

# Messy Business Journal

## Week 1

### Brainstorm Ideas

#### Game Ideas

- Who done it
  - Have multiple characters and you must decide who is the killer before your opponent.
- **Co-op family food**
  - ***Make orders to satisfy the tough lunch crowd. Dice determine how many customers you and your partner must navigate the kitchen in order to ensure food is being made in a timely fashion***
    - **Expanding on this idea**
      - **How would dice work?**
        - **Roll dice to determine the meal the family would want**
        - **Roll dice to determine food**
        - **Race to get the correct food item for the next family???**
          - **I like this**
          - **Board has different spaces player must go to in order to get the food**
            - **15X15 Board?**
              - **Overcook chaotic mess??**
      - **How does players interact with each other?**
        - **Take food items from each other?**
        - **Movement in a crowded kitchen is delicate so you must be careful when moving not to mess up the staff or drop your food**
- **Traveling the ocean**
  - Delegate roles and roll dice to decide outcome
    - **Maybe too much luck**

### Mechanics/Player Choices

#### Baking Game

Objective to Get the food on the board in the this all out blitz  
Limitations only can have up to 4 icons.

- Player must maneuver through this kitchen in order to get to the RNG selected food item
  - First to capture 3 correct food items and report back to their Customer wins
  - ~~Star Indicates~~
    - ~~Types of food~~
      - ~~Carrots~~
      - ~~Apples~~
      - ~~Bell Peppers~~
      - ~~Onions~~
      - ~~Salmon~~
      - ~~Ground Beef~~
    - ~~Dice Determines which food is needed~~
      - Just have them start with the food instead.
- Each Player is in charge following characters
  - You determine which employee will deliver the food
    - You may only have up to 2 employees on the floor at any given time
  - Movement is determined by dice roll
    - Head Chef
      - Move with speed
        - May reroll one die on moving
    - Bartender
      - Advantage on Defense (Only may move with one die)
        - Reroll if loses
    - Waiter
      - Advantage on Offense
        - Reroll if loses
  - Sending Pieces Back Home
    - When you come into contact with an adjacent enemy piece you initiate an attack
    - When you are sent back you drop whatever food you are carrying and the food is lost
      - Attack may be impacted by terrain in the kitchen
        - ~~Terrain~~
          - ~~A spill in the kitchen~~
            - ~~Attacker will have +1 added to their roll~~
          - ~~Hot Oil Coming Through~~
            - ~~Attacker will have +2 added to their roll~~
          - ~~In the Zone~~
            - ~~Defender will have +3 added to their roll~~

- Winner stays on their space
  - Loser returns to the space where they started the game from

## Week 1 Play test

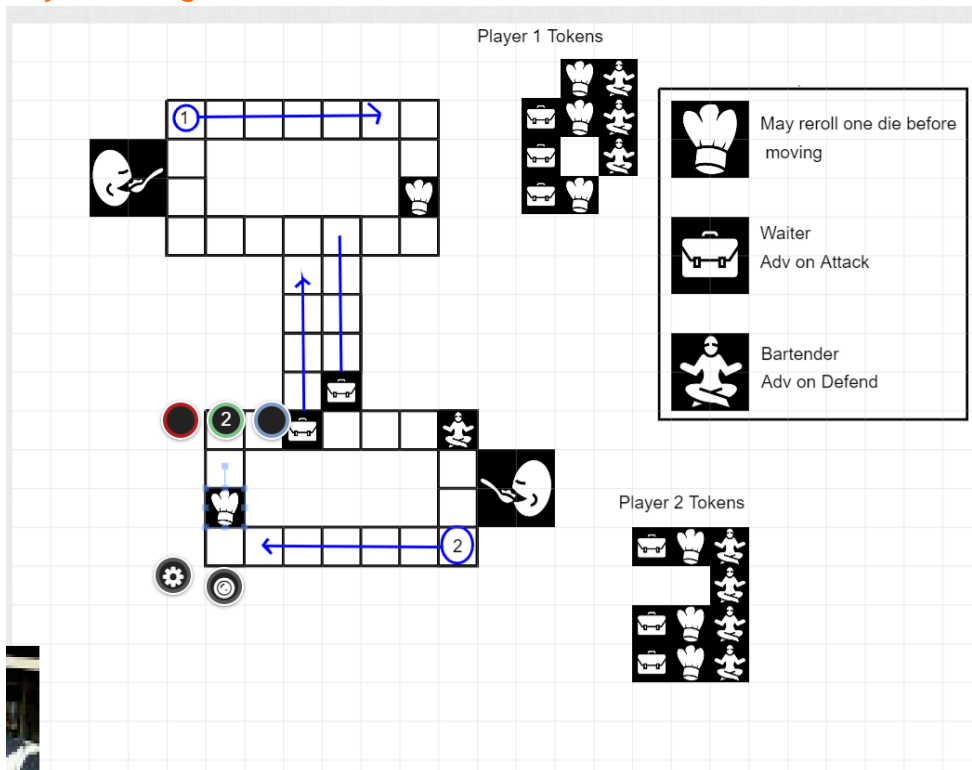
### What went well -

Felt the overall pace of the game was quick and fun. The strategy of placement of units to defend and factoring in the risks placing units on the board is fun to manage.

