

IDD227-Project #04

ADVENTURER GUILD

Development Document

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WEEKLY REPORT #12

Research WEEK-01

Limited Components - Board Games Doing More With Less

Board games have a limited number of components that come in a box, even if it's a large one. But there is always a way to use the same components in different ways.

The most common one is multi-use cards. Instead of coins, tokens, life point counters, cards can be used as all those things. These cards can also be used instead of dice.

Cards can also be used to create a flexible map. Sometimes the maps made out of these cards are completely randomized. But this will use a lot of cards for just 1 game.

Lastly, there is the dice. It can be used as a turn order tracker. They are also widely used for stacking which can create dexterity elements and adds the third dimension into a two dimensional game.

Some games can also use its box as one of the components. Creating higher ground, or a place for the player to reach, or even a dice tray with targets to give bonuses or trigger effects. Some boxes are even a play board itself.

Source:

<https://therewillbe.games/articles-essays/7988-limited-components-topic-discussion>

Development Document: Mint Tin Challenge WEEK-01

Randomized Mechanics List

-Stacking & Balancing

Stacking pieces and trying not to make it collapse.

-Action Retrieval

The action is active on the slot until you take it back.

-Die Icon Resolution

Custom dice.

Game idea

Mechanics (In this version)

-Action Retrieval

-Scenario/Mission/Campaign Game

Mechanics (Planned to add)

-Die Icon Resolution

-Leader appointment

Rules (Draft)

-Both players get 6 random characters each.

-Put 3 of them into the party.

-Draw the scenario card.

-Finish the scenario/mission using the active characters in the party.

-Finishing scenario gives 1 progress point.

-Get 15 progress points to win.

Design Document: Adventurer Guild V1.0

Date: 31/10/2020

Designer: Pattanan Kangkan

Design Goal

To create a game that can be played anywhere and any time. And the game will give players an experience of being an adventurer with the theme of the fantasy world.

Mechanics

-Active Adventurers (Action Retrieval)

Explanation: Players will have 6 adventurers as playable characters, each of them can be used in only 1 scenario until it's completed. This mechanic should create a choice for the player in certain scenarios.

If design success: The player will choose the adventurer carefully when completing the scenario.

-Adventurer Capability

Explanation: Each adventurer has 3 attributes, Combat, Explore, and Volunteer.

These attributes come as numbers. Each adventurer has different numbers on each attribute which will affect the completion of the scenario.

If design success: The player will understand what their adventurers are good for.

-Recruiting

Explanation: The player can spend 1 adventure point to get 1 more adventurer from the pool. This mechanic should help the player when they're having difficulty completing certain scenarios.

If design success: The player will spend their adventure point carefully for the time they will need more adventurers.

-Scenario (Scenario/Mission/Campaign Game)

Explanation: In each turn, the player can draw 1 scenario card, each card has different requirements to complete the scenario, and different amounts of adventure points as a reward upon completion. For example, the card requires 7 Combat to complete and gives 3 adventure points, then the player has to use the adventurers with a total of 7 combat, and once it's complete, the player will get 3 adventure points. The player can have a maximum of 3 scenario cards. And only 2 scenarios can have active adventurers at the same time.

If design success: The player will try to find the combination of adventurers that works the best in each scenario without using too many adventurers at once.

-Adventure Points

Explanation: Each time the player completes a scenario, they will receive adventure points as a reward, the amount of points the player will get depends on how much the completed scenario card gives. The player must get 15 adventure points to win.

If design success: The player will try their best to complete the scenarios as much as possible before the other does.

Rules of the game

Objective

-Get 15 adventure points to win.

Components

-20 Adventurer cards

-20 Scenario cards

-30 Adventure Point tokens

Setup

-Find the first player using rock paper scissors.

-Shuffle the adventurer cards and the scenario cards.

-The first player draws 6 adventurer cards, followed by the second player.

How to play

-The first player takes the first round.

-Draw 1 scenario card at the start of your turn. If you already have 3 scenario cards, you can't draw more scenario cards until you have less than 3 cards.

-Choose to do 1 action between assigning adventurer, scouting, and changing scenario.

-Once you finish your action, the other player takes their turn.

Assigning Adventurer

-For each scenario, there will be a requirement for the completion as the amount of attributes (Combat, Explore, Volunteer).

-You can assign up to 3 adventurers of yours to your scenario card that you want to complete. However, the amount of total attributes from those adventurers must reach the scenario's requirement.

