

Date/Event:

Prism Playtest Feedback

As Prism is still early in development, we would appreciate honest feedback on how to improve the game. Please help us make this game better by filling out this form or emailing your thoughts to gs@galvanizedstudios.com

Game Ratings: please circle one per question, where **1 = POOR, 5 = EXCELLENT**

Game length:	1	2	3	4	5	Amount of cooperation:	1	2	3	4	5
Ease of learning:	1	2	3	4	5	Originality:	1	2	3	4	5
Interesting decisions:	1	2	3	4	5	Fun:	1	2	3	4	5
Time between turns:	1	2	3	4	5	Theme:	1	2	3	4	5
Difficulty:	1	2	3	4	5	Tension:	1	2	3	4	5

Would you play this game again? YES NO

Would you buy this game? YES NO

What was your favorite part of the game?

What is one thing you would change about the game?

What is one mechanic or component you would add to this game?

Can you think of any ways we could increase player interaction?

Which game is most similar to Prism?

Any other thoughts?

If you would like to get updates on Prism, please include your name and email address: