# *Moirai's Trial*

## User Feedback Report

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***Daniel Gonçalves [98845]***

***Diogo Sá [87652]***

***Diogo Silva [98776]***

***Martim Norte [87076]***

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# 1 Maze Paper Prototype

## 1.1 Introduction

This prototype was designed to test how the **design and features of the maze** would impact the player's enjoyment of the game and interactions. As such, to this end, we designed a simplified tabletop version of **Moirai's Trial** inspired by classic TTRPGs (tabletop roleplaying games), notably Dungeons & Dragons. We created three different mazes of varying size and an additional one with traps.

Note that our aim wasn't to test the social aspect of our game, or even it's combat/challenge mechanics, but more-so how the maze itself fomented encounters, how players converged on the portal, how often they ran into challenge rooms, and so on and so forth. Note also that in the real game players are placed into a first person perspective and have no insight as to where other players are in the maze, but, due to the nature of paper prototypes, this was obviously unable to be replicated practically on this tabletop version of the game. As such, it's expected that some of the decision making players will employ in the final game may diverge from those they took in this prototype. Regardless, the impact of factors solemnly influenced by the maze design, such as the aforementioned ones, can still be extrapolated from this experiment.

## 1.2 Rules

### 1.2.1 Goal

In this simplified, turn-based version of **Moirai's Trial** each player controls a character placed on a maze alongside other players. The goal of the game is to reach the centre room of the maze and enter a portal to escape. However, the centre room only opens after 3 challenge rooms have been completed.

Furthermore, only 3 out of the total 5 players can enter the portal and win and players can attack and kill each other but if enough players die before the portal is unlocked, then the game ends and everyone loses.

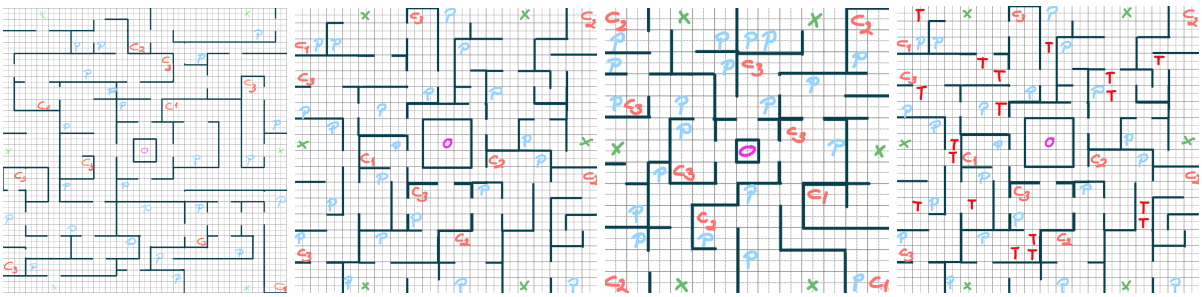
There is also a maximum number of rounds – **35** - that can take place before the game ends and everyone loses.

After the last challenge room is completed, the portal opens after a certain number of rounds (depending on the maze), to give everyone enough time to converge on the centre.

Each player begins the game with a total of **20 HP or 15 HP**.

To summarize:

- Any player who **enters the portal** wins.
- Any player who **dies** loses.
- If **too many players die** before the portal is open, everyone loses.
- If the **timer** runs out, everyone loses.



The four mazes players tried out in this prototype.

### 1.2.2 Moves

On each player's turn, they are able to both *Move* and *Perform an Action*:

- **Move –** You can move a total of 4 squares (diagonal jumps count the same as vertical and horizontal ones)
- **Action –** You can use your action to Attack,Dash, Attempt a Challenge, Help or Hold an Attack:
  - **Attack –** You can choose to attack another player within a range of 7 squares. Roll a D20 and if your roll is higher than 7, then you *Hit your attack*. Roll a D10 for damage
  - **Dash –** You can use your action to move an additional 4 squares of movement
  - **Attempt Challenge –** Used exclusively when within a challenge room. Roll a D20. If your roll is higher than 10 then you succeed.
  - **Help –** If you have already succeeded on your *Attempt Challenge* action, you may use your action to help another player in the same challenge room as yourself. If you do so, they may roll the dice twice on their *Attempt Challenge* action, and use the highest roll.
  - **Hold an Attack –** You can use your action to attack when another player enters your attack range, rather than attacking immediately.

### 1.2.3 Challenge Rooms & Powerups

There will be several challenge rooms spread throughout the map. These are only revealed when one or more players have line of sight to them. To enter a challenge room,

the required number of players must be next to it (for example, if a challenge room requires 2 players, 2 players must be at the door before they can enter it). Entering a challenge room requires no Action or Movement and Players may follow enter the room at the same time as another player, even if it is not their turn.

To complete a challenge room, all players within must use their Action to attempt the challenge on their turn and succeed.

Players who complete the challenge room are secretly given the location of one of several hidden rooms in the maze, which contain powerups.