Completing Scenario

- After assigning the adventurers, you have to wait for 2 turns before the scenario is completed.
- Once the scenario is completed, put the completed scenario card away, and take the amount of adventure tokens following the reward of the completed scenario card.

Recruiting

- Return 1 adventure point token to the pool, and draw 1 adventurer card from the deck.

Changing Scenario

- Put your chosen scenario card back to the deck, shuffle, and draw 1 scenario card.

Game Ending

- The game ends when the player has collected 15 adventure point tokens.
- The player who completed the objective first wins.

Math Analysis

The fair amount of requirement and adventure points reward that won't end the game too fast or take too long to finish

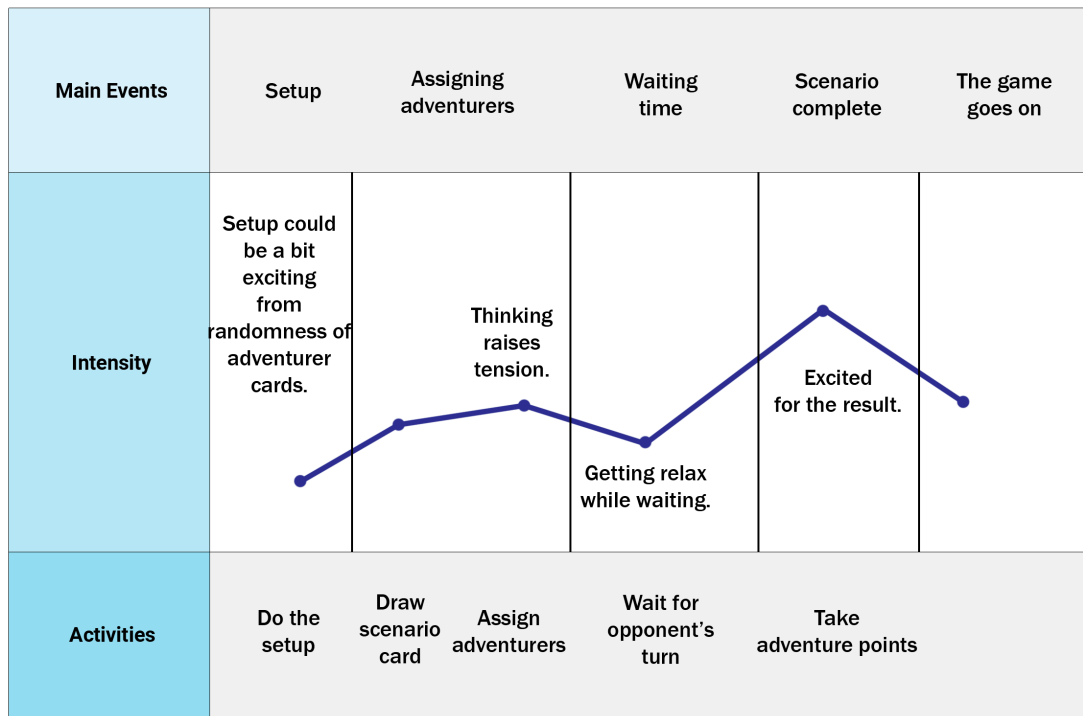
Right now the objective is to get 15 adventure points, if I want the length of the game to not go over 15 minutes, what would the average requirement and adventure points from the scenario cards be?

Imagine the player takes time to think of a combination of adventurers that will meet the requirement of the scenario card. The fastest would be less than 10 seconds, while the longest could probably be around 2-3 minutes. The more the requirement, the longer the player thinks, because the player would find the way to use the least amount of adventurers possible for one scenario. The requirement of 3-6 is kind of easy, while over 15 would be way too much for a limit of 3 adventurers for each scenario. Then it should be around 8 and not over 15 for the best amount of requirement that the player doesn't have to think too much.

And what about the adventure points reward in each scenario? If the requirement for winning the game is 15 points, then that means it would take just 5 scenarios to win if each of them rewards 3 points, and that will take 15 turns if the player can complete the scenarios constantly. And that seems way too fast that it would take around 8 minutes to end the game since each turn doesn't take that long in my estimation. But it doesn't mean the reward of 3 points should stay away from this game, I could add a few of that for the scenario that takes quite much of a requirement to make it a fair reward, but the others should reward around 1-2 points. More than 3 shouldn't exist here unless the objective requires more than 20 points.

