave the market, wasn't confident that the top right X button as the correct thing (maybe add a tooltip there? "Leave market, but you can come back!")

👉 Might be worth increasing the tutorial Skeleton HP so it is clearly more dangerous than the first Buffoli enemy

He picks up on Day/Night mechanic BEFORE the Day/Night Sword are presented, seems to generally understand the concept

Synthesize Feedback

- Add all feedback to another doc with relevant notes
- **Prioritize** this list

▼ Common Feedback

- "Close" button on tutorial tooltip
- Market confusion of snacks vs memories
- Market cost tuning (everything is too cheap)
 - "The economy is a bit too generous at the moment. It isn't necessary to minmax shop spending to do well."
- Elite enemy rewards aren't good enough
 - "He feels the Tier 4 rewards isn't good enough compared to Tier 3 (choosing that elite on that node isn't worthwhile) -> He wants memory rewards there instead of HP and snack (for Tier 4)"
 - "The benefit for taking harder fights seems too low (balance perspective) and not exciting enough (emotional perspective). This is partly related to economy, but it doesn't feel like I'm risking it for the biscuit. A bit of extra gold is boring, but permanent upgrades and rarer cards are fun."
- Move up text that displays when a unit gains a status effect
- Charge Up confusion
 - "Gray out "Gain a Lava Cake" before it is charged up. He also suggests not showing the "2" on Charge Up here."
 - Remove the number after Charge Up on remaining equipment
 - Add a "zap" lightning SFX when an equipment gains a power
 - Add pause when fully charged up with special SFX, maybe lightning bolts
- Improve Charge Up display in unlock screen
 - "Charge Up bottom right indicator looks bad in the unlock screen (not scaling correctly)"
- Coin text on battle rewards isn't the same color as UI at top left
- Confusion over what to click after returning to star screen from battle
 - "He is confused at the star screen bc the boss isn't clickable right after returning from the battle."
 - "A recent streamer also had this same confusion. Maybe scale the Market up and down to get more attention?"

To Do Lists

Here is a man being murdered by a to do list



It will come back



Take Action!

Do the actions!

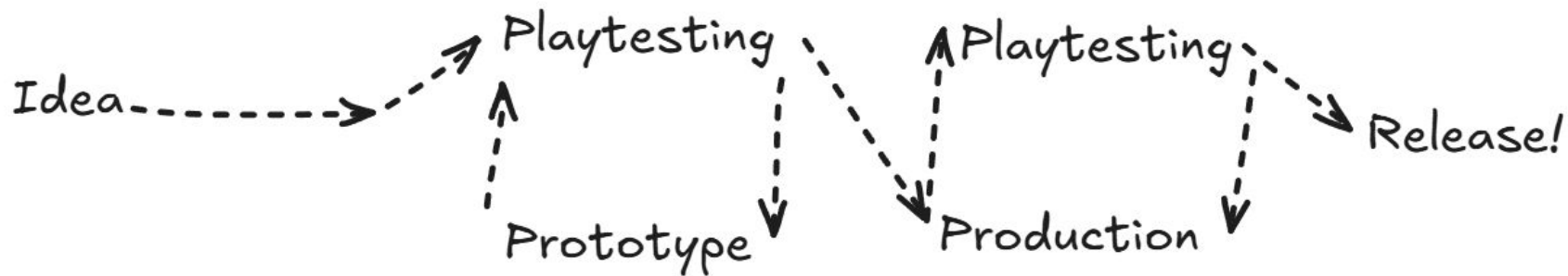
Do at least 1 action per playtest

Do most of the high priority actions
(really, don't worry about doing everything)

▼ Common Feedback

- "Close" button on tutorial tooltip
- Market confusion of snacks vs memories
- Market cost tuning (everything is too cheap)
 - "The economy is a bit too generous at the moment. It isn't necessary to minmax shop spending to do well."
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 - "He feels the Tier 4 rewards isn't good enough compared to Tier 3 (choosing that elite on that node isn't worthwhile) -> He wants memory rewards there instead of HP and snack (for Tier 4)"
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Go to 1



Indies Have a HUGE Advantage!

- Small team
- Scrappy
- Fast

The hypothesis -> test -> action loop is rapid!

Less discussion and decision making processes! Just try it out ASAP!

