Quiz #5
Intro To Game Design
6/9/16

(4 pts) Name:

According to Zimmerman/Pozzi:

(1 pt) If it’s too early for you to playtest, what should you do?

(1 pt) What should you encourage playtesters to do while they’re playing?

(1 pt) How should you answer questions during a playtest?

(1 pt) How should you treat advice from non-expert playtesters?

According to Richard Garfield:

(1 pt) What is the most influential ancestor of Magic: The Gathering?

(1 pt) What card effect was common in the early playtesting stages, but nonexistent by the time the game was published?

(1 pt) What card effect wording convinced one playtester that they had the most powerful card in the game?

(1 pt) What makes precise rules writing and playtesting even more important in a trading card game than it is in a traditional boardgame?