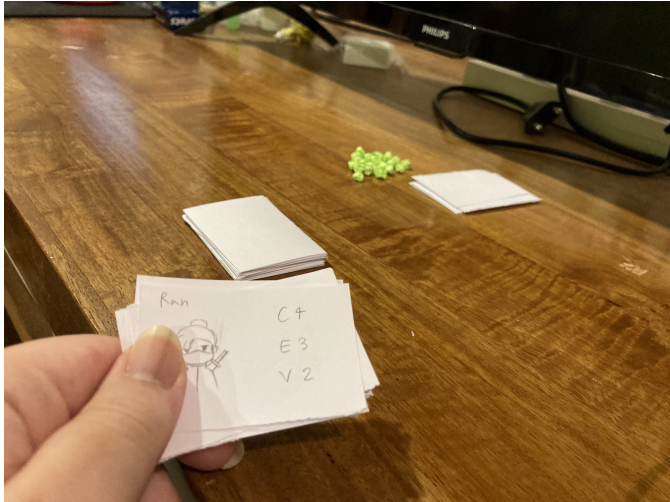
Intensity Curve

Adventurer Guild Intensity Curve V1.0



Test & Analysis Report WEEK-01

Adventurer Guild V1.0



Date: 02/11/2020 **Play time:** 18 minutes **Testers:** Paat, Ouh

Tester	Amount of adventurer(s) used each turn
Paat	2/0/1/1/1/2/2/2/2
Ouh	1/2/1/2/0/0/1/2/1

What happened?

Everything went fine until there were more than 1 scenario in progress. We got confused on tracking each of them.

What went right?	What went wrong?
-10 attributes requirement wasn't impossible.	-It took longer than 15 minutes to finish.
Expected Result	Unexpected Result
-The game shouldn't be longer than 15 minutes. -Player should be able to complete the scenario with 10 attributes requirement or higher.	-It was a bit hard to track the progress of each scenario card's completion.

Feedback

Tester	Feedback
Paat	The theme is worth keeping, but the tracking about the progress on the scenario card should have a component to aid the player. The basic gameplay is good.

Analysis

Was the amount of requirement too much/low?

It's totally ok right now, most of the time both players can assign the adventurers almost every turn which means they can reach the requirements on most of the scenario cards.

Was the amount of adventure points awarded too much/low?

It seems to be fine since it made the game's length not so long, even though it was longer than 15 minutes, but it was just 3 minutes later than my expectation which doesn't really matter.

What made it hard for the player to track the scenario progress?

Even though it's just 2 turns of waiting, when there are many scenarios in progress, players could get confused and mess up the tracking. And that's because there were no components to aid them on tracking the turn of the scenario's progress.

What to do next?

- Create a good turn tracking component that's easy to use.
- Try to add the mechanics that I planned to add.

Friend's Game Report WEEK-01

Date: 01/11/2020

Game	Version	Comment
Beam's Mine Toss	1.0	The randomness is fun, but it's a bit too plain.
Beam's Drug Checkpoint	1.0	I don't know what makes the game fun, but I do enjoy it a lot.

Date: 02/11/2020

Game	Version	Comment
Yeen's Mint Tin Board Game	0.1	Doing coin flips a lot hurts my fingers... but it was kind of fun. Still, there are more things to be added. You can keep this one and improve it further.
Paat's Intvocation	1.0	Flicking is fun, but the score cards are pretty weird. Maybe if the color in the card tells the player which color should they get for the scores, it could be more challenging.

WEEKLY REPORT #13

Research WEEK-02

Creating simple game mechanics that challenges players

Understanding 2 types of mechanic

Before thinking about creating the mechanic, consider carefully if you're designing player mechanics or game mechanics. You can also mix both.

Player mechanics – Players meet this condition then do that. It's the rules that players must follow to progress the game.

Game mechanics – When a player meets this condition, give them this. It's the rules that the game must follow when players meet certain conditions.

What kind of game are you creating?

Find the types of mechanics that work best for your game. For example if you're creating a puzzle game like Tetris, the mechanics should be player based. Not setting up the time limit, but speeding up the game when players reached a certain score.

Mixing both player and game mechanics in 1 game is possible in the battle-style game. Such as a player has to defeat the boss after every three stages, and the player will be awarded with new items for completing challenges or defeating the boss.

How hard is too hard?

It's important to continually increase the game's difficulty. But making it too difficult too fast can make players quit your game. If players keep trying the same thing over and over, but it's a failure, they would likely stop playing your game.

