Kicktester- Game testing document

- The game

  - Initial impressions

  - Short introduction

- Game experience - game tests

  - Blind testing

    - Rulebook

  - First impressions (after warm testing)

  - The tenth experience (aka. when everyone understands it)

  - The thirtieth experience (aka would it get picked off the shelf this many times?)

  - Game variants

  - Replayability- Monotonity

  - Biggest mistakes and options

- Game mechanics

  - Dissecting the basic mechanics

  - Mathematical analysis of part- mechanics

  - 55-45 ratio

  - How many player can really enjoy it?

  - Biggest mistakes and options

- Time factor

  - How long the game lasts

    - Time spent on different elements (setup, rounds, how many mins / part …)

    - Analysis - Paralysis and quick death

    - Suggestions for speeding-up time, or maybe for adding extra time

- Feeling

- Can the game's theme give you the feeling it should?

    - The relation between game mechanics and the game's theme

- Most memorable and most disliked moments

- When would we play it?

- Design and Graphics

    - Views on looks

    - Functional placement and location, intelligibility

    - Game components

        - Pretty Minis - needed or not?

    - Language

- Target group and available fandoms

    - The possible target groups

    - Similar games and the competition

    - Possible overlaps

- Marketing

    - Marketing ideas

    - Price-value calculations

    - Guide to Kickstarter