### What needs to change

On the first playtest I quickly realized that by allowing players to be able to jump over their own units. I allowed a playstyle wherein one person could just stay at the corner of the intersection with the defensive unit and protect against the other person scoring points. Which would prolong the game. So I added the feature wherein any piece would be attacked if adjacent regardless of team. I felt this was more fun than the other version because of the chaos it brought with it. However, this change made the Bartender piece pretty much useless because they moved slowly and prevented quicker units to get by. To circumvent this issue I change the Chef to be unaffected by attacks, but move slower. I then moved the quicker movement to the Bartender. Plus it makes more sense in my mind as for how a kitchen would be run.

### Play Test Image



(Picture of the first playtest I had)

## Week 2 Play tests

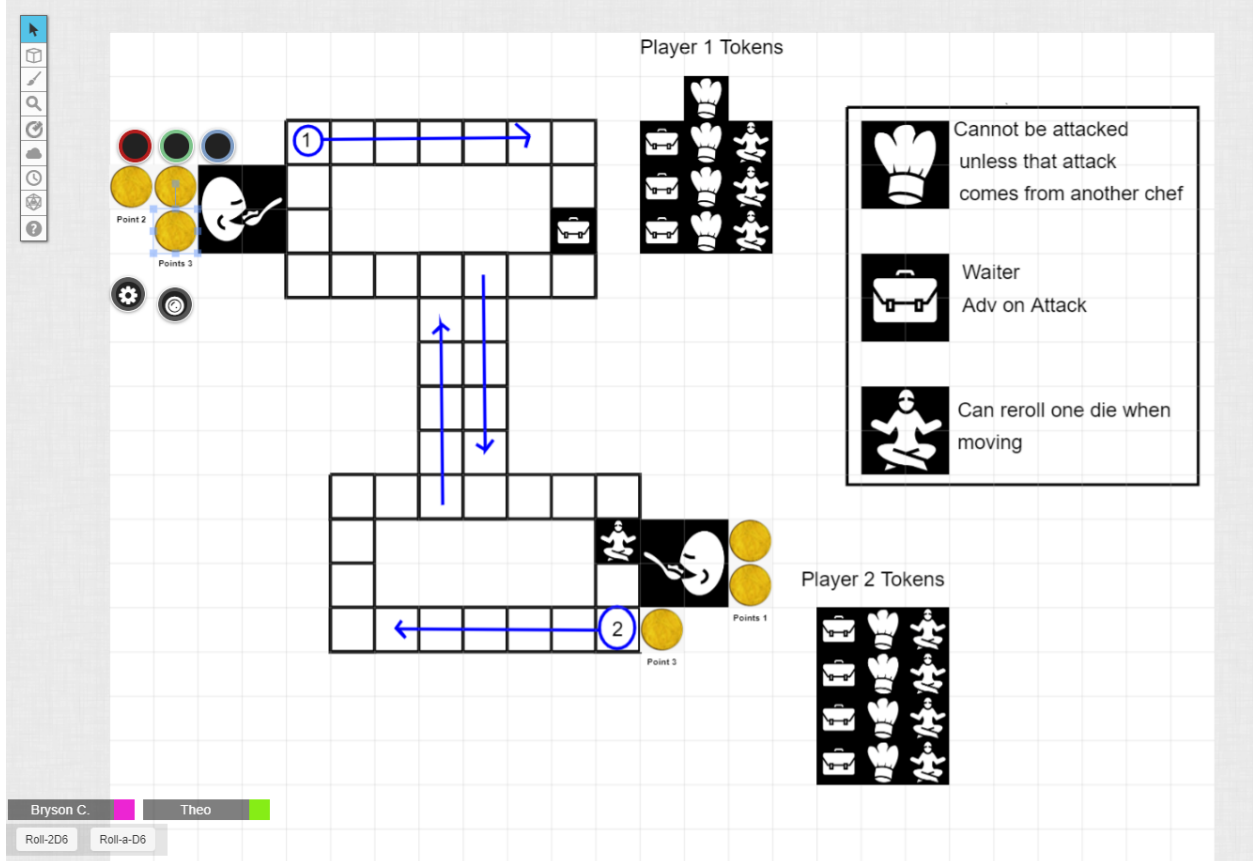
### What went well -

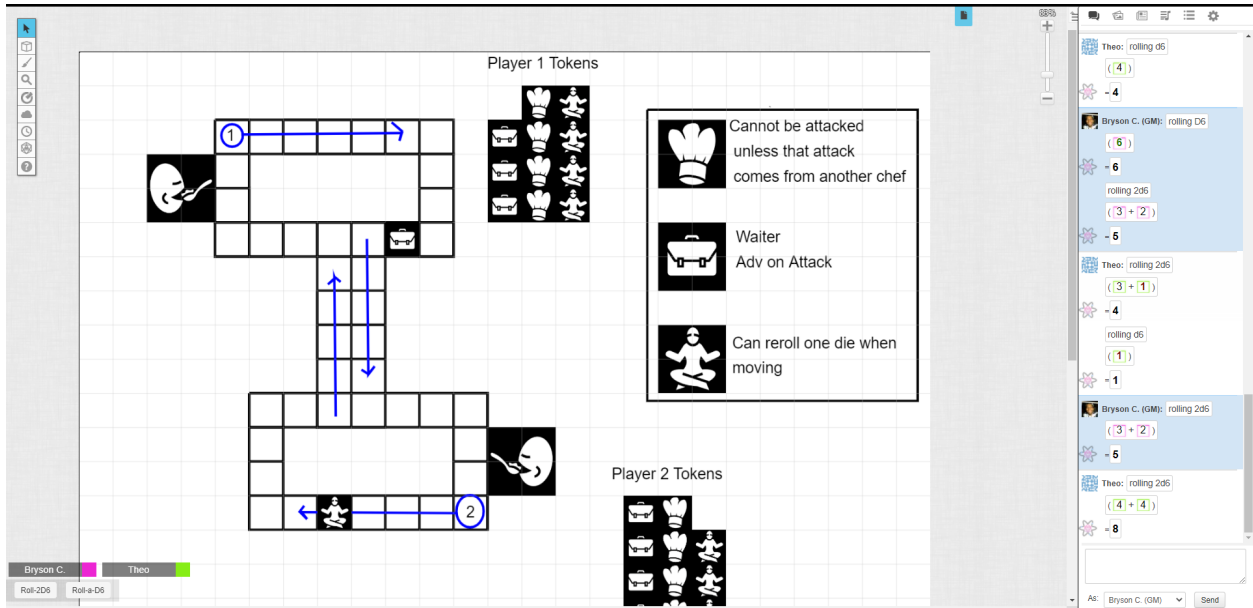
I felt that the game was fun, and rewarding for the player. The players understood the rules and were able to quickly start playing. They also enjoyed the aspect of using different types of characters.

### What needs to change -

Too much randomization in the game. I also felt that getting punished by having multiple units collide with each other. The board was very small and did not allow for creativity in the movement between players. Need to address some individuality between my game and the UR Tracker since they are similar in design.

