BLIND TESTING OF GAME

Observations and Feedback:

Scoutmaster Bucky GAME DESIGN Notebook

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SCOUTMASTER BUCKY GAME DESIGN MERIT BADGE NOTEBOOK

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NEW GAME DESIGN:	PROTOTYPE TESTING – THIRD RUN			
A vision statement outlines the long-term goals and aspirations for the future in terms of long-term growth and impact on the world. Your vision speaks to the goals and ideals of your game.	Aftermath Notes:			
Vision Statement:				
Game Medium:	Changed Rule / Mechanic / Objective:			
Player Format:				
Objectives:	Reason for change:			
Theme:	What effect do expect the change to have?			
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PROTOTYPE TESTING – SECOND RUN:

Aftermath Notes:

Describe the reason someone would want to play your game:

Changed Rule / Mechanic / Objective:

Reason for change:

(to be filled out after third play run of game)

Did the change have expected effect or not:

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Rules of the game:

RESOURCES:

Changed Rule / Mechanic / Objective:

Reason for change:

(to be filled out after second play run of game) Did the change have expected effect or not:

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8 PROTOTYPE TESTING – FIRST RUN:

How does play experience compare to your vision of why someone would want to play your game?

Resources:

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Aftermath Notes:

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SCOUTMASTER BUCKY GAME DESIGN MERIT BADGE NOTEBOOK

Game	Е	lem	en	its:
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PROTOTYPING YOUR GAME: Rules and Equipment: How has Player Safety been addressed:

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