Source:

[https://www.modev.com/blog/create-a-simple-game-mechanic-that-challenges-user
s](https://www.modev.com/blog/create-a-simple-game-mechanic-that-challenges-users)

Development Document: Mint Tin Challenge WEEK-02

Design Document: Adventurer Guild V1.1

Date: 03/11/2020

Designer: Pattanan Kangkan

Design Goal

To spice the game up with more mechanics, and improve the player's experience with better components for tracking.

Changelog

-Added new mechanic "Captain Appointment"

Reason of adding: This mechanic was added to aid the player when they're assigning adventurers, and I hope it will make the game more interesting. More details about the mechanic will be explained in the Mechanics section.

-Added new component "Progress Tracker"

Reason of adding: It was a big problem from the last version that most of the testers complained about. So now I have solved the problem with a new component.

-Fixed the rule: Players can assign adventurers in only 1 scenario for each turn.

Reason of change: From the last version, it seemed way too easy that the player can assign adventurers on 2 scenarios at the same turn, and it's a part of what caused a tracking problem too. So I think this will fix it.

Mechanics

-Captain Appointment

Explanation: At the beginning of the game, the player gets to appoint a guild's captain who will act as an active adventurer permanently, which means the player

will have the captain's attributes all the time and applies on every scenario. This mechanic will help the player use less adventurers when assigning them.

If design success: The player will use the best adventurer they got at the setup phase as the captain.

Rules of the game

Objective

-Get 15 adventure points to win.

Components

-20 Adventurer cards

-20 Scenario cards

-6 Progress trackers

-30 Adventure Point tokens

Setup

-Find the first player using rock paper scissors.

-Shuffle the adventurer cards and the scenario cards.

-The first player draws 6 adventurer cards, followed by the second player.

-Choose one of your adventurers to be appointed as a captain. Captain's attributes will always be active in every scenario.

How to play

- The first player takes the first round.
- Draw 1 scenario card at the start of your turn. If you already have 3 scenario cards, you can't draw more scenario cards until you have less than 3 cards.
- Choose to do 1 action between assigning adventurer, scouting, and changing scenario.
- Once you finish your action, the other player takes their turn.

Assigning Adventurer

- For each scenario, there will be a requirement for the completion as the amount of attributes (Combat, Explore, Volunteer).
- You can assign up to 3 adventurers of yours to your scenario card that you want to complete. However, the amount of total attributes from those adventurers must reach the scenario's requirement.
- Keep in mind that assigning adventurers can only be done **once** per turn as it counts as 1 action. Which means you can only assign adventurers to only 1 scenario per turn.

Completing Scenario

- After assigning the adventurers, you have to wait for 2 turns before the scenario is completed.
- When it's 1 turn before the scenario will be completed, place the progress tracker on that scenario card.
- Once the scenario is completed, put the completed scenario card away, take the amount of adventure tokens following the reward of the completed scenario card, and take your progress tracker back.

Recruiting

-Return 1 adventure point token to the pool, and draw 1 adventurer card from the deck.

Changing Scenario

-Put your chosen scenario card back to the deck, shuffle, and draw 1 scenario card.

Game Ending

-The game ends when the player has collected 15 adventure point tokens.

-The player who completed the objective first wins.