These powerups can be one of the following:

- Extra Health (10 extra HP)
- Higher Movement (7 squares instead of 4)
- Higher Attack range (10 squares instead of 7)
- Nullify one hit Attack (consumable)

### 1.2.4 Traps

One specific maze also includes the presence of traps/obstacles the players may want to attempt to traverse (or avoid and take a different route). Players who move over a trap have to try to dodge it before they carry on (roll a d20, over 10 success, under fail – on a failure player takes 1d6 damage) or try to find a different path. Traps are only revealed when players have line of sight to them.

## 1.3 Procedure

Due to pandemic restrictions, this prototype was done over Discord with Voice Chat. We started by creating a chat group with all participants and setting up a doodle to agree on a date for the experiment.

For the game to be played we had a team member - the GameMaster or GM - stream the game boards (created on a drawing/photo editing app called Krita) over Discord. Each player, on their turn, informs the GM of what they want to do, and the GM promptly moves their piece on the board accordingly.

Despite the GM moving each of the player's characters, each player rolls their own dice (using a website such as http://a.teall.info/dice/)

Players were also given a Google Forms Questionnaire - https://forms.gle/CSUjeNDE1rVoYrBX8. After each match ended, they were asked to fill

the corresponding section of the form. At the beginning they were also asked to give their consent to being recorded and having the matches analyzed.

## 1.4 Testers

For this experience we required 6 testers. Besides the 3 from our Focus Group which we mentioned in our Game Design Document (section 5) - **Among Us Master**, **Multiplayer Enthusiast** and **FPS King** - we also had three more people join us:

**Battle Royaler** plays a lot of Battle Royale games. They started off in H1Z1, moved onto PUBG, have countless hours in Fortnite, and recently have been playing a lot of Apex:Legends. Although not as avid at FPS games as **FPS King**, Battle Royaler also possesses a lot of mechanical skill and game awareness.

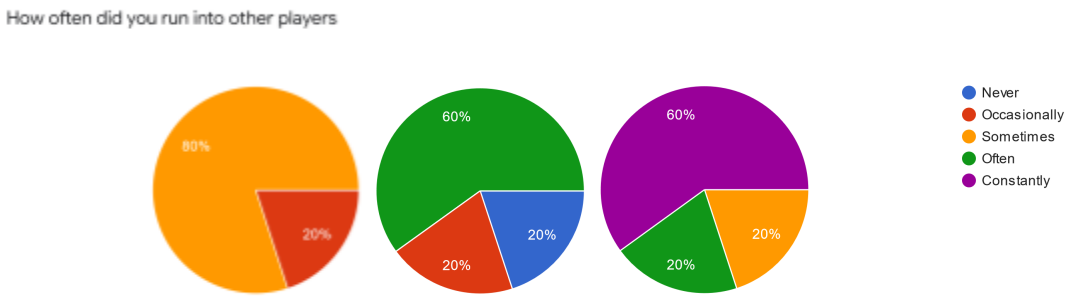
**All-Rounder** has a lot of experience in a wide array of games. They play basically anything, from MOBAs to FPS, to RPGs to Survival games. Be it single or multiplayer, they've been playing for a long time and don't shy away from any new experience.

**Newcomer** has a lot of experience with more casual gaming. While they do play League of Legends and Among Us, they never got overly into it or obsessed about it. They play leisurely at their own pace and, perhaps due to their inexperience, are willing to try out a lot of genres, not really loving any, but also not disliking any either.

## 1.5 Player Feedback & Conclusions

For feedback we asked each player to fill a Google Forms Questionnaire after each match with questions related to the maze they had just played in.

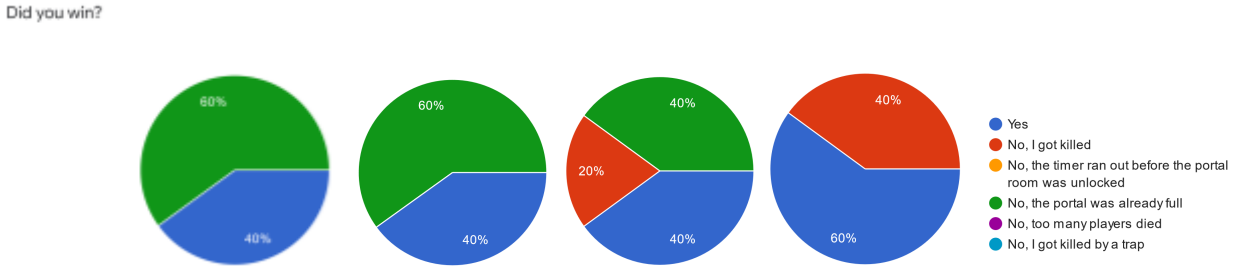
Starting off with some statistics, we noted that, and as expected, players ran into each other way more in the small mazes (most players found each other "constantly" rather than the large one (in which most players only ran into each other "sometimes"), with the medium one fomenting "often" encounter rates. The same pattern holds true for the challenge room encounters but notably, both in the small and medium mazes everyone completed at least one challenge room, whilst on the large one not everyone did. What this tells us is that, despite everyone being able to find a room, and eventually run into someone (specifically after the portal starts to open), the large maze created too big a distance between the players, making it so converging on a specific challenge room was too hard.




