

# Designer Progress

Shade in a box each time you accomplish one task. Reach a badge and colour that badge in on the cover. Write the total number of badges earned from previous journals in the top badge.

NUMBER OF PLAYTESTS:



FIRST AND LAST NAME OF PLAYTESTERS:



UNIQUE PLAYTESTERS:



GAME TIMES ENTERED:



RULE CHANGES FILLED IN:



MORE THAN 3 LINES OF OBSERVATIONS:



ENGAGEMENT OF 8 OR HIGHER:



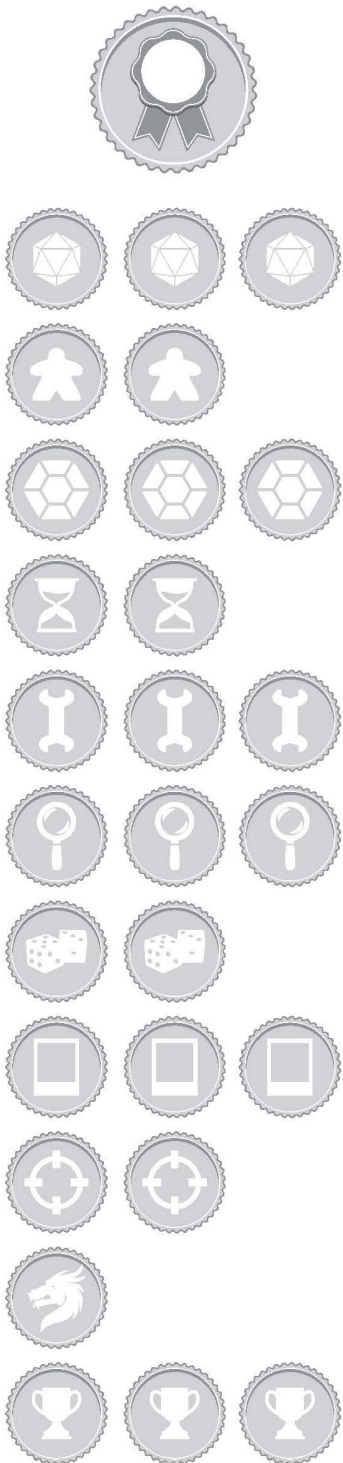
GAME END PHOTO TAKEN:



WINNING PLAYER'S STRATEGY:




USED PROTIP:



# FAIL FASTER

Playtesting Journal

[illegible]



RULES START

RULES END

GAME START

GAME END


GAME TIME

WHEN END

COMPLETED GAME?

☐

or...



RULE CHANGES SINCE LAST PLAYTEST

[illegible]




ENGAGEMENT  
RATING:
 /10




Print and Play version. To order the full journal, go to [www.failfaster.ca](http://www.failfaster.ca)

Consistently rewarding/punishing players for doing a specific actions will train your players to do a certain thing (lose half your cards if a 7 is rolled). Rewarding players with some variability for doing a specific action will motivate players (random loot in a chest).

AME  
EN?

END GAME  
PHOTO TAKEN?

[illegible]



RULES START

RULES END

GAME START

GAME END


GAME TIME

WHEN END

COMPLETED GAME?

or...

☐



RULE CHANGES SINCE LAST PLAYTEST

[illegible]



**A<sub>1</sub>**

ENGAGEMENT RATING: **10**



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☐ END GAME  
PHOTO TAKEN?

	VERSION	TEST #	DATE / /
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Playtesters:  
in turn order

Total Score




RULES START

RULES END

GAME START

GAME END

GAME TIME

WHEN END

:

:

:

:

:

COMPLETED  
GAME? ☐  
or...



RULE CHANGES SINCE LAST PLAYTEST  
FOCUS FOR THIS PLAYTEST



OBSERVATIONS DURING PLAYTEST



ENGAGEMENT  
RATING:

/10



WINNING PLAYER'S STRATEGY



WHAT DID YOU LIKE? WHAT COULD BE IMPROVED?  
WHAT WOULD MAKE THIS GAME 5% BETTER?

END GAME  
PHOTO TAKEN?



PRO TIP:

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What is the most unique aspect of your game? How can you quickly explain that without comparing it to other games?