Math Analysis**Why does the player get to do only 1 action per turn?**

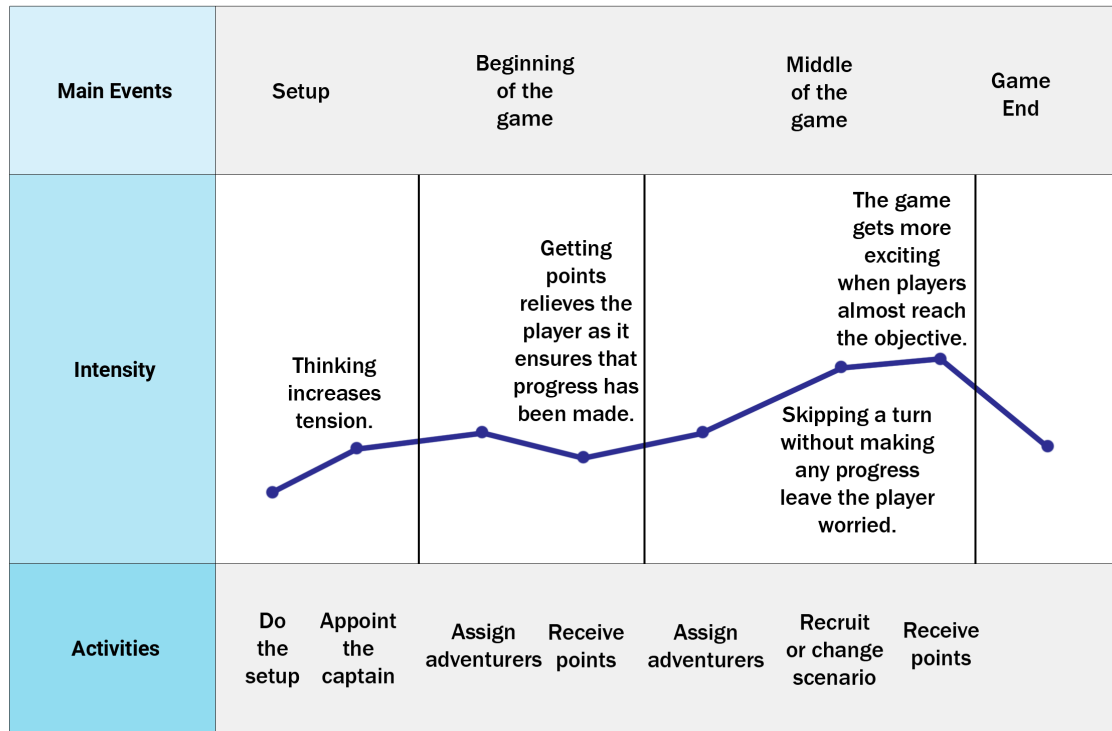
Giving the player only 1 action per turn sounds like a bit too much restriction, but it actually increases the game's intensity in 2 ways.

First is that the player will think twice before acting, having to choose to do only 1 action per turn is a meaningful choice. If the player didn't think much and do what they feel like, it could damage them sooner or later as long as the game still goes on.

Second, if the player didn't choose to assign the adventurers and did something else, that means they skipped the turn without making any progress on the inactive scenario, and that will slow their progress on the main objective down, which is a really high risk. And if the player insists on doing something else, they might be worried about the inactive scenario, or they might have been sure that they made the right choice.

Intensity Curve

Adventurer Guild Intensity Curve V2.0



Test & Analysis Report WEEK-02

Adventurer Guild V1.0 (Lab section)



Date: 03/11/2020 **Play time:** 16 minutes **Testers:** Yeen, Beam

Tester	Amount of adventurer(s) used each turn
Yeen	1/2/0/5(2+3)/0/4(1+3)/0
Beam	1/2/0/2/3/0/3(1+2)/2

Unexpected Result

-Players assigned adventurers on 2 scenarios at the same turn.

Feedback

Tester	Feedback
Yeen	Nothing is confusing in this game at all, but more mechanics should make the game more interesting.
Beam	Tracking on the scenario progress gets confusing when there are many active scenarios. Maybe letting the player get the point immediately should work?

What to do next?

-Work on the next version of the game.

Adventurer Guild V1.1

Date: 09/11/2020 **Play time:** 10 minutes **Testers:** Paat, Yeen

Tester	Captain's attributes
Paat	C2 E7 V3
Yeen	C5 E2 V5

What happened?

Everything went fine, besides that the player could assign the adventurers way too easy somehow.

What went right?	What went wrong?
-The captain was actually helpful.	-The game seems boring.
Expected Result	Unexpected Result
-The captain should help the player complete the scenario easier.	-Some scenarios can be completed with just the captain itself.

Feedback

Tester	Feedback
Paat	As always, the theme is very good. And it's what makes the game live. Still, the captain mechanic made the game a bit too easy, but I don't mean you should put it away, try to balance it. The game is also missing player interactions, and more mechanics will make the game better for sure.