### Play Test Image





### What went well -

Really enjoyed this playtest. Tester said that the concept was more unique and very fun. I agreed that at first, this game was a tad too linear in the way that was played. Now by removing the randomization from movement players are able to determine more strategic ways to play the game

### What needs to change -

With this playtest I found that all of the spill created a much more enjoyable experience, but also created a mess. I need to implement either a larger board or a way to clean up the spills. This is important in order to ensure that spills don't get too out of hand.

# Play Test Image

The image shows a board game playtest setup on a grid. The board consists of several interconnected paths of squares. At the top right, a green square is labeled 'Start' with a '1' next to it. At the bottom left, another green square is labeled 'Start' with a '2' next to it. The board contains various icons: a chef's head, a waiter's briefcase, a bartender, and a head chef's hat. There are also point markers: three yellow circles labeled 'Point 2', 'Point 1', and 'Point 3' on the left; one yellow circle labeled 'Points 1' and two labeled 'Point 2' and 'Point 3' on the right. A legend box on the right defines the icons: a chef's hat for 'Head Chef' (Cannot be attacked unless that attack comes from another chef), a briefcase for 'Waiter' (Adv on Attack), and a bartender for 'Bartender' (Can reroll one die when moving). Two token sets are shown: 'Player 1 Tokens' and 'Player 2 Tokens', each containing three briefcases, three chef hats, and three bartenders.

