

## Cardboard Economics

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| Unit: Internal Play-test document |           |
| Workshop: 9                       | Date: Nov |

**Objective(s):** Create internal playtest document

**Materials & Resources:** CBE Forum, game library

[Gamasutra: 10 Insightful Playtest Questions](#)

[BGG: 10-playtest-principles-advice-how-be-good-playtest](#)

**Lesson Agenda:** \_\_\_\_\_ **Time ():**

**Lesson Elements:** Tech writing, design-thinking and collaboration.

**Engagement:** Students will be creating a testing document that will establish the testing criteria for the game.

**Assessment/Evaluation:**

**Homework:**

**Reflection on Plan and Instruction:**

**Notes:**

An internal play-test document is used for (alpha) testing.

Examples:

- How long does the game take to complete?
- Can the game be completed in the proposed time?
- Is the game too hard?
- Is the game too easy?
- Does the mechanics support the theme?
- What do you want to get from your Play-testing / Play testers
- Do the rules make sense?
- How long does it take to learn the game?
- How long is the game setup?
- Enough constraints in place to provide equal gameplay for all
- Theme integration?
- Can you achieve the goal through gameplay?