Board Game Clear Box Testing

Testing Section / Testers	Expected Result	Actual Result	Improvements
Pre-Playtest Micheal, Sanidhya	Expecting errors, and feedback.	Too easy to kill.	Make the drawing of the board more complex.
Pre-Playtest Micheal, Sanidhya	Should now be easier to avoid enemies.	Liked the attack zones. Not enough attacking opportunities, scoring confusing. Royalty card system confusing.	Remove safe zones, further encourage attacking. Make scoring simpler. Remove royalty card system.
Pre-Playtest Kenny Deeble & Nudal	Should be easier and more encouraging to attack. The system of receiving chips should now be easier to understand.	Remove either dice or cards. Not enough attacking opportunities. Suggests using flags instead of chips. Cards too powerful.	Remove dice. Redraw further, to encourage attacking. Use flags instead of chips. Limit card draws to two. Use cards from 1 – 6 to limit moves.
Pre-Playtest Baiyu & Kenny Deeble	Moving should now be simpler, and less chaotic.	Overall liked the idea but not enough attacking opportunities, scoring confusing.	Redraw further to further encourage attacking. Reduce scoring to best of 5.
Pre-Playtesy Baiyu & Kenny Deeble	Best of 5 should simplify scoring.	Preferred the best of 5 scoring.	Redraw further, to further encourage attacking. Include best of 5 within the plans. Will have rules for the next playtest which I will be silent in.
Playtest 1 Matthew & Xinyi	The flag system should be a better representation compared to poker chips. Rules should now allow the players to setup the game on their own and should not require any input by me. If all goes well, I will use the recording for submission, otherwise I will use the recording for documentation purposes.	Game now seems more enjoyable. Setting up flags are unclear; 1 flag rule per pawn ignored (this likely caused the non-attacking playthrough), return to base unclear, red flags return to position unclear, moving to the base equalling a move needs to be clarified. Reshuffling was too common. Base text unnoticed. Drawing the same card is too common.	Rules need to be further clarified and simplified. Increase cards from 26-78 cards. Make text stand out more. Specify blocks next to flags in the ruleset. Drawing the same card should now count as an incorrect guess.

Playtest 2 David & Kenny Deeble	Rules should be easier to understand. Shuffling should be less common. Text should stand out more.	Different coloured flags confusing. 1 Flag rule now clear. Start text should be simplified with a logo. Attacking still too uncommon. Rules take too long to read. Drawing the same card as an incorrect guess worked well. Flag tiles need to stand out more. Joker is too powerful. Base tiles are confusing in relation to moves.	Make all flags a single colour. Arrow logos for the start which points away and toward the bases. Bring the bases closer together and move the flags around in relation to the bases. Reorder rules and add an objective section so the objective is clearer. Fill in the flag tiles. Joker will be used as a third gamble rather than skipping a turn.
Playtest 2 Michael & Qizilan	Flags and bases should be easier to understand. Attacking should be more enticing. Rules should be easier to read. The Joker should be nerfed but more fun to use. If all goes well, I will use the recording for submission, otherwise I will use the recording for documentation purposes.	Rules easier to read. New base system works well. Confusion for when players land on their own pawn. Joker works well. Loved the theme of the game. Attacking more encouraged, and both pawns used more frequently, but still too difficult to stop enemy from winning. More flags suggested.	When the player moves past an enemy with a flag, the player now steals the flag, adding more flags is unnecessary because of this. Specify in the rules what happens when the player lands on themselves. I will number the flags and flag tiles, so the return position is clearer. I will further theme the board and replace the Joker cards with Shark cards.
Playtest 3 Brandon & Kenny Deeble	Stealing mechanic should make the game more engaging. Rules should be even clearer. Theme should be more apparent.	Stealing mechanic works. Rules are clear. Numbers on the flags and board are now unnecessary. Aesthetic elements look good. Under 10 minutes when playing.	Remove numbers, record final playtest.
Playtest 4 Kenny Deeble & Nudal	Everything should work now.	The closest flag zone is too close. Shark card may need adjusting. Player wanted something to carry the flags with. Didn't understand the backwards rule. Suggested to make	Remove the closest and furthest red tiles. Place two red tiles on the opposite sides of where the old furthest tile was. Allow the Shark card to be used after the first incorrect guess.

		the gamble a mandatory rule, not sure if I agree with this though. Was confused when trying to eliminate pawn whilst holding a flag.	Reword the backwards rule. Mention what happens in the ruleset when the player eliminates or moves past opponents whilst holding a flag.
Playtest 5 Matthew & Qizilan	Flags should now be more balanced. Shark cards should be more commonly used. Rules should be easier to understand based on flags and backwards rules. Should be ready for the final recording.	Flags are now more balanced. Shark cards were more commonly used. Except for the backwards rule, the rules were easily understood. The backwards rule was understood better, but occasionally needed to be explained. Decided to revert back to 72 cards as shuffling was too common once again. Managed to get a satisfactory recording from this session.	Change the number of cards back to 72 on the ruleset. If I decide to continue the game in the future, I will find an easier way to explain the no backwards movement rule.