Start 1

Point 2 Point 1 Point 3

Player 1 Tokens

Head Chef  
Cannot be attacked unless that attack comes from another chef

Waiter  
Adv on Attack

Bartender  
Can reroll one die when moving

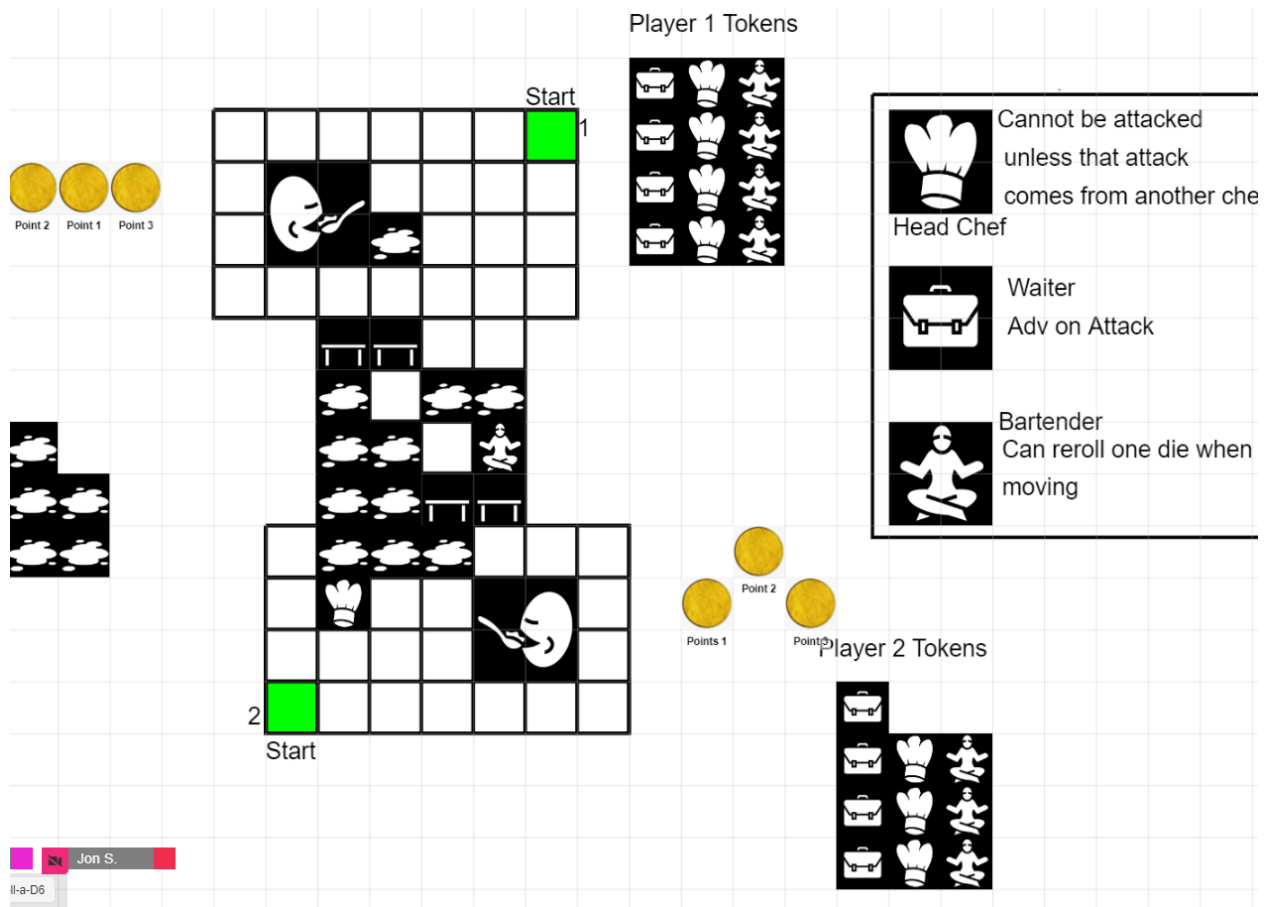
Points 1 Point 2 Point 3

Player 2 Tokens

Start 2

Jon S.

ll-a-D6



## W2 Change List

Feedback from: **Zachary**

*For what could be improved:*

*I feel that you should clarify whether more than one of a player's tokens can occupy the same space.*

*Other than that, you're concept here is simple and solid.*

*For what to keep:*

*I like that the Chef token can only be attacked by another chef. This adds a bit of player agency to your game world.*

*Using 2D6 gives the game a good pace.*

*The tokens seem balanced.*

*The rules are clear and easy to understand, other than what was mentioned earlier - can my tokens occupy the same space?*

**Addressing the issues**

From playtest and from Zachary I agreed that clarification on how many tokens can be in a space, as well as if a player can 'jump' over their own piece needed to be in the instructions. I have changed the movement to add more skill into the game, but to keep in theme with a crazy kitchen I added spill tokens that players have to overcome together. I also kept the token special abilities in order to provide the diversity, and I added movement to each piece.

- Added Spill Token
- Changed overall design of the board
- Changed how players move on the game board

## **Week 3**

### **Week 3 Play tests**

#### **What went well -**

The game is starting to take shape. Tester said that it was fun, and that the game required more skill than luck. Also the tester for the first time was able to have minimal critiques about the actual rules.

#### **What needs to change -**

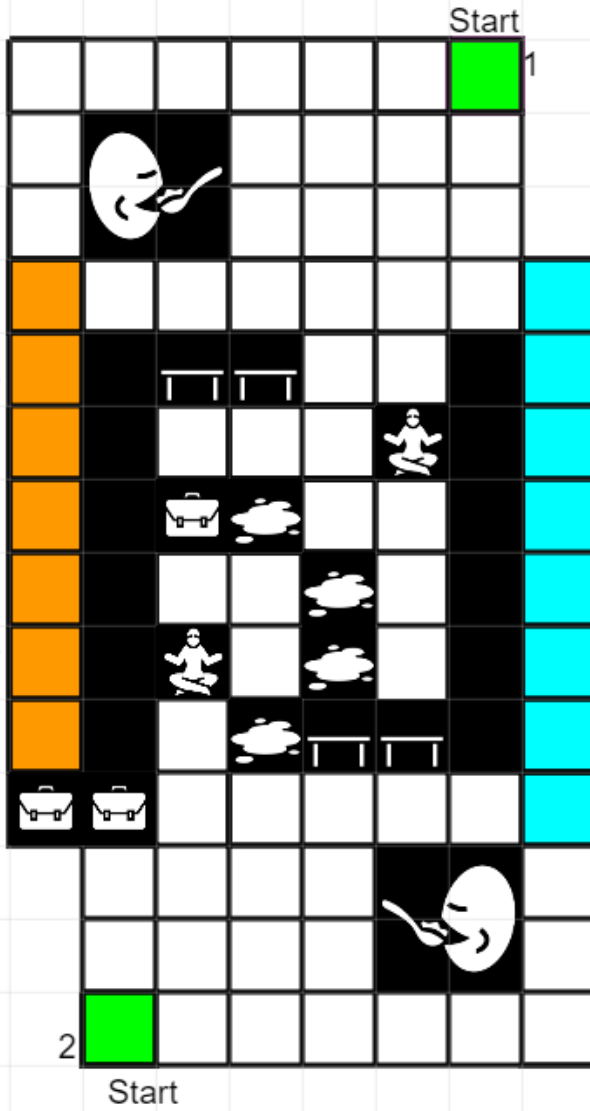
Some strategies proved to be a tad overpowered. With the Head Chef blocking movement the tester pointed out that one could create an impassable wall. The Head Chef was also called a tad useless due to the fact that he moves so slowly. There's also frustration with the messes piling up to the point where it becomes almost impassable. I believe that intent behind the last one can be remedied by the Bartender

