

Factomo Playtest 2 Survey Comments

Was the registration process easy? Did you find the "Sign Up" button on the webpage easily? Yes: 7 No: 0

Did the registration website tell you more about the game? Yes: 2 No: 4

Once logged into the game, did you understand what to do next? Yes: 1 No: 6

Did you find starting with an empty layout to be a positive opportunity or would you rather have started with something already complete that you had to improve? Empty: 1 Existing: 5

What strategies did you employ when playing? Were you aware of the alternative path / parallel assembly station option?
 straight path complex tile priority Alt. Path Yes: No: 1

plant lost money none
 all slow / all fast

2 completely split paths to get from start to finish

Game playtime was: Satisfactory: 2 Short Long: 3

Do you wish you knew more about what the assembly line machines were doing? Yes: 6 No: 1

Can you imagine yourself trying new layout techniques across multiple game sessions? Yes: 6 No: 1



correct: 6
 wrong: 1



correct: 7
 wrong:



correct: 5
 wrong: 2



correct: 1
 wrong: 6



correct: 7
 wrong:



correct: 5
 wrong: 2



correct: 6
 wrong: 1

Did you wish you knew more about the car you were building? Yes: 6 No: 1

Does this experience make you more interested in how cars are built? Yes: 3 No: 3 Sort of: 1

Can you imagine ever challenging a friend to do better than you at this game? Yes: 2 No: 5

Were you satisfied by the PC platform? Or would you have preferred something different?

As-is: 4

Tablet: 1

In your opinion, what is the point of this project? / Any other comments?

show how car is built

hard to select

complicated

money management puzzle

not seeing collaboration

not sure about long term player goal

maximize output for lowest cost

enjoyed watching little people run around in fast forward

no idea x 2