Reported player encounter rate on the Large (left), Medium (center) and Small (right) mazes

In terms of power ups, we noted that some players decided to forego chasing them, even on the smaller maze. After being asked why, they explained that the powerups didn't feel as if they impacted their chances of winning much taking into account how much they had to move to get them. As such, we now know that there has to be a fine balance between the effectiveness of the power ups and how hard they are to get / how far away they spawn from the player.

In terms of victory, most players lost due to the portal being already full in most mazes. However, on the small maze at least one person did get killed and on the Medium with Traps (the one in which we reduced the maximum HP and how hard it was to hit players) everyone either won or died. For the first three mazes players reported that they felt too "tanky" and that it was too hard to kill each other, but with the added danger of traps and the reduced HP, fights became much more stressful, "scary" and fun.




Reported player encounter win rate on the Large (left), Medium (center-left) and Small (center-right) and Medium w/ traps (right) mazes

Moving on to player feedback and impressions, the majority of players found all maps "interesting to explore", but whilst the medium mazes had a unanimous positive feedback, both small and large mazes had at least one person say they didn't find it interesting to explore. An 80% majority ended up stating that the medium maze with traps was their favourite with some comments stating:

- *"Right balance between ease of combat, challenge sparseness and player interaction."*
- *"Because it was more interesting and had more things to do while playing the game."*

In contrast, the large maze was the one people liked the least, followed closely by the small one with players stating:

- *"too big i think."*
- *"Too sparse + spawn spot made it hard to find rooms."*
- *"While it may have been because it was my first and I was not used to it, the large maze felt too empty and not like a larger experience of the other games"*

Additionally, we also asked players about the number of players in relation to the mazes' size. Most said that the game would've benefited with more players, whilst some saying that it depends on the maze, and that the large one would've been more fun, had more players been added.

Most (left) and least (right) enjoyed mazes

Furthermore, we asked each player to write some comments about each of the mazes. Following are some of the most relevant comments:

- **Large Maze**
  - *"The map felt like everything was too far away so a lot of times was just walking around, not interacting with much"*
  - *"I think there were too many corners. Too little space in the portal room."* (Translated from Portuguese)
- **Medium Maze**
  - *"Too reliant on being the last one to complete the challenge room. Maybe make it easier for combat to happen or reduce HP. The medium maze was more enjoyable than the large one. The rooms on the large maze were too sparse."*
  - *"Nothing to comment on the map itself, maybe a better balance in where the challenge rooms can be found"*
- **Small Maze**
  - *"This was the better tbh, really intense"*
  - *"Great game, combat was fun, but I dont think it was thanks to the map."*

- **Medium Maze w/ Traps**
    - *"The traps added a bit more gambling to the game."*
    - *"The addition to the traps were interesting, but I feel like there should be a way to disarm them, like if you use your action on it, or if you rolled a nat20 when passing through"*
    - *"The game improved with traps because that way there were more players with a higher chance of dying which made the game more interesting"* (Translated from Portuguese)

So, to conclude, players tended to prefer the **medium sized maze** and they all agreed that **traps improved the game** and added more depth. During play we also noted some interesting quirks. Notably, on the large maze there was a player who couldn't find any teammates and as such spent the entire game just wandering. On the medium one there was also an issue players reported during play but didn't mention on the forms which was the fact that the upper left quadrant of the maze had less challenge rooms than the rest. As such, having an equal distribution and "chance" of finding a challenge room should be equal for all players to avoid this type of frustration. Secondarily, health also played an important part to the feel of danger of the maze and all players reported that less health made the maze more interesting, engaging and scary. Additionally, all players reported they had fun with the game and the concept itself of being both multiplayer (forcing cooperation) and single player (each person must care for themselves) created a lot of interesting dynamics. As one player puts it: *"Overall i think it is a fun game to spend the time and use some strategy with your friends, since we have teamwork but at the same time is single player game."*.

# 2 Challenge Room Puzzle Prototype

## 2.1 Introduction

This prototype was made to test how a puzzle challenge room can ensure cooperation and communication between players. To test this we drew a simplified version of what the puzzles would look like in game and gave some contextual information so the testers could better understand at what point in the game and why they would be doing these puzzles. The goal of the prototype is to see if the challenges are fun to play, see if the puzzles are too easy or too hard, see how much time players take understanding what the puzzles want rather than solving it, see how time constraints affect play, etc.

Note that in the real game the way that players are contextualized and the way they interact with the environment is different which will influence the experience of solving these puzzles. That being said the way the puzzles are solved, the communication and thought process, is practically the same, so this prototype can prove very insightful.

