

Playtester	Notes	Time taken
Rosie (team)	<p>[played on itch.io]</p> <ul style="list-style-type: none"> • Wouldn't know what to do after dialogue scene <ul style="list-style-type: none"> ◦ Wouldn't know the goal • Wasn't sure if she did something wrong (moved Patricia twice) <ul style="list-style-type: none"> ◦ Starved day 3 <ul style="list-style-type: none"> ◦ "Wouldn't know why I failed" • I feel nervous - the music feels eerie • Didn't survive the week 	<p>30s to get through dialogue</p> <p>6 min</p>
Yiran (team)	<p>[scaling issue doesn't occur on unity]</p> <ul style="list-style-type: none"> • Survived the week! 	<p>30~s to get through dialogue</p> <p>3 min 38s</p>
Gabi (team)	<ul style="list-style-type: none"> • Was surprised food started at 10 • Patricia bug • Starved on day 3 	<p>18s to get through dialogue (did not actually read!)</p> <p>1 min 50s</p>
Riya (coursemate)	<ul style="list-style-type: none"> • Couldn't figure out how to move character from one camp to another • Not obvious that security produces arms resource • Starved on day 4 	<p>45s to get through dialogue</p> <p>3 min 55s</p>
Izzy (coursemate)	<ul style="list-style-type: none"> • Wasn't sure where to start with the resource management • If you drag a character to a space that isn't their spot, they return to their original spot on the right side of the screen • When food is 0 at the start of the day, it fails (if -1 is lose, if 0 it will progress) 	<p>35s to get through dialogue</p> <p>3 min 25s</p>
Vanissa (tutor)	<ul style="list-style-type: none"> • Needed mechanics to be explained • Didn't understand bonus • Suggested the idea of NPCs providing resources to the camps themselves • Didn't fail by food, but by arms (day 7) • Make things bigger and clearer <ul style="list-style-type: none"> • Results screen(?) 	<p>55s to get through dialogue</p> <p>5 min 45s</p>
Koyin	<ul style="list-style-type: none"> • "What is this game about?" • Didn't know how to progress <ul style="list-style-type: none"> • End day wasn't clear • Wasn't sure of objective • Didn't fail by food, but by arms (day 7) 	<p>1min 45s to get through dialogue</p> <p>4 min 56s</p>

Jimmy (year 3)	<ul style="list-style-type: none"> • Skipped through text • Lily sprite clipped back to original spot • "what's arms?" • "why does it say 10/8" <ul style="list-style-type: none"> • Requirements need to be more clear • Next stage being skipped without clicking • Starved day 6 • Needed in depth explanation from Joe 	19s to get through dialogue 4min 47s
Year 3s (Aiden played & Logan watched)	<ul style="list-style-type: none"> • Understood and nailed the game concept! #Stealing that! • "Am I in mars?" • "UI is cool! And scuffed" • How do I get food? <ul style="list-style-type: none"> • Understood immediately • "I'm assuming arms come from tech and security" <ul style="list-style-type: none"> • "Does that mean security? *points at arms progress requirement" • "I don't know what I'm working towards besides keeping my resource numbers high" • "I have no idea what the bio tech or scraps is for" <ul style="list-style-type: none"> • Proceeds to guess exactly what will happen after week 1 • Failed from not gathering arms (day 7) <p>Second attempt - "I am going to invest everything into security"</p> <ul style="list-style-type: none"> • Starved immediately • "Annoying that I have to drag the pink specifically to the pink one" • Didn't read the bonus resource part • I understand the genre and the idea • I don't know what my goal is <ul style="list-style-type: none"> • NPCs could speak to the player "oh no the week ends in 3 days, and we are low on arms!" • The player wants to know what is happening and why - show the numbers changing 	27s to get through dialogue 3min 45s
Josh (coursemate)	<ul style="list-style-type: none"> • What's with the bonus scraps is that what they're better at? • "What am I dragging and dropping?" Had to check instructions • "How do I get bonus food" • "What am I supposed to be doing is there a time limit or a minimum amount of stuff I need?" • Didn't fail by food, but by arms (day 7) • "How much am I getting for each person out of curiosity" • Clunky when moving stuff around - sometimes things don't lock in • Visual clarity when things are on top or not • Clarity on how many resources are being produced, especially with bonuses 	43s to get through dialogue 3min 55s

	<ul style="list-style-type: none"> • Maybe even a drop down to show you things are worth • I'm not into resource management myself but it's fun to use" • Not just a resource game but a character manager game with a relationship bar like Baldur's Gate 	
Year 3	<ul style="list-style-type: none"> • I missed something in the dialogue - joe offers to reset game • "I've lost where I've put the person" <ul style="list-style-type: none"> • Clicking on the sprite resets it • "I feel like I want arms" <ul style="list-style-type: none"> • "I need food to survive, and I need arms to win?" • "Can I put more than one person in a camp?" <ul style="list-style-type: none"> • "I'm going to put everyone on" • Starved day 5 • You could be able to lose or obtain new characters with different bonuses to make it more difficult • NPCs could be able to trade or find more uses for redundant materials 	50s (including reset) to get through dialogue 4min 45s
Sophie (tutor)	<ul style="list-style-type: none"> • Read dialogue out loud • Came up with her own interpretations of the resources until she read them • Had to recheck instructions • "Difficulty to tell with transparency" • "I don't know if I'm allowed to remove them from camps" • Understands bonuses • "Is there something I can lock in?" – realises there's an end day button • Thinks 8/8 means food isn't required anymore <ul style="list-style-type: none"> • Understands that food goes down after ending day • "I don't understand what I'm making bio for so screw it", "I'm just going to go ham on the arms" • Starved day 4 - issue with checking food, check execution order of code (end day is called after resources are updated) 	42s to get through dialogue 4min 20s