Analysis**Why do I think the game was boring?**

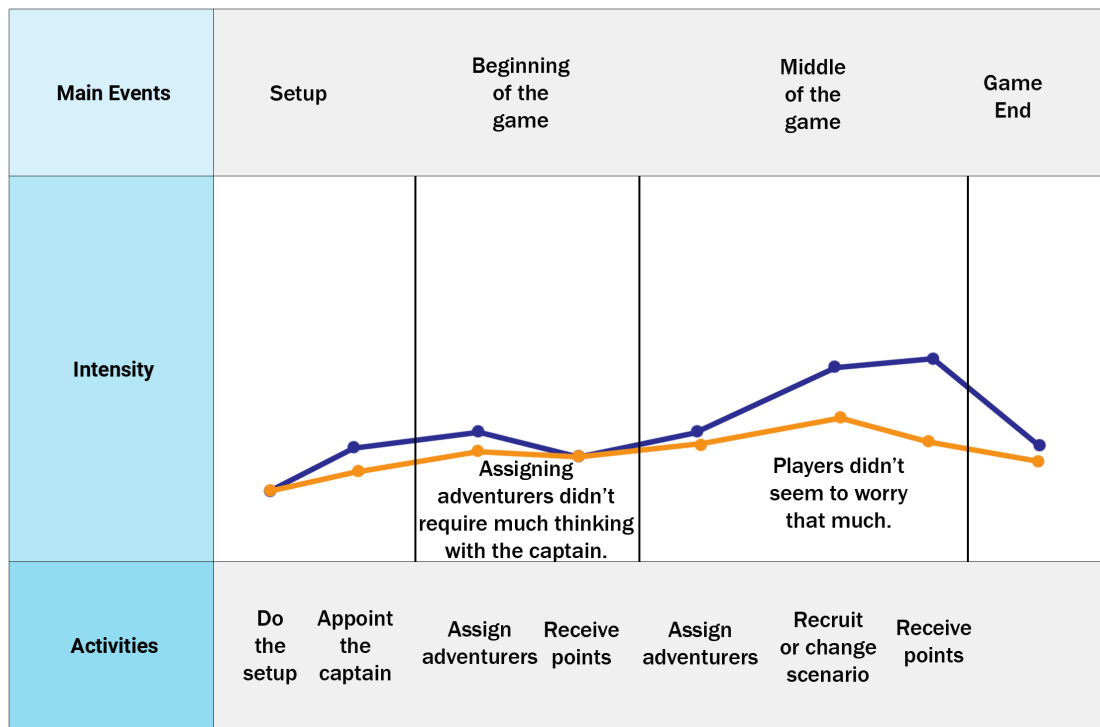
The thing is that the players separately do their task through the whole game. There were no player interactions at all, players just do what they have to do on their own without doing anything at each other.

The scenario was much easier than before, why is that?

The captain appointment is the cause, I see that the captain's (which is basically one of the adventurers) attributes are quite high that it made the player have an easier time assigning adventurers.

Intensity Curve Analysis

Adventurer Guild Intensity Curve V2.0



What to do next?

- Balance the captain's attribute or rework this mechanic.
- Create a mechanic that creates player interaction.

Friend's Game Report WEEK-02

Date: 03/11/2020

Game	Version	Comment
Beam's Smuggler and Police	2.0	The tension when the police check the cargo is good. However, the police's special skill cards were weird.
Yeen's Mint Tin Board Game	0.2	The component's usage is good, I won't complain about the visual since it's a prototype. And the attack cards could have effects to make the combat more interesting.

Date: 06/11/2020

Game	Version	Comment
Yeen's Business Battle	2.1	That 1 tile movement per turn is a bit annoying. Also the problem here is the player will stick with 3 heads since there are 5 coins because it has the highest probability among the other combinations. You should fix that or the coin flip mechanic could give no intensity at all.

Date: 07/11/2020

Game	Version	Comment
Beam's Smuggler and Police	1.2	That color/number matching mechanic is interesting. However, the theme of this version isn't as strong as the old ones.

WEEKLY REPORT #14

Research WEEK-03

HOW TO MAKE THE PERFECT BOARD GAME RULEBOOK

Structure a rulebook

The introduction shows the background story and sets the game's tone. The component, setup, gameplay, and appendices should use a clear language. The components should simply list which items in the box are required. The setup may include some pictures explaining how to set the board properly. In the gameplay rule section, make sure it doesn't diverge into one-off situations. It should focus on round mechanics. How does each player complete and what must happen?

This ensures the rulebook is easy to read for new players and doesn't require experienced players to run around often. The endgame section must explicitly explain what constitutes an endgame.

Making rulebook clear and concise

Make sure the players can actually play and understand what's going on. It's useful to have a group of testers with different backgrounds and skills. The easiest way is to find them through social network groups such as Discord. It's important that the readers consist of both new and experienced members of the community and creators. This will get you balanced feedback.

Source:

<https://brandonthegamedev.com/how-to-make-the-perfect-board-game-rule-book/>

Development Document: Mint Tin Challenge WEEK-03

Design Document: Adventurer Guild V2.0

Date: 10/11/2020

Designer: Pattanan Kangkan

Design Goal

To create a good player interaction through a competition that will make the player think more than usual increasing the game's intensity.

Changelog

-Scenario cards are now called Quest cards instead.

Reason of change: Calling these cards "Quest" instead of scenario sounds more fitting for the theme.

-Quest cards are now shared for both players instead of individually.