## 2.2 Rules

### 2.2.1 Setup

After entering the challenge room the two players find themselves in separate rooms, unable to see what the other sees but able to talk. They can both see the exit but there is a huge gap between where they are and the exit, the only door in the room is locked (Fig 2.1.).

Besides the door there is nothing in the room except some cryptic buttons, letters and drawings. Players must communicate with each other to figure out what the buttons, letters and drawings mean, and then solve the puzzle accordingly.

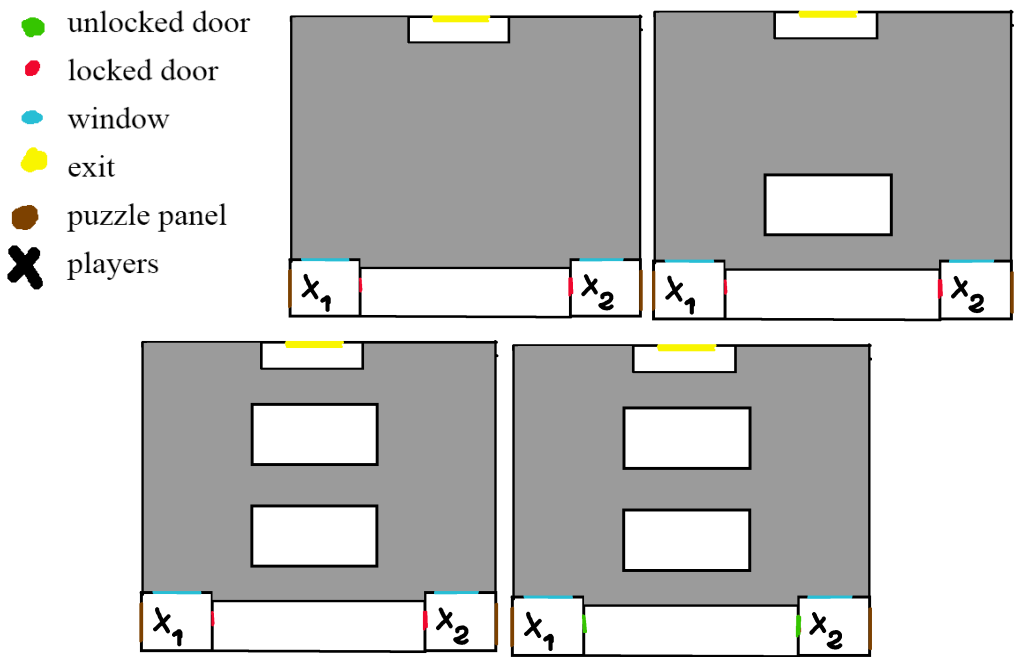
There will be three puzzles in total. Each puzzle has two parts, one player has the puzzle input and a way to act upon that input, the second player has some rules that tell the first player how he is supposed to solve the puzzle given the input. Each puzzle will be performed twice, players will switch sides after finishing the puzzle one time, so there will be six “tasks” in total.

After finishing the first puzzle a platform will move towards the center, making the path closer to the exit. After finishing the second puzzle another platform will move, finishing the path to the exit. After finishing the third puzzle the locked doors will open and the players can leave the challenge room successfully.

The challenge room has a time limit of 10 minutes. If the players fail to reach the exit before the time ends they lose the challenge room and are teleported back to the main game's labyrinth without gaining any reward.

To summarize:

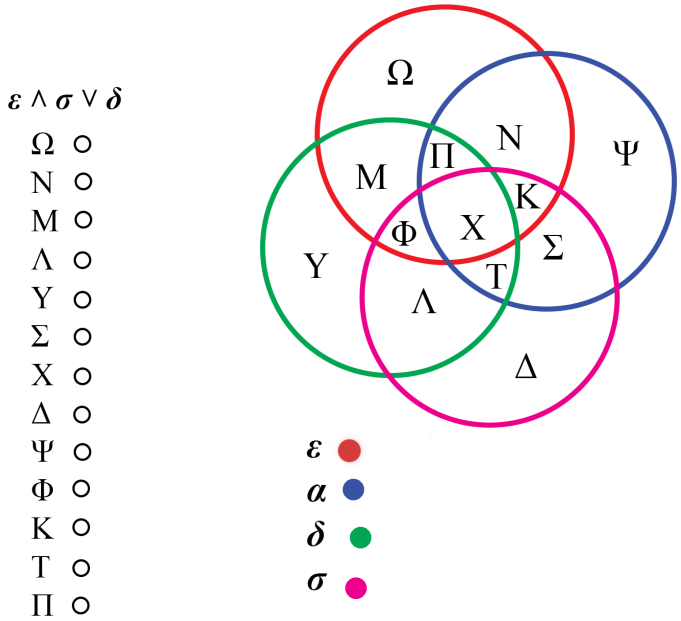
- Two players who enter the challenge room and have to solve all the puzzles and leave before the time runs out.
- Players are locked in a room and can only see a panel with the puzzle, a locked door, a window to outside of the room.
- Each puzzle will have two parts, the input/output and the rules. After finishing a puzzle the players will switch parts.