### **Play Test Image**

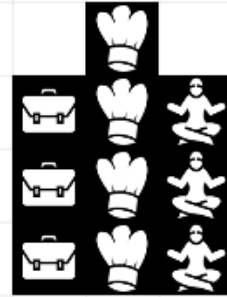




Player 1 Can use only



Player 1 Tokens



Player 2 Can use Only



Player 2 Tokens



Justin P.

## Play test tracker

Bryson/Justin VS ☆ 📄 ☁

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	A	B	C	D	E	F	I	J	K	L
1	Player	Roll	Enter?	Spill?	Score?	Attack?	Enter#	Spill?#	Score?#	Attack?#
2	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
3	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
4	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
5	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
6	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
7	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
8	Justin	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
9	Bryson	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
10	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
11	Bryson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
12	Justin		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0
13	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
14	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
15	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
16	Justin	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	1
17	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
18	Justin	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
19	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
20	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
21	Bryson	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	1
22	Justin		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
23	Bryson	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	1	0	1
24	Justin		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
25	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
26	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
27	Bryson		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0
28	Justin		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0
29	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
30	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0
31	Bryson		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0
32	Justin	6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	1
33	Bryson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
34	Justin	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0
35	Bryson		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0

### Test #2 What went well -

Once again the testers said they had fun with the game, and both players used different strategies. Dre focused on cleaning up the spill created by the battle to always have a way through. Theo on the other hand focused on using the back pathway.

### Test #2 What needs to change -

These playtest confirmed the fact that the Head Chef needed to be changed. Theo's strategy was completely countered by Dre placing a head chef to block the back pathway. He only went through the main corridor (the middle section) with the bartender in order to clean up messes. There was no counterplay for Theo as removing the head chef would require him to slowly move up his head chef. Theo's head chef would always be at risk as well since the space is only 3 spots away from Dre's starting area.

Play Test Image

The image displays a board game playtest on a 10x10 grid. At the top left, three yellow circles are labeled "Point 2", "Point 1", and "Point 3". At the top right, the text "Player 1 Tokens" is above a collection of icons: three briefcases, two pairs of boxing gloves, and three figures in a meditative pose. At the bottom left, three yellow circles are labeled "Points 1", "Point 2", and "Point 3". At the bottom right, the text "Player 2 Tokens" is above a collection of icons: three briefcases, two pairs of boxing gloves, and three figures in a meditative pose. The grid features a central 6x6 area with alternating black and white squares. A vertical strip of orange squares is on the left side of this area, and a vertical strip of cyan squares is on the right. A horizontal strip of black squares with white cloud icons is on the far left. A horizontal strip of black squares with white cloud icons is on the far right. Two starting positions are marked: "Start 1" at the top right (row 1, column 7) and "Start 2" at the bottom left (row 9, column 2). Various tokens are placed on the grid: a hand holding a coin, a briefcase, a pair of boxing gloves, and a meditative figure. The text "Player 1 Can use only" is written vertically on the left side of the grid, and "Player 2 Can use Only" is written vertically on the right side.