Faster testing and validation!

Tracking Playtests

- Stay organized!
- Add people who express interest in playing later & follow up when it's time for a playtest round
- Remember contact method
- Track notes over time
- Incredibly useful! I almost always have this tab open

1	Name	Date Played	Build	Feedback	Status	Contact Method	Notes
115	Phoebe Buffay	8/8/24	0.3.1	https://keep.goo	Feedback Pr		
116	Gunther	8/8/24	0.3.1	https://keep.goo	Feedback Pr		
117	Ted Mosby	8/13/24					
118	Marshall Eriksen	11/22/24	0.3.1	https://keep.goo	Feedback Pr		
119	Lily Aldrin	12/2/24	0.3.1	https://keep.goo	Feedback Pr	Discord DM	I asked on Discord and he is up to play
120	Robin Scherbatsky						
121	Barney Stinson	1/15/25	0.3.2	https://keep.goo	Feedback Pr		
122	Uncle Phil	1/30/25			Asked		
123	Carlton Banks	1/30/25	0.3.2	https://keep.goo	Feedback Pr		
124	Will Smith	2/2/25	0.3.2	https://keep.goo	Feedback Pr	Twitter DM, also on Discord	
125	Hilary Banks	2/2/25	0.3.2	https://keep.goo	Feedback Pr	Twitter DM	
126	Ashley Banks	2/25/25	0.3.2	https://keep.goo	Feedback Pr	Discord DM	
127	Geoffrey Butler	3/21/25			Asked		
128	Vivian Banks	3/21/25	0.3.3	https://keep.goo	Feedback Pr		
129	Uncle Jesse	3/17/25			Sent		Met at Tommy's GDC dinner Try contacting via LinkedIn next time?
130	Danny Tanner	4/30/25	0.3.3	https://keep.goo	Feedback Pr		
131	Joey Gladstone	5/8/25	0.3.4	https://keep.goo	Feedback Pr		
132	DJ Tanner	5/8/25	0.3.4	https://keep.goo	Feedback Pr		Met at GDC and he offered to playtest
133	Stephanie Tanner	5/8/2025			Sent		
134	Michelle Tanner	5/23/2025			Asked		
135	Kimmy Gibbler	7/27/25			Denied	Bluesky DM, no time at the moment, try again in Jan	
136	Steve Urkel	7/27/25			Sent		
137	Carl Winslow				Asked	Bluesky. Asked on 8-4-25. To follow up later in Aug.	
138	Harriet Winslow				Asked		
139	Laura Winslow				Asked	He offered on the Discord	
140	Eddie Winslow				Asked	He offered on the Discord	
141	George Costanza	7/29/25	0.4.0	https://keep.goo	Feedback Pr		
142	Jerry Seinfeld	7/30/25	0.4.0	https://keep.goo	Feedback Pr		
143	Elaine Benes	8/1/25	0.4.0	https://keep.goo	Feedback Pr		
144	Cosmo Kramer	8/18/25	0.4.0	https://keep.goo	Feedback Pr		He got back in touch in gmail and offered
145							

How to find playtesters?

THE SECRET TO
FINDING PLAYTESTERS
IS ON THE NEXT SLIDE

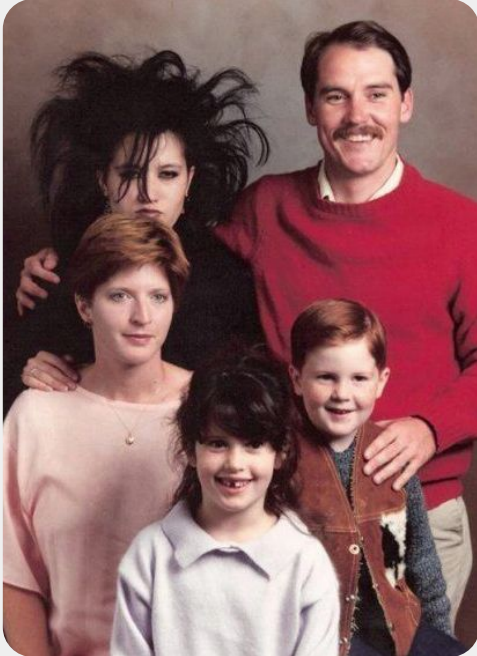
How to find playtesters?

