

Trip to the Moon! Playtest Analysis

Experience Goals:

- Players access and expand on their childhood imaginations in order to succeed and bond with their opponents.

Notes Observed:

- Premise
 - Players enjoyed the game's dramatic elements as it relates to characters and storytime experiences. They felt a connection to the characters as they related to the game/formal elements.
 - Players were able to have fun in character because of their simplicity.
 - Playtesters felt that the formal and dramatic elements were in sync. The game itself fits with the nature of recess and the goals of the characters.
- Play Experience
 - Players felt the experience goal was accomplished, mostly through the game's "Storytime" mechanic.
 - People enjoyed Storytime more than moving their pawn through the board. However, moving their pawn through the board enabled them to experience the different zones of the Schoolyard (ie. "Bugland", "Horse Kid's Meadow"), a dramatic element that was appreciated.
 - Players forgot to implement object chips into the game's first storytime.
 - One player was ahead for the majority of the game, and they became the sole judge for all of the storytimes.
 - Finally, we had issues with the time of completion for the game -- in all playtests, we never finished a full game.
- Character Cards
 - Some players felt disconnected from their characters. We initially didn't require players to use their character card in the Storytime roleplay.
- Visual Designs
 - Designs received positive feedback for their aesthetics.
 - The game needed more informative design. For example, players were referring back to rules to reference how many spaces they had to move after winning storytime.

Top Priority Issues and Solutions:

- Board Length / Balance
 - Because players felt the play between Storytime scenarios was "boring" and "too long", we removed neutral tiles and added Mystery tiles so that players would have more stimulating gameplay.
- Characters + Roleplaying
 - Players told us that it was difficult to "remember" their characters.
 - We attempted to address this by adding a procedure to the beginning of the game called "Class Introductions". Also, we added a mechanic to Storytime in

which players *were required* to use their character card in their roleplay. This was largely successful in getting players to “inhabit” their character during the game.

- Play Experience
 - Changed the judge for “Storytime” to be a plurality voting system, instead of putting all judgement power on the person who lands on the “Storytime” space.
- UI/Design
 - Added “Winner +6” text on “Storytime” cards to specify the reward for winning Storytime.
 - We made the borders between zones more clearly visible, adding text and changing the colors of storytime scenario cards to streamline visual design.
 - Moved the location of the character cards to one side of the board, all in one place, to make it easier to peruse the cards at the beginning of the game.

Future Changes:

- Add other avenues for “Storytime” events for players who aren’t as comfortable with verbal roleplaying (i.e. drawing)
- Adding more “Mystery” cards for more dynamic gameplay, or even adding new versions of “Mystery” cards

Conclusion:

We achieved our player experience goal, focusing on a simple and open system that allows for player creativity. Our group decided early to focus on two pillars - dramatic development and not restrictive formal elements. This allowed us to craft a fun experience which enabled players to dive in quickly without any confusion. There is a certain level of commitment that comes with role-playing experiences. Team Aang plans on balancing our characters for more universal accessibility in future iterations. Our team realized how important it is to give players opportunities to participate. The game systems should include participation from the player, and we accomplished this goal well. Our group looks forward to modifying and balancing the board in future iterations, but we are extremely happy with the result of our game.