The four challenge room states going from zero puzzles solved to three puzzles solved, respectively, from left to right top to bottom. (Fig 2.1.)

### 2.2.2 Puzzles

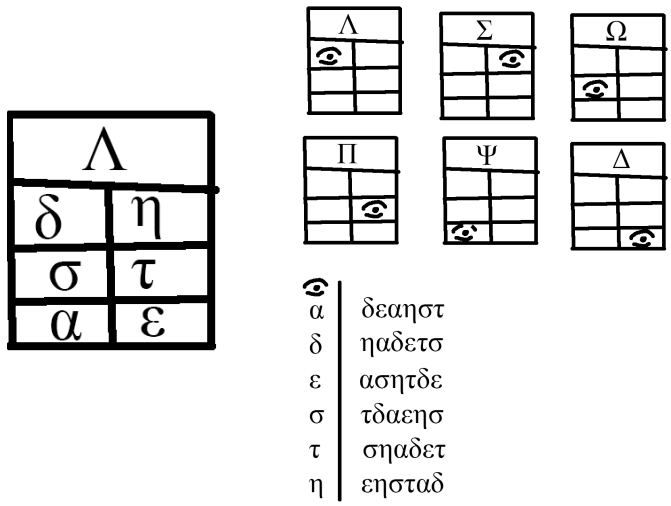
The **first puzzle** is a simple Venn diagram. One player has a set of letters corresponding to the circles in the diagram and a list of letters that can be selected. The other player must see what letters are included in the diagram for the first player to select them.




On the left is what the first player can see, on the right is what the second player can see.

The solution to this example is: Φ X K Π M Y Λ
After the players switch the Venn diagram and the list of letters stay the same but a different input is given (i.e: α ou σ e δ) (For testing this is fine but in the long run it's necessary to change all the letters positions in the venn diagram and colors so players don't memorize them)

In the **second puzzle** the first player has a table with 7 letters, one at the top and six in a grid below. The second player has a list with a set of tables with the top letter and an eye, and a table with a letter corresponding to the letter in the eye's position and then a sequence of letters which must be clicked by the first player in order.



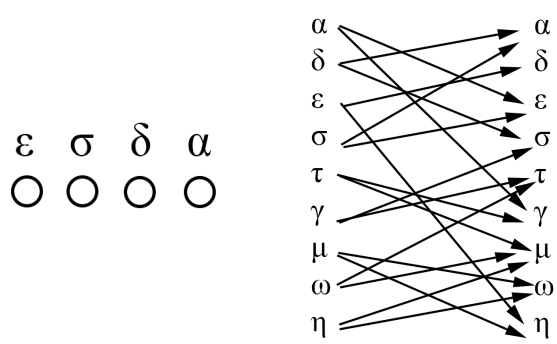

On the left is what the first player can see, on the right is what the second player can see.

The first player must tell the second the top letter, then the second player asks for the letter in the position of the eye, after the first player responds the second player simply reads the correct sequence of letters for the first player to input.

The solution to this example is, in order: η α δ ε τ σ

When switching sides only the input table changes, the top character changes and the other six characters change position.

In the **third puzzle** the first player has a list of characters that can be selected. The second player has two columns with characters and arrows pointing from the left to the right column. The first player has to tell which letters he has to the second player. The second player must find a sequence that follows the arrows and leads to all characters. The first player has to select the characters using the sequence found by the second player.




On the left is what the first player can see, on the right is what the second player can see.

The solution to this example would be, in order, $\alpha\ \varepsilon$ □ $\sigma$.

After switching sides only the input changes.

## 2.3 Procedure

Due to pandemic restrictions, this prototype was done over Discord with Voice Chat. We shared the screen with the challenge room view and sent a folder with all the images required to solve the puzzles. The player with the input would privately be sharing the screen with us so we could see if the puzzle is being solved correctly.

Players were also given a Google Forms Questionnaire - https://docs.google.com/forms/d/e/1FAIpQLSds3G41iwAI9Nmzct8Xz6KrJbTzgKjNAKEfGBVNrj4adCRA7A/viewform . After the challenge ended, they were asked to fill the form. At the beginning they were also asked to give their consent to being recorded and having the matches analyzed.

## 2.4 Testers

For this experience we required 4 testers. Besides the 2 from our Focus Group which we mentioned in our Game Design Document (section 5) - **Among Us Master** and **Multiplayer Enthusiast** we also had two more people. One is a casual gamer who plays everything from rpgs to puzzle games and only spends around two hours a week playing and another that plays more time, around 5-10 hours a week playing but plays mostly puzzle and logistic games such as Shenzhen-IO and Factorio.