ASK PEOPLE IF THEY
WANT TO PLAY YOUR
VIDEO GAME

Social Anxiety



Family and Friends



Brian Cronin

March 14, 2024 · 🌐

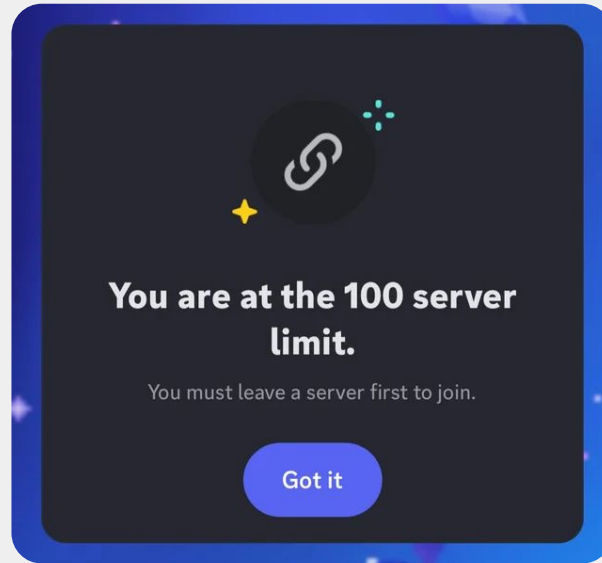
I'm looking for playtesters for my game!

It is a dice based video game for Windows. If you have a Windows computer and like playing strategy/roguelike games, let me know! Feedback would be massively appreciated!



25 comments

Mine your Discord server collection



Reddit



r/playtesters • 19 hr. ago

Lifelong Gamer Offering Free Game Testing for References / Portfolio Building



r/IndieGameDevs • 22 hr. ago

gamerbw0ii

Army of Game Testers



r/indiegames • 1mo ago

octaviustf

Anyone looking for a playtester (free of course)? Let me know!



r/IndieDev • 1mo ago

ShadyGameStudio

Does anyone need their game tested and feedback?

Hi all,

Other Game Devs*



Paid Options Exist

**I will playtest your game, provide feedback,
steam review**



★★★★★ 5.0 (5 reviews)

fiverr



r/playtesters • 3d ago

\$25 / 45 min - Looking for people to test new tech (remote)

Networking



Preparing
the tester



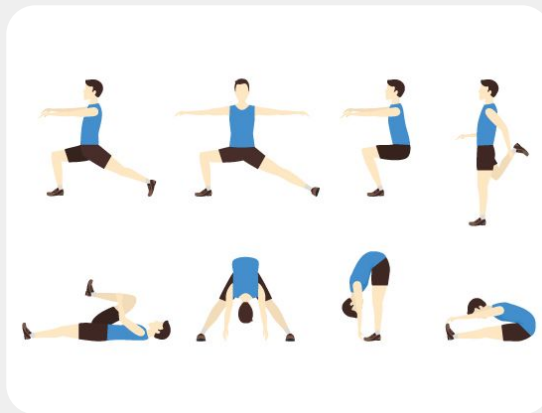
Scene 1

“Thank you for taking the time to play my game!”

“Feedback is a gift and I’m so grateful you decided to help me out”

“What type of games do you play?”

“Have you ever playtested before?”



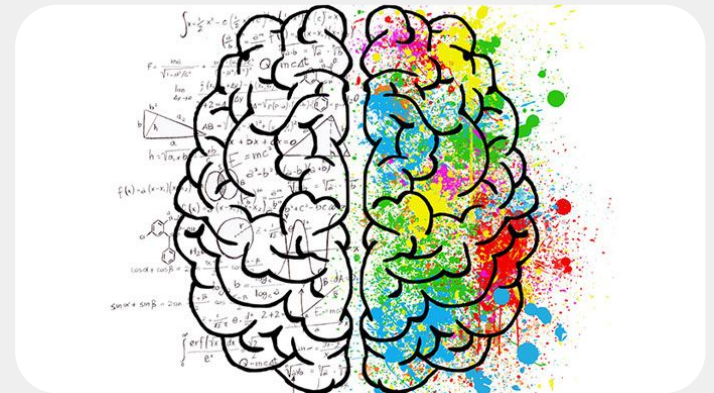
Scene 2

“The goal is to get your honest and open feedback.”

