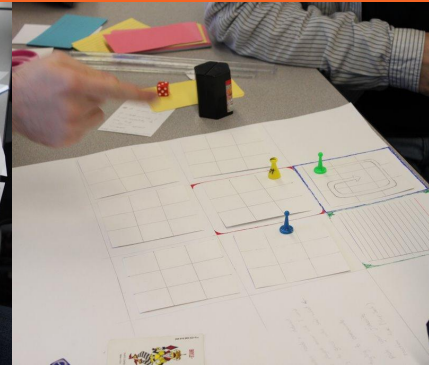
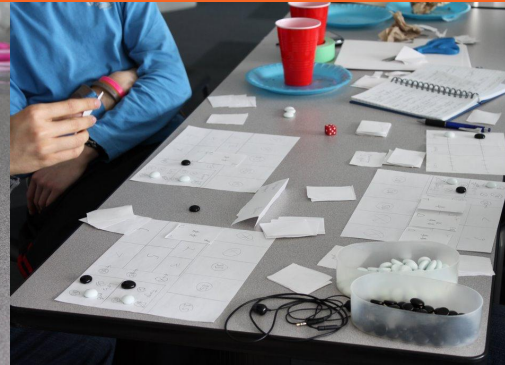


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# Board Game Design



Week 4: Playtesting

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**Week 1: Brainstorm**

**Week 2: Start Designing**

**Week 3: Prototype & Rules**

**Week 4: Playtesting**

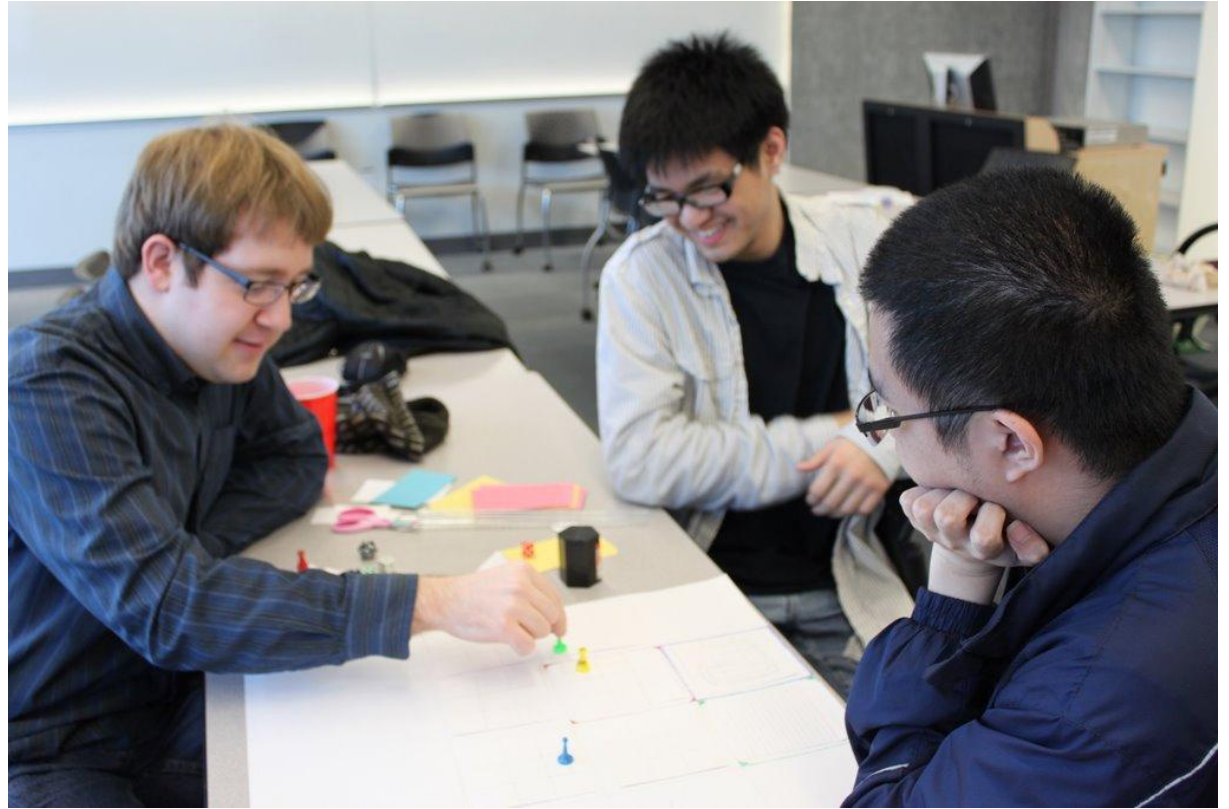
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## What is *Playtesting*?

Playing the game and testing that everything works correctly.

Finding problems and getting feedback.

Coming up with some ideas about how to improve the game.



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# Plan for Today

1. Finish Up Your Game and Rules
2. Play Games! (rotate)
3. Give Feedback
4. Clean Up and Give Final Thoughts

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# Liked this Workshop?

where to go from here:

- Give feedback: [complete the survey](#)
- Keep working on your project, do more playtesting.
- Come up with new ideas
- Make a game on [The Game Crafter](#)