## 2.5 Player Feedback & Conclusions

The feedback regarding the testing prototype itself was positive and testers had a good time but several problems with these types of puzzle appeared.
Firstly, the act of understanding the puzzle was where most of the time was spent. For the first try we got an average of around 2, 3.5 and 4 minutes for each puzzle respectively, while for the second time solving the puzzle players spent about half the time solving. This is problematic for several reason:

1. Since the game as a whole is supposed to be highly replayable some players will be at a disadvantage when tackling new puzzles.
2. Hard to set the difficulty of each puzzle because we do not know how familiar each player in the match is with each puzzle.

3. Due to the repetitive nature of the game some puzzles would become simple chores posing no challenge to the players.

In terms of player communication we can also see that the most interesting part comes from understanding the puzzle, that's where most of the discussion happened and once players figured out how the puzzles worked the interesting conversation disappeared to give room for a more "mechanical" conversation because players just wanted to solve the puzzle as fast as possible due to the time constraint. While this is still an enjoyable experience we would like the challenge rooms to serve as a building ground for connection between players which will stop happening once players have internalized how the puzzles are supposed to be solved.

We also noted that the time constraint had a positive effect on the energy and mindset that players had, players seemed to try to communicate efficiently to solve the puzzles as fast as possible. Even when performing the same puzzle for the second time, this proved to be a positive force of motivation and enjoyment.

Testers also told us that it's a lot better to be the one with the key to the puzzle, because that player is the one which does most of the work to actually solve the puzzle. This led to an interesting idea which is to actually split everything so that both players would have half of the input and half of the key. This would not only solve the problem but also improve the communication and cooperative aspect of the puzzles, because both players would be involved in all tasks rather than split. By doing this it would also not be required for the same puzzle to be solved twice with a different input and players switching tasks.

Regarding the differences between the three puzzles we would like to note that in puzzle 1 players took less time understanding the puzzle because all of them knew what a Venn diagram is, but of course we can't assume that all players understand what a Venn diagram is. We would like to note, also, that puzzles 1 and 2 have the potential to have a huge increase in complexity and difficulty which could potentially solve problem number 3 (explained above). There are also several ways to tackle the design problems 1 and 2 such as: giving more clues so beginner players can understand the puzzles faster; match players according to playtime; increase the puzzle difficulty also according to playtime, etc. But these solutions don't seem particularly elegant, don't solve every problem and will possibly bring even more problems (even if technical ones). Besides, there are different ways to build the puzzles to ensure we reach our design goals without having these problems.

# 3 Co-Op vs PvP Balancing Prototype

## 3.1 Introduction

With this prototype, the main purpose was not only to test the **social part of the game** (player encounters,multiplayer strategy' creation, etc.) but to also **test if the game really requires a balanced approach between co-op and pvp** and "forces it" not directly, but by showing the players that the consequences of their actions really make their path forward easier or harder.

To reach this objective, we designed a 12 by 13 maze board that would turn our multiplayer game into a more turn-based version. Although this is not the most useful way to fully test the experience as we want the player to have it, it was the only one that could make this prototype playable on paper.

Since it was not our intention to test the challenge rooms nor the power-ups, we found a way to make those parts as simple as possible even though they will also be important parts of the final result.

In order to have the player giving us full feedback, we had three different play sessions: The first one gave all the freedom to the players in what regards the way they wanted to play the game, for the second one was asked the players to go with a fully pvp approach, and for the last one a co-op vision was asked.

## 3.2 Rules

### 3.2.1 Goal

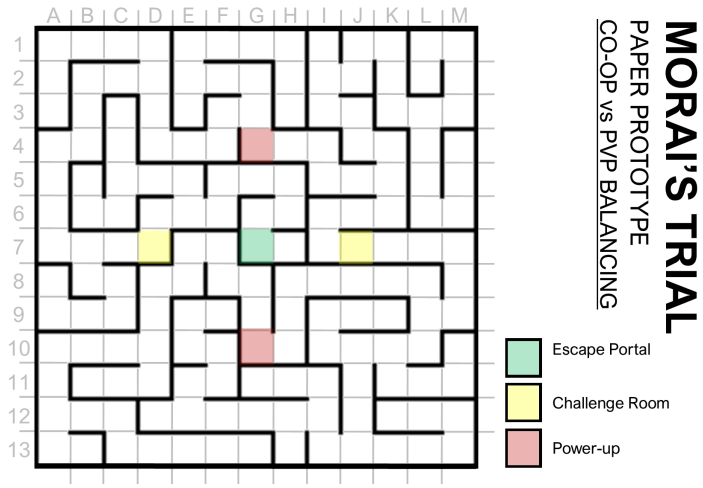
For this prototype, the goal was simple: The four players, to win the game, must open the portal room (by solving the challenge rooms), open the portal (by having next to it the number of players that it requires, not more, not less), and escape.