Reason of change: Due to the change on the major mechanic, the quest cards have to be shared instead of giving to players individually.

-Added new mechanic "Attribute Compete"

Reason of adding: I added it to be the first ever mechanic that creates player interaction in this game.

Mechanics

-Attribute Compete

Explanation: This mechanic lets players compete to own the quest cards. Players have to come up with a combination of a matching attribute of adventurers with the quest card, and the total number has to be as close as possible to the quest card's requirement to have more chances to win the quest card.

If design success: The player will try to make a combination of attributes that's the closest or equal to the requirement without using too many adventurers.

Rules of the game

Objective

-Get 15 adventure points to win.

Components

-20 Adventurer cards

-20 Scenario cards

-6 Progress trackers

-30 Adventure Point tokens

Setup

-Find the first player using rock paper scissors.

-Shuffle the adventurer cards and the scenario cards.

-The first player draws 6 adventurer cards, followed by the second player.

How to play

-In this version, no one takes their own turn. Both of you will be playing together in the same round.

-At the beginning of the round, both players draw 1 adventurer card each and assign them as a captain. If there was already a captain, put the old one in the bottom of the deck.

-After assigning the captain, draw 1 quest card.

Attribute Competing

- In this version, you have to fight for your quest as there will be only 1 shared quest card on each round. Not individual for each player anymore.
- Create a combination of adventurers up to 3 of them. Their attributes number will be combined.
- Make your combination's number as close as the quest card. If your number is higher than the quest card's requirement, it must not be higher than 2.
- The one who gets the amount of attribute the closest or equal to the requirement wins the quest card, and the used adventurers will be used for this quest too.
- If it's a tie, the turn ends and proceeds to the next turn.

The quest

- You have to wait for 2 turns to finish the quest after you started it.
- When it's 1 turn before the quest ends, put a progress tracker on the quest card.
- When the quest ends, take the amount of adventure point tokens following the reward of the finished quest card.

Game Ending

- The game ends when the player has collected 15 adventure point tokens.
- The player who completed the objective first wins.

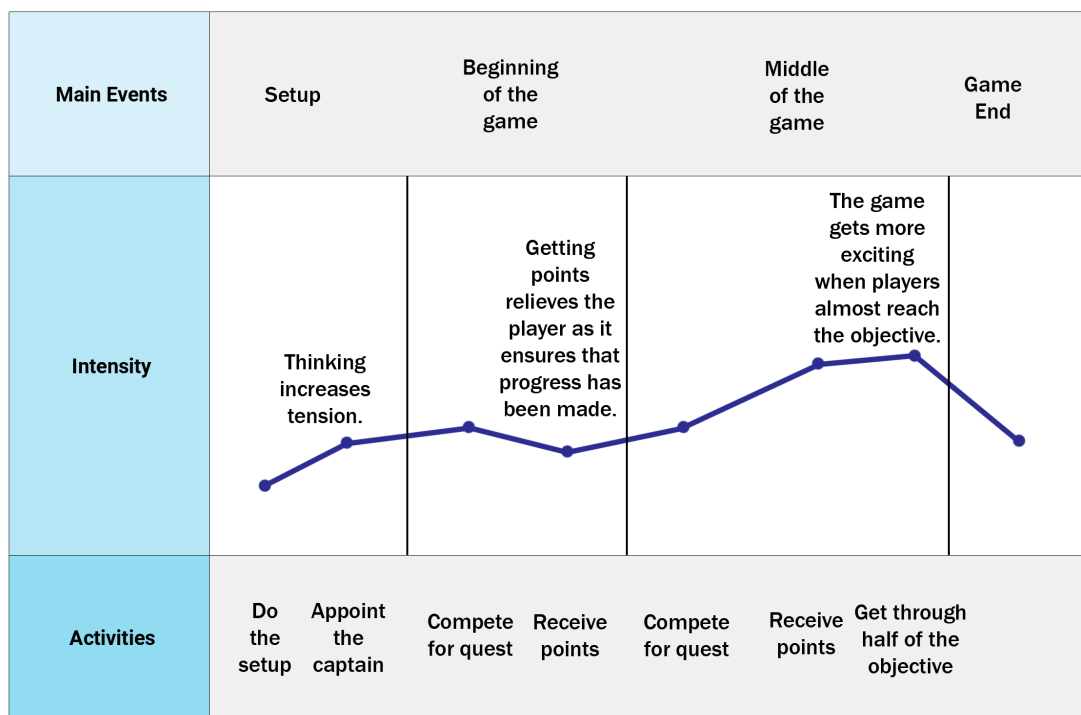
Math Analysis

How often would the player get the attribute equal to the quest's requirement?