# Play test tracker

Theo/Dre VS ☆ 📄 🔄

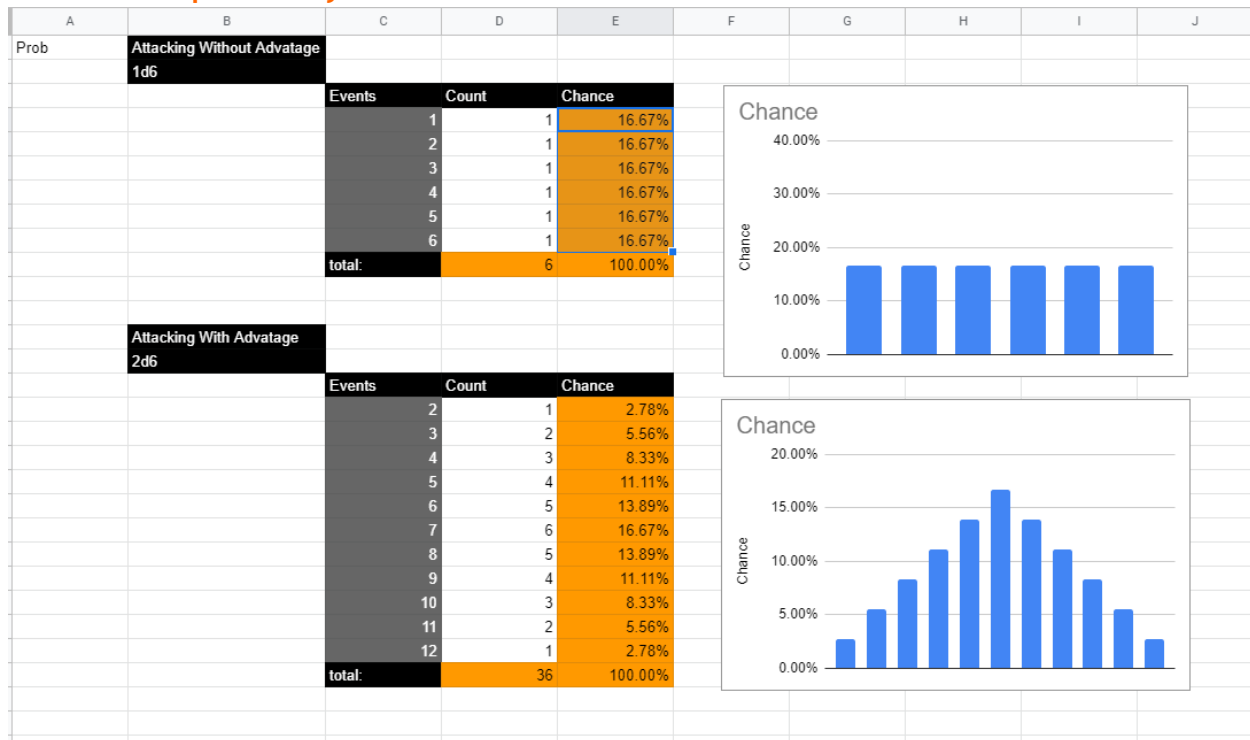
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	A	B	C	D	E	F	G	H	I	J	K	L	M
1	Player	Roll	Enter?	Spill?	Score?	Attack?	Enter#	Spill?#	Score?#	Attack?#			
2	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
3	Dre		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
4	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
5	Dre		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
6	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		
7	Dre		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	1	0	1		
8	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
9	Dre		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0		
10	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0		
11	Dre		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		1	0	0	1		
12	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
13	Dre		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		
14	Theo		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0		
15	Dre		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0		
16	Theo		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	1	0	1		
17	Dre		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		
18	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		
19	Dre		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0		
20	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
21	Dre		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0		
22	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0		
23	Dre		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		1	1	0	1		
24	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0		
25	Dre		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		0	1	1	1		
26	Theo		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0	0		
27	Dre		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0		
28	Theo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		1	0	0	1		
29	Dre		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0	0		
30	Theo		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>		0	1	1	0		
31	Dre		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
32	Theo		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		
33	Dre		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0		
34	Theo		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0		
35	Dre		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>		0	0	0	1		

### W3 Calculate probability



### W3 Change List

Feedback From: **Joseph Prince**

*If anything could be changed and improved, I would say the rules clarification on the attacking and avoiding spill portion. Perhaps bulleted sections to highlight each area in question? Or maybe just another paragraph. Perhaps another map size/style could be fun as well, something that could utilize a different path than attack head-on. There also appears to be an error on the spreadsheet that is very minor. Cell R2 is as follows, "=SUMIF(Game!A:A,B5,Game!:I)", but the reference to B5 actually references the name input for Tracker and there's no match for that on the Game page. Like I said, very minor, I changed it to B6 instead and the issue was fixed. I think I would like to see some more specific data within your sheet, perhaps like "Which worker was moved, how many "X,Y,Z" did "Player" use?" because that could very much lead to you knowing what, and why to balance something later on. Another small issue I found, was that the image used in the rules page was cut off a bit on the bottom. Realistically, I was able to just still cut out a token and not even think about it, but for an issue, this was something again, super easy.*

How I addressed it:

Clarification was something I struggled with throughout the project. I added different bullet points to highlight the differences as suggested.

I also changed the board a bit in order to allow more strategies including one way corridors that exits exactly 16 spaces from each player start zone. The idea behind it was to give the

opponent an opportunity to block off the exit of the one-way corridor, and to encourage players with another option to deliver the food.

The last change was to allow the Head Chef to be able to be attacked by anyone, but instead, the chef will have an advantage on the defensive end. This is also in theme with the Head Chef being a slow-moving intimidating token.

## **Week 4**

### **Week 4 Play tests**

#### **Final Play Test**

With the defenders and the colors to avoid confusion. I felt that the rules have finally hit the point wherein they can stand on their own. Tester said the game was intuitive once you understand how it works. There were almost no problems with this final version. I still feel that the Head Chef is a tad too slow, but play had a lot of different viable strategies in order to win.

Play Test Image

The image displays a board game playtest setup on a 10x10 grid. The grid is divided into zones for Player 1 and Player 2. Player 1's zone is on the left, marked 'Player One Only', and includes a starting token '1' in the top-right corner. Player 2's zone is on the right, marked 'Player Two Only', and includes a starting token '2' in the bottom-left corner. The central area is a black path with various tokens placed on it. To the right of the grid is a spill tray containing tokens for both players. The tokens are represented by icons: a person, a butterfly, and a briefcase.