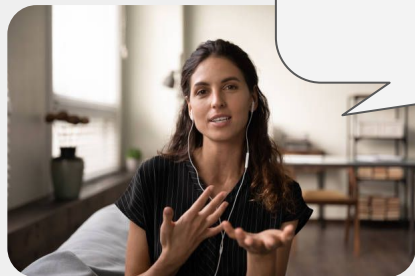
“I want to know what you are thinking and feeling as much as possible.”

“Don’t hold back. You won’t hurt my feelings. There are no wrong answers.”

“Please tell me what you find **fun, frustrating, and confusing** .”

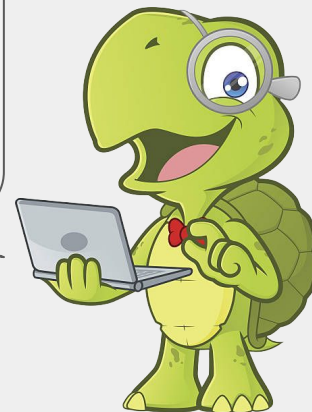


A note on defensive language

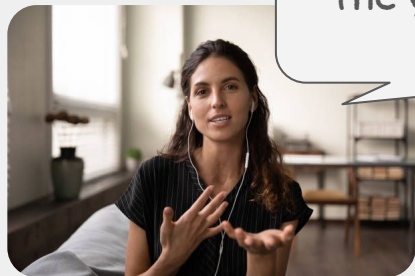


"I **feel confused** by the skeleton enemy. I don't understand why I'm on fire when I hit it."

"Ummmm **don't you see** that status icon at the top left of the screen??? It seems pretty clear to me..."



A note on defensive language



"The game was good, thanks..."

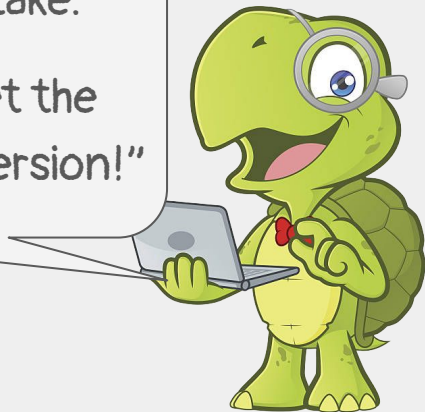


A note on defensive language

"I'm frustrated by this gap.
I keep trying but I can't jump
that high"



"Ah, I can see where I made a mistake.
Go ahead and smash that box to get the
power boots. I'll fix that in the next version!"

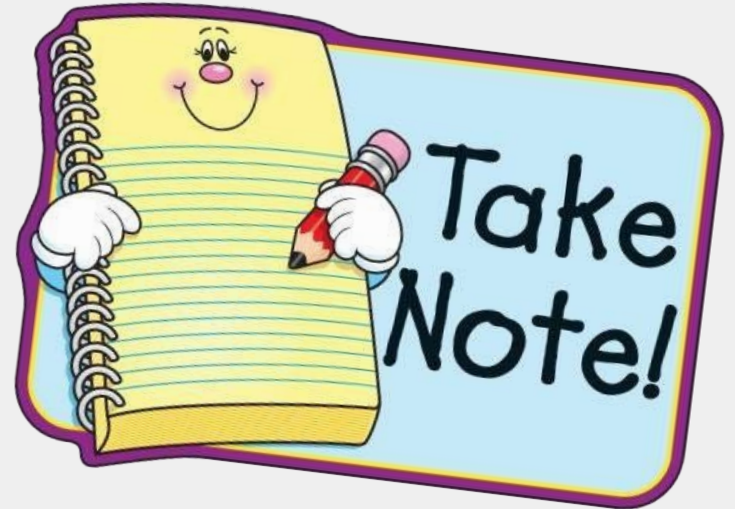


Scene 3

“You might hear me typing, I’m just taking notes”

2 Benefits

1. Explains if they hear your noisy mechanical keyboard
(“I’m not on AOL chat rooms”)
2. They understand you are taking this seriously =
better feedback!



