Paper prototype: concept

Why am I doing this?

An idea can always sound good in your head, but it's important to test if it works in reality as well to find out if the concept is engaging, fun and user-friendly enough. With the paper prototype I want to test if the rules, game pace, engagement level, enjoyment and clarity to improve overall user-experience.

"How can a paper prototype help identify what makes a party game both fun and fast-paced, while ensuring a smooth user experience?"

How am I doing this?

We created a paper-prototype of our game and wrote down some questions divided into three categories:

- Casual
- Mild
- Spicy (NSFW)

Players took turns in ranking their question and they all think aloud to find out what they kind confusing or not.

What did I find out?

- The game isn't fast paced enough. Adding a count down is necessary.
- NSFW questions caused the most laughter. The other catergories didn't make the game enjoyable.
- Ranking the answers was a struggle. Player prefer to rank from 1, 2, 3, 4, 5 instead onf ABCD.
- The wheel added fun engagements, but showed us that casual and mild questions didn't matter.
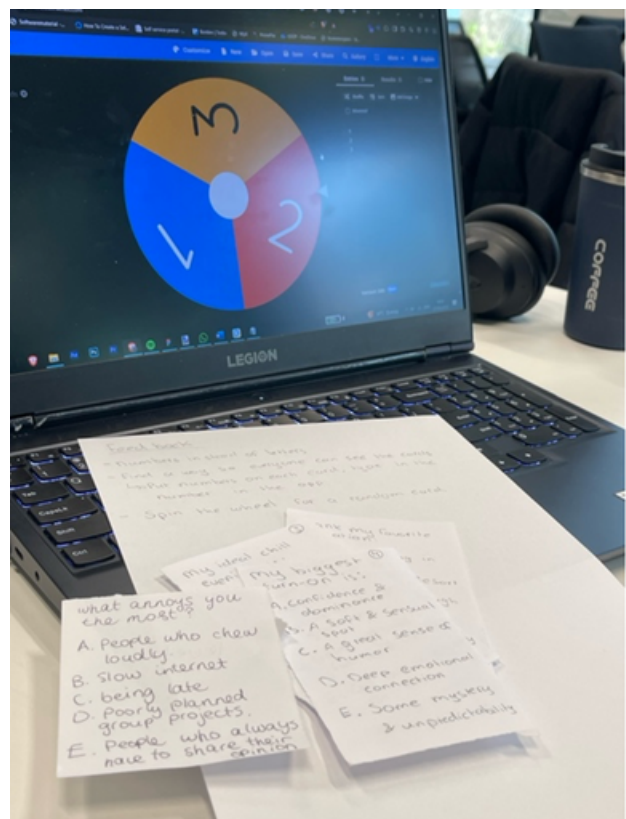
So?

Because of the paper prototype I found out which parts of the game worked and which parts needed improvement. The content of the questions were important, so we decided to only use NSFW questions and change our concept to a game that is fully 18+.
Without the paper protoype we probably continue working on our first concept and then we ended up with a game that isn't fast paced and doesn't bring any laughter,