**Player 1 Tokens**

- Person icon (orange)
- Butterfly icon (orange)
- Briefcase icon (orange)

**Spill Tokens**

- Person icon (black)
- Butterfly icon (black)
- Briefcase icon (black)

**Player 2 Tokens**

- Person icon (cyan)
- Butterfly icon (cyan)
- Briefcase icon (cyan)

Bryson/Justin VS ☆ 📄 🌐

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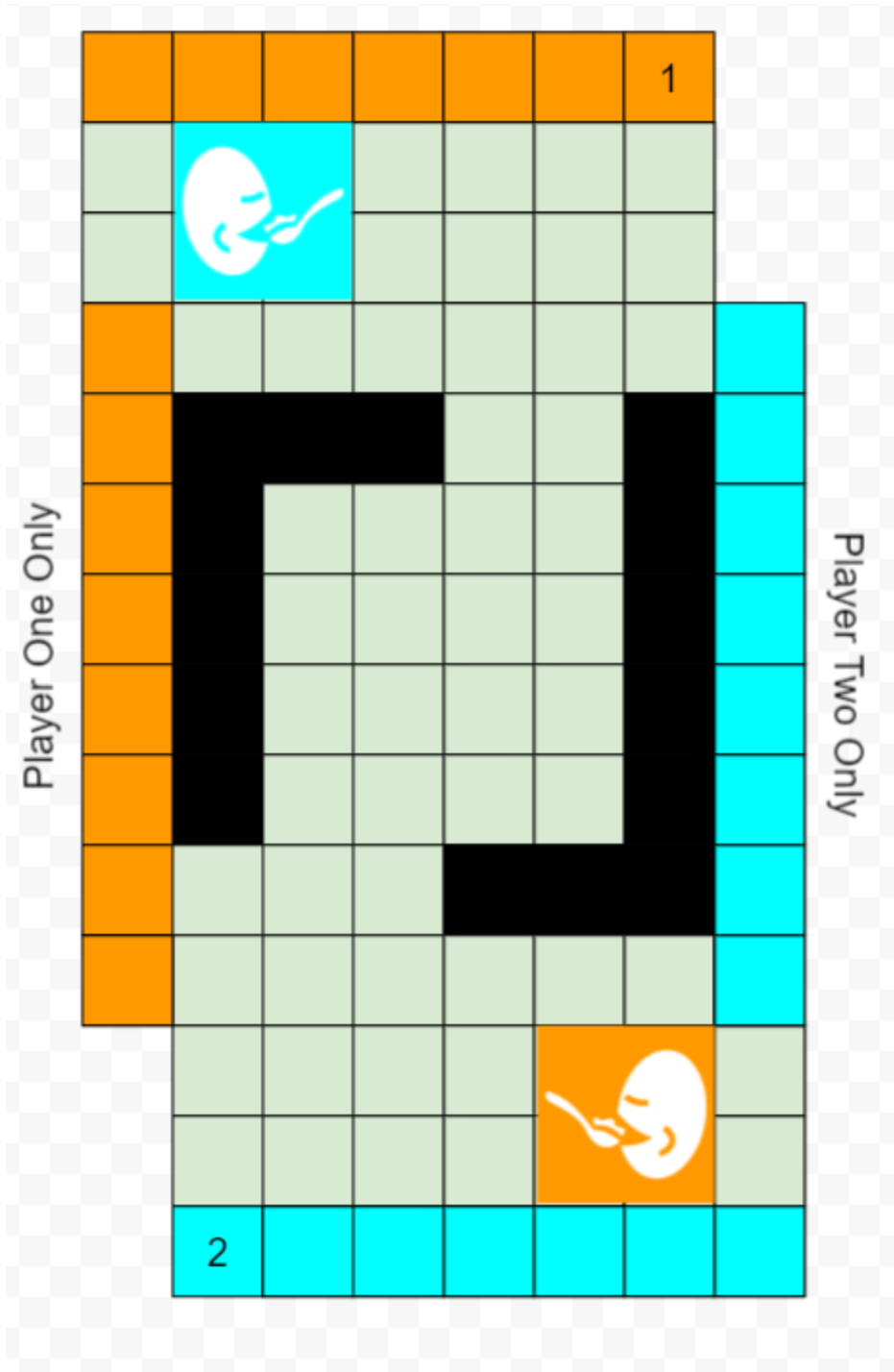
	A	B	C	D	E	F	G	H	I	J	K	L
1	Player	Roll	Enter?	Spill?	Score?	Attack?	Enter#	Spill#	Score#	Attack#		
2	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
3	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
4	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
5	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
6	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
7	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
8	Justin	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	0	1	
9	Bryson	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	0	1	
10	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
11	Bryson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	0	1	
12	Justin		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0	0	0
13	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
14	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
15	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
16	Justin	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	0	1	
17	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
18	Justin	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	0	1	
19	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
20	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
21	Bryson	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	0	1	
22	Justin		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
23	Bryson	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	1	0	0	1	
24	Justin		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
25	Bryson		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
26	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
27	Bryson		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0	0
28	Justin		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0	0
29	Bryson		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
30	Justin		<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	0	0	0	0
31	Bryson		<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	1	0	0	0
32	Justin	6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	1	0	0	0	1	
33	Bryson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	0	1	
34	Justin	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		0	0	0	0	0
35	Bryson		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		1	1	0	0	0