For the first play session, the portal required two players to open, for the second it required three, and for the final one two were required to open the portal once again. As for the challenge rooms, they always needed two players to be solved each.

The time limit that, once reached, would determine a global loss, was set at 45 minutes.

For the battle system, simplicity dictated a one-hit kill approach.

The challenge rooms are solved just by having the right amount of players next to them, and are a one-time event, just like the gathering of a power-up.




The board

### 3.2.2 Moves

On each player's turn, they are able to both *Move, Call for attack,* or *Meet*:

- **Move –** At every player's turn, a dice is rolled by the Game Master and the player can move at any direction the amount of places the dice indicate.
- **Attack –** If two players find themselves next to each other, they can attack each other. You declare your attention to attack by sending a message to the Game Master. First one to send a message gets to kill the other. If between two players that want to kill each other one of them has a power-up and the other doesn't, the second one has the priority on killing the first one, even if the Game Master receives a message from the first one first.
- **Meet -** If two players find themselves next to each other, they can have a private 30-second meeting. They do this by declaring their intention to do so to the Game Master.

## 3.3 Procedure

As for the other prototypes, this prototype was done over Discord with Voice Chat and also with private direct mtext messages.

Each player received a copy of the board in order to track its progress. The Game Master was responsible to manage all things gameplay-related and keep track of the players' position and status.

At the end of the experience, and since the evaluated subjects were social-related, the feedback was given at the end of the three gameplay sessions in a meeting that lasted for about 15 minutes.

## 3.4 Testers

For this test we required 4 testers. Besides the 3 from our Focus Group which we mentioned in our Game Design Document (section 5) - **Among Us Master**, **Multiplayer Enthusiast** and **FPS King** - we also had one more joining us:

**Battle Royaler** plays a lot of Battle Royale games. They started off in H1Z1, moved onto PUBG, have countless hours in Fortnite, and recently have been playing a lot of

## 3.5 Player Feedback & Conclusions

Since this prototype was simple but very much related to the social part of the game, the feedback was somewhat subjective, but the main concern raised by the participants was related to the necessity to really prevent killers from influencing the game of every other player in the room. When asked about the fact that having a specific number of players required to open the portal may prevent Killers from ruining the game for everyone else, the players said that it actually helps a lot with dealing with such players, but that will only be the case when the Killers worry about losing the game, what may not always be the case.

Another regular comment was that the private meetings need to have some kind of time restriction in order to force the players to make quick but reckless decisions. This may create some strategies that, for not being well thought, can influence the game and make it more dynamic.

The last recurring comment was that all of the players thought that a better constructed feedback could be given once the challenge rooms and full pvp system are developed, since these mechanics bring other things to play in what regards social dynamics and pvp/coop balancing (team-ups by skill or by ability to solve challenges were examples given by the participants.

As for the three different gameplay sessions, the player said that they were useful to fully understand the consequences of choosing a specific path but also warned us that a single way to counteract each of the opposite components (pvp - a player that is known by killing a lot, will become a target for the other players; co-op - no kills means that you can't steal power-ups already taken by other players, making you weak for the final "bloodbath") may not be enough to keep the experience interesting.

# 4 Challenge Room Puzzle Prototype II

## 4.1 Introduction

Due to the way the game is currently designed, the players would have to enter and solve Challenge Rooms every single time they play. This brings not only a need for a variety of puzzles but also demands the puzzles to be designed in a way that they can be played multiple times without the players being able to figure the solution out immediately on the second playthrough.

The first point led us to invest more time in this part of the game at this stage of development and that's why two of us made different prototypes for Challenge Rooms puzzles. For this part, two puzzles were designed and then tested, the first one was meant to be played by groups of 3 but could easily be adapted to 2 and the second by only 2.

The main goal was to evaluate how hard it was for the players to figure out what to do when given only very limited information.

## 4.2 Rules

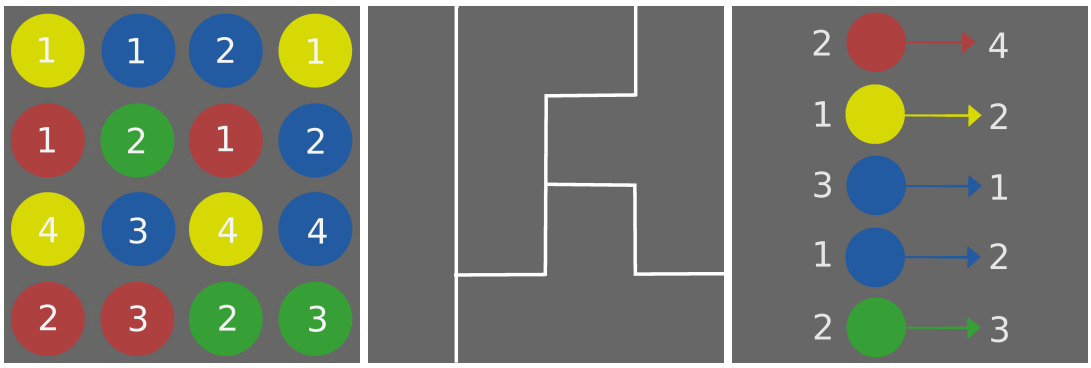
The goal was very straightforward: crack the puzzles presented. No time limit for now to keep pressure from affecting the results.