How to run the playtest

Tip #1: DON'T BE SILENT

- It's weird
- It's not useful



How to run the playtest

Tip #2: ...but don't be too chatty

- Don't bias the player
- Don't be defensive
- Be an active listener



How to respond to questions

Decision Tree

Is their question related to something I'm testing?

Yes

No

"What is your intuition?"

Answer their question!

How to run the playtest

Tip #3: Know when to move on

- Bug?
- Total confusion?
- **Move on!**



How to run the playtest

Tip #3: Ask THEM questions! Questions are OP!

- *“What are you feeling now?”*
- *“I can see there is room for improvement on this screen, do you know what to click on next?”*
- *“I sense you’re a bit frustrated. I’m curious to learn why.”*



Following up with testers

Brian 11/28/2024 6:38 AM
I thought you might be interested to see all the actions that came out of your recent playtest
Not all of these will make sense (and of course, feel free to not read these, haha) but I thought y

Proposed Actions

1. Hide resource icon/loop on equipment in the tutorial until resources have been explained
2. Hide Freshman in tutorial (not used as an Asset as haven't been explained)
3. The "enemy will gain more effective equipment" tutorial shows hallway through the sequence of enemy losing old and gaining new equipment
4. Tutorial: He earns blue after the first battle and so may not need the snack, maybe the snack should award 3 of each
5. Turns down volume at the main menu initially and again in the **slatopops** battle
6. Understands Bone damage -> But then decides not to use defense, maybe this isn't the best enemy for a tutorial where we are teaching game mechanics bc it removes an important tactical decision
7. Would be nice to reward some Pink after the second battle
8. Add text to special Day Sword tooltip that Vulnerable applies to each attack, make it explicit
9. For the "It is daytime, some equipment only toggle during day" tutorial, it would be better to point to the Day Sword
10. Update dice icon in Roll button to match new art
11. Update healing dice icons that move from dice to equipment to match new dice art style
12. Is enemy dice UI updated to correct art?
13. Notices Snooze on first unlock, reads tooltip, thinks the snooze is applied to the enemy
 - a. Suggests: "This Strobe Light gains 1 Snooze" or "This Equipment gains 1 Snooze"
14. Consider: Unlocks are awarded by buying bedroom Things (how to communicate this?)
15. Notices the reset button, is confused -> Add a tooltip "Main Menu"
16. He forgot about the dream journal -> Highlight it after the player earns allowance
17. The snooze tutorial only appears on the draft screen, maybe it should appear on the unlock screen too (or prevent snooze/charge from being unlocked until after X dreams)

There were also a few other things that went into Notion on specific project pages that we are planning to do over the coming months

Jonathan13 11/28/2024 6:42 AM
That is very interesting. Thank you for sharing!

Brian 8/28/2025 4:01 PM
I'm going to try out using "Modification" instead of "Counter", see how that goes 😊

EVOLVE
When an Equipment evolves, it is removed and permanently replaced by another Equipment
All Modifications are retained

COMPASS
3
6 Damage
On a 6, Evolve into The Perfect Circle

12 Damage

25 Damage

Brian 9/6/2025 8:36 PM
Trying out some of your suggestions

GLOW STICK
1-6
Charge Up
10 Defense

EQUIPMENT
Activates with ANY de roll between 1 and 6
Earn 1 Blue Resource when activated

CHARGE UP
This Equipment will not activate until fully powered up
When activated, this gains 1 Power Modification

POWER - MODIFICATION
Equipment provide +1 Resource for each hosted Power

Brian 8/26/2025 4:39 PM
I think this is better. Notice the " on ClapClap".


DREAM STICKS
2-6
10 Defense

FLASHLIGHT
1-6
3 Defense

1 Damage
2 Damage

Martchelo TBOI 8/26/2025 5:05 PM
oh, I think it's much better 😊

Final Thoughts

- Playtesting is ESSENTIAL
- 1 on 1 playtesting is a critical tool for success
- Playtesting should be the central pillar of your development process
- Everyone says it bc it's true: **test early & often**
- Don't wait until release to find out what players think
- Hypothesis → Playtests → Process → Action
- Ask people to play your game! They often want to!
- Talk to your tester but don't be  defensive
- Actually do stuff based on feedback
- Follow up with testers

Thanks gang! 🖐️



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programmingisgood@gmail.com

Please fill out feedback forms! I need feedback :)