## Experiments

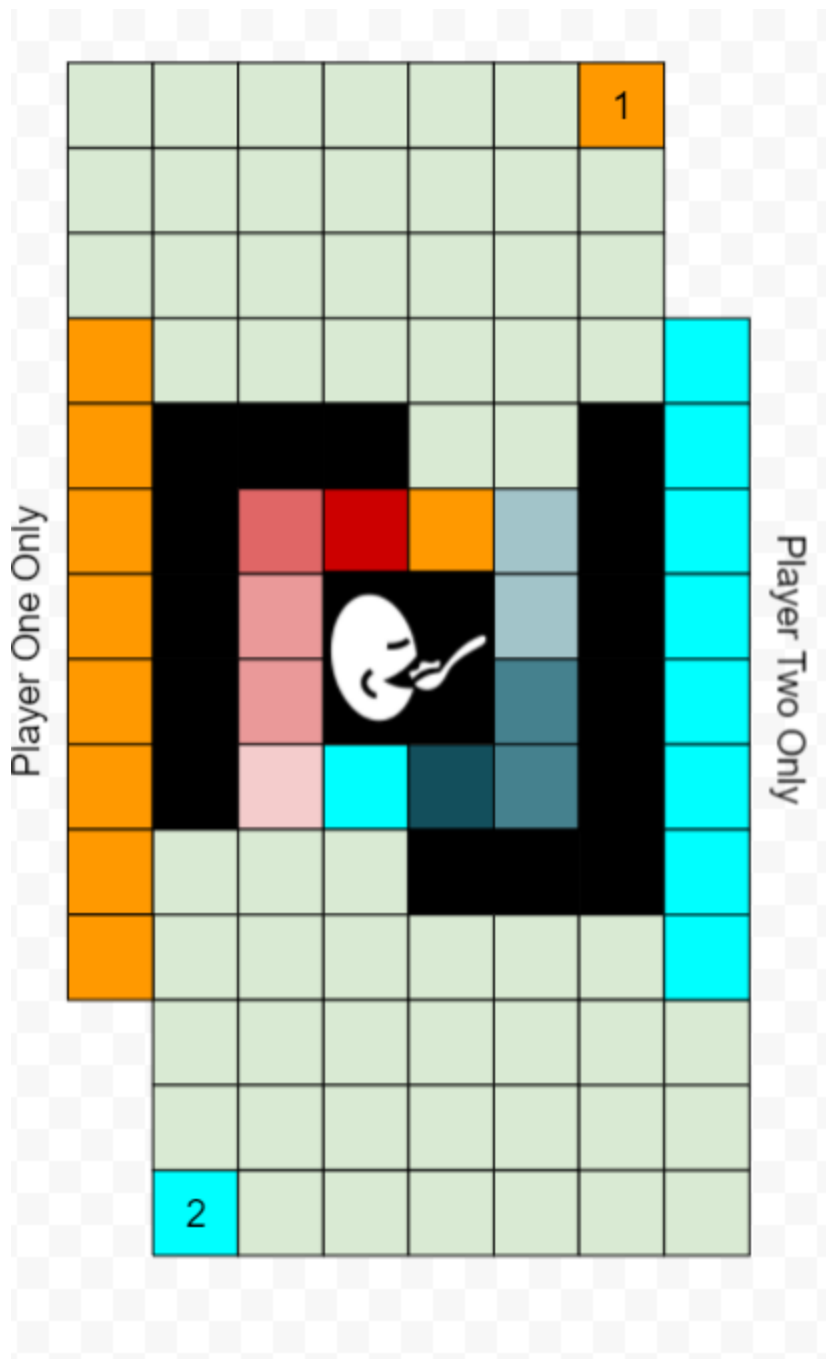
My 3 Experiments went as follows:

- Let players spawn their tokens at any point in the row of the board
  - This really allow the Waiter to succeed by running up the pathway on the side you could in just two turns you could score, so it became a mad dash through the one-sided corridors. This made the game Very luck-dependent though.





2. Making the Players compete for a single customer with different Entry Points
  - This was the most interesting because players could actively defend around the entrance of the universal customer. All the units felt really important as well. This was the most fun variation overall.



3. Reintroducing the idea that ALL tokens that run adjacent to each other must roll to see if they will create spill
  - This one just doesn't work anymore because there's not any reward for attacking your own people. One strategy that popped up was creating a blockade of spills in order to prevent the opponent from reaching the customer. All it did was increase the amount of time the game took overall.

## Change List

Feedback From: **Willie Chancellor**

Hello Bryson,

*Before playing the game I had to read the rules a couple of times to try to understand them. Once I caught on to the concept it was a fun game. I don't think this game is luck based because I lost when I wasn't trying. However, looking at the game board was confusing on which way to enter to feed the customer. I would keep an eye out on the rules and make sure their simple yet explains everything that is needed.*

## Addressing the Issue

Something that plagued me throughout this entire design process was ensuring that players knew how to play the game. I added more clarification throughout the rules using Bold and Italics to ensure there's no confusion. To that point I added Color for each player's pieces in order to ensure that everything remained consistent. Tester stated that after a couple minutes play became intuitive, so that means I am on the right track.

## Final Thoughts

Considering where this game started from, and the amount of iteration I had to go through is kinda crazy. My success depended on creating a theme for the game and building from that theme. I wanted the game to be a hectic race wherein players must navigate a mess that they created themselves. Overall I think I achieved that. Different versions leaned a bit too far into the crazy side which resulted in a less fun experience. I realized how hard it is to get valuable feedback from players after the playtest. I learned the types of questions that are important to ask throughout this process. Learning from my shortcomings and making sure there's clarity in the rules was very difficult, but by making small adjustments to the overall game I made something that I am proud of.