Both required the players to be physically separated but allowed (and it was recommended) to talk to each other.

### 4.2.1 The First Puzzle

For this puzzle the 3 players would have access to different information:

- The 1st player would see some buttons with different colours and numbers;
- The 2nd player would see a figure divided into groups of 4 squares;
- The 3rd player would see what would look like the key to the puzzle.



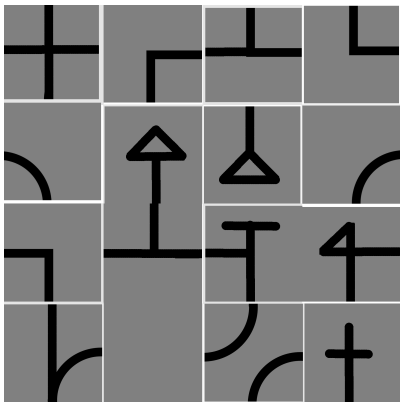
The challenge was to make the players talk to try to make sense of the images and figure out which buttons the 1st player would have to press in order to crack the puzzle.

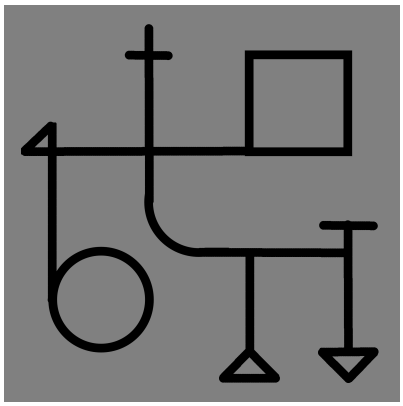
The information provided to the 2nd player would separate the buttons in groups of 4 and the information provided to the 3rd would tell them that if a group had X buttons of Y colour, the buttons that should be pressed were those that had Z number on them, e.g. if there are 2 red buttons in a group, the players should press those with the number 4 on them.

### 4.2.2 The Second Puzzle

This idea was a bit simpler but involved the same type of interaction, in this case only between 2 players.

- The 1st player would be presented with 16 squares/blocks scattered around;
- The 2nd player would have access to the solution of the puzzle, a 4x4 image.





Together, both players would have to figure out where to place each piece.

## 4.3 Procedure

To test both puzzles the procedure was sending the players their corresponding image through private message while they were on the same call. For the first one they would then discuss the puzzle and tell the Game Master the answer, who would tell them if it was the correct one; for the second, the first player would tell the Game Master (who would be sharing their screen) where and how to place each piece.

After that the players would be asked to participate in a discussion in order to get feedback regarding difficulty and enjoyability.

## 4.4 Testers

This test required the participation of 3 players: the 3 from our Focus Group which we mentioned in our Game Design Document (section 5) - **Among Us Master**, **Multiplayer Enthusiast** and **FPS King.**

## 4.5 Player Feedback & Conclusions

The first puzzle proved to be a lot more challenging than expected and the players didn't manage to understand the puzzle. From what they were saying to each other some conclusions could be taken:

- The arrows were distracting and not leading them to the point, it made them think there should be some sort of path that connected the buttons;
- More information and hints are necessary.

To improve the puzzle some changes would have to be made. During the discussion some things came up, such as adding a multiplication sign in Player 3's image to hint that the number of buttons of that color should be considered and probably swap the arrows for another symbol, like an equal sign.

Another suggestion from the players was to remove the line that wouldn't be used, the "**1 B 2**" because not only it doesn't add anything to the puzzle but also could draw them away from the answer.

After some reflection came an idea that could probably fix most issues: providing some sort of riddle that hinted towards the solution. If all these changes are not successful, we could also resort to allowing everyone to look at P1's information or maybe just discard this puzzle.

The second puzzle on the other hand was a straightforward solution but an improvement that could be made was making every piece look different from the others because in this case, for example, 3 of the 4 corners of the square look exactly the same.

# 5 Videos

Below is a list of the videos recorded of the prototypes:

- **Maze Paper Prototype**
  - Final Match Video (~30mins) - https://youtu.be/lOnERl6uOJQ
  - Full Prototype Video (~2h30m) - https://youtu.be/XtYxQ5mvY58

- **Coop vs Pvp balancing**
  - Gameplay session simulation (~15 min) - https://youtu.be/UM50k54wO6c

- **Challenge Room Puzzle I**
  - Puzzles explanation and solution (~6min) - https://youtu.be/wHmhNu0i48M

- **Challenge Room Puzzle II**
  - Puzzles explanation and solution (4min) - https://youtu.be/THLgFOs1rcA