



Playtest Feedback Form

Session Statistics

Working Title		Playtester	
Category		Contact	
Designer/Creator		Date of Session	

Game Evaluation

Clarity	1	2	3	4	5	6	7	▶
Flow	1	2	3	4	5	6	7	▶
Balance	1	2	3	4	5	6	7	▶
Duration	1	2	3	4	5	6	7	▶
Integration	1	2	3	4	5	6	7	▶
Fun	1	2	3	4	5	6	7	▶

Strongest Point	
Weakest Point	
One Change	
Comparable Games	
Notes	

Evaluation Criteria

1 ▶ 2 ▶ 3 ▶ 4 ▶ 5 ▶ 6 ▶ 7

Clarity	Very cumbersome design. Difficult for the players to see what is going on in the game. Rules are unclear and difficult to understand.	Somewhat cumbersome layout. Rules are somewhat unclear and difficult to understand.	Somewhat streamlined layout. Rules are generally clear and easy to understand.	Very streamlined layout. The players can easily see what is going on in all areas of the game. Rules are very clear and unambiguous.
Flow	Lots of unnecessary procedures. Lots of fiddliness. Many cumbersome exceptions to rules. Needs lots of streamlining.	Several unnecessary procedures or areas of fiddliness. Several cumbersome exceptions to rules.	Few unnecessary procedures or areas of fiddliness. Few exceptions to the rules. Mostly streamlined with a few exceptions.	No unnecessary procedures. Minimal to zero fiddliness. Very few exceptions to the rules. Very streamlined.
Balance	Very imbalanced or broken. Has run-away leader problem. The impact of luck is much too significant for the game to be fair.	More imbalanced than balanced. A few areas work but many have strategic loopholes. Many luck elements are too significant.	More balanced than imbalanced. Has some areas with loopholes that need fixing. Most luck elements are appropriate.	Very balanced and fair for all players. No strategic loopholes. Any and all elements of luck are appropriate in their significance.
Duration	The game's duration is extremely too short or long for what it offers.	The game's duration is mostly too short or too long for what it offers.	The game's duration is somewhat too short or too long for what it offers.	The game's duration is appropriate for what it offers.
Integration	The mechanics and the theme are extremely mismatched. The different mechanical elements of the game do not compliment each other or fit together.	The mechanics and the theme are somewhat mismatched. Several of the mechanics do not fit into the greater concept of the game.	The mechanics and the theme are a fairly good match. A few elements of the game may not fit as well as they could or perhaps are extraneous.	The mechanics and the theme strongly compliment each other. The various elements strongly integrate to create a unified experience.
Fun	Complete lack of emotional connection or tension throughout the game. Lots of downtime. No interesting decisions to make. Poor theme.	Very few moments of emotional connection or tension during the game. Somewhat uninteresting theme. The moments of fun were rare.	Some moments of emotional connection or tension during the game. Somewhat interesting theme. Mostly fun to play but still had a few lulls.	Constant emotional connection or tension throughout the game. Very interesting theme that strongly engages the imagination of the players. Very fun to play.

Our Playtest Feedback Form is adapted from one in use by the Utah Designers Guild, created by Mike Compton.