I love my friends. My friends are nice. In fact, they are *too* nice.

When I show them a game prototype I just made, they give me very little actionable feedback. They say „Oh, you made it? Nice", or „This must have been a lot of work, how long did it take you?", or „That's a nice colour combination" if I'm lucky. If I'm unlucky, they say „That's not a genre I enjoy" and that's the end of it.

But I *need* my friends' feedback. I have so many ideas that I need an external assessment of my projects so I can decide which ones are viable and worth pursuing. I *need* them to take giving me feedback seriously!

And the worst thing is: *They're... all... gamers!* They should be experts at telling me that my game sucks, or rocks, or anything in between.

So I found a way to gamify the feedback process. Maybe that will loosen their tongues...

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Pitch Perfect
v. 1.0, 2023-11-26

A game developer's tool to get people talking about your prototypes

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Need feedback for your game prototype or your pitch to a publisher? Make it into a game!

You'll need:
- 12 PitchPerfect character cards:
  - *full colour* Print'n Play files (14.6MB) here in letter size and here in A4 size
  - *low ink* Print'n Play files (0.8MB) here in letter size and here in A4 size. The cards are poker sized (2.5 x 3.5 in) in case you want to sleeve them
- a bowl full of snacks (depending on your taste, preferably cookies or tasty snacks). These are called „rewards"
- one or more of your game prototypes (or a pitch to a publisher you want to work on)

Recommended age: 12+

Player count: Up to 12. While „the more, the merrier" is often true, you might get better feedback with less players, because players can play more to their strengths

Time needed: The time it takes to explain and play your prototype, plus time to talk about it. As a rule of thumb, add 5-10 min per player after playing your game or listening to the pitch

Terminology:
You: The game developer whose game is tested. Think of yourself as the game master in an RPG campaign
Players: Your friends
Characters: One of the 12 characters printed on the cards. e.g. Graphic Designer, Games Collector...
Reward: Anything tasty that your friends will want to have

Goal of the game:
Playtesting, roleplaying, social deduction, having fun, getting feedback! (+eating snacks)

Setup:
1. Print, cut and possibly sleeve the 12 character cards. They're poker sized.
2. Get everything together that's needed for playing your game, or for presenting your pitch.
3. Have the rewards ready at the table and make sure only you can reach them. You are in charge of the rewards.
4. Shuffle the 12 character cards and, depending on player count, deal the following amount of cards face-down to the players:

Player Count	Amount of cards each player gets
7-12	1
5-6	2
2-4	3

5. Players look at their card(s), keeping them secret from other players and you, and if they have more than one card, they may discard cards face-down. They have to keep at least one card, but may keep more than one card, if they wish.
Remaining undealt cards and discarded cards are put away face-down. They will not be needed this time. Do not look at the remaining and discarded cards.

Gameplay:
The game is played in three phases.

Phase 1: Playing
You present your game prototype (or pitch) and your friends play it (or listen to your pitch, etc.)

Phase 2: Feedback
From now on, there is no turn order. Whoever wants to say something, can do so. If it gets chaotic, you decide the order in which the players speak. Now, your friends give you feedback from the point of view of the character(s) on their cards, without saying the name of the character(s) they are. If they are having trouble putting themselves into the shoes of their character(s), there is flavour text on each card to help them focus.
It is totally okay for a player to give you personal feedback, if they wish and if they say so beforehand, instead of talking to you „in character". After all, it's honest feedback you want.
Questions are welcome and you have to answer them as best you can. Questions can also contain valuable feedback! It is also okay for your friends to start discussing with each other, be it „in character" or with their personal opinions, but it is your duty to de-escalate in case of differences.
If the feedback was useful for you (and you are the only judge about that), you hand them a reward, regardless of whether it was „in character" or their personal opinion. The reward may be eaten at the player's discretion. You don't have to wait until someone has finished talking to give them a reward. The moment you feel like you heard something of value for you, you hand over the reward. More than one reward can be given to any player. Just make sure you have enough left for Phase 3.

Make sure everyone has said at least one sentence about your game/pitch in character. You may use whichever verbal motivation you choose. Just don't be rude. Asking questions is much more likely to get you a statement anyway.

Phase 3: Deduction
Now it's your turn. You guess which player was which character(s), in any order you like. You may NOT look through the pile of discarded cards. If you guessed right, the player reveals the corresponding card, and both you and the player get a reward. When you guessed wrong, the player reveals a card without getting a reward. Continue until all cards have been revealed. Thank everyone for their AWESOME feedback and celebrate your friendship!

Credit where credit is due

This game was so much fun to make. A big thank you to all who contributed, knowingly or unknowingly, in particular:

Artwork	„Photos" generated by me using Artbreeder Mixer, www.artbreeder.com	**License**: Public Domain. You can remix all images in my portfolio, www.artbreeder.com/lanoki ?sort=new
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Inspiration for the characters	1. My friends 2. Reading Jamie Stonemaier's blog entry about the hidden jobs of every Kickstarter creator, stonemaiergames.com/kickstarter-lesson-173-the-hidden-job-of-every-kickstarter-creator/	**License**: Free, but you can buy the book!
Flavour text	Found and collected, mostly on motivational websites, or written by myself	
Title	I'm torn between Pitch Perfect and Pitch Party and tomorrow I will have thought of something else, so be warned the title might change :)	