Right now the highest requirement of the quest ever existed in this game is around 10-14. While the adventurer with the highest attribute is around 5-7. Neglect the type of attribute that matches with the requirement, if the player has many 5 attribute adventurers/captain, there is quite a high chance of getting an equal instead of more or less than the requirement because 5 is the number that can be easily added in any combination that takes more than 5 attributes. While 7 seems like a lot in here, but it's pretty hard to manage to get an equal because there are a very few numbers that can pair up with 7 to match with the low requirements perfectly. Most of the time when there's 7 included, it would be higher.

Intensity Curve

Adventurer Guild Intensity Curve V2.0



Mechanics Designed for the next lab playtest (V3.0 Pending)

Date: 16/11/2020

These mechanics will be tested on the next week's lab session due to a few amount of times left for this week. There is 1 base idea and 3 alternatives which will be tested and chosen which one will be added to the final version.

Base idea

- Both players draw their own card at the same time and assign their adventurers.
- If any of the players get the battle trigger card, the battle begins.

Alternative #01

- The one who got the trigger card is the attacker.
- Attacker chooses an adventurer to attack.
- Roll D6, the attribute from D6 tells which attribute is used for attack.
- The number of attributes is the attack damage. (Steal the point)
- The Defender does the same and the number they got will reduce the point stolen.
- Attacker and Defender's adventurers will be exhausted. (Unavailable for 2 turns)

Alternative #02

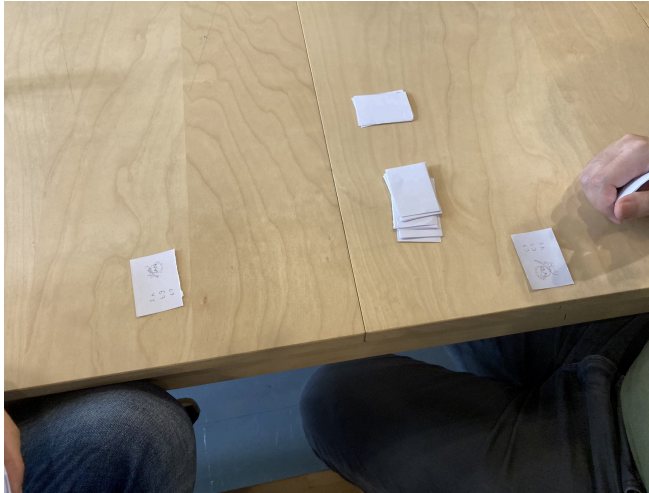
- The battle works the same as the first one, but both players will do the Rock-Paper-Scissors to find out who will be the Attacker/Defender.

Alternative #03

- Both players bet which attribute will come out from rolling the custom D6. (Can't bet the same attribute)
- The one who won the bet rolls another D6, the number that the player got is the amount of adventure points they will get from the battle.

Test & Analysis Report WEEK-03

Adventurer Guild V2.0 (Lab section)



Date: 10/11/2020 **Play time:** 12 minutes **Testers:** Paat, Beam

Round	</>/=		Adventurers Assigned	
	Paat	Beam	Paat	Beam
1	=	=	2	1
2	=	=	0	0
3	>	=	1	0
4	=	=	0	0
5	<	=	1	1
6	<	=	2	2
7	=	=	2	2
8	=	=	2	2
9	>	=	1	1
10	>	=	2	1
11	=	=	3	2

What happened?

Each turn was fast, and that made it a waste of time when players switch the captain every turn. Most of the time when they're competing attributes, both players mostly get an equal and a tie in the same turn.

What went right?	What went wrong?
-Nothing.	-The rule is barely understandable. -I don't see how players are having fun with their interaction.
Expected Result	Unexpected Result
-The Attribute Compete should create a good player interaction.	-With the Attribute Compete mechanic, the requirements on the quest cards are too low now. -Keep switching captains every turn is a bit annoying and a waste of time as each turn is very fast. -The chance of getting an equal attribute with the requirement is too much.

Feedback

Tester	Feedback
Paat	The base swapping each turn is time-consuming. There are a lot of ties. The number is too easy to combine. The game turned out to be complicated. Putting cards here and there all the time. Strategy and interaction needs development.
Beam	The card management is useless. It only took 2 turns to complete the quest while the player still had plenty of adventurers left. Try making the card management more meaningful.

Analysis

Why is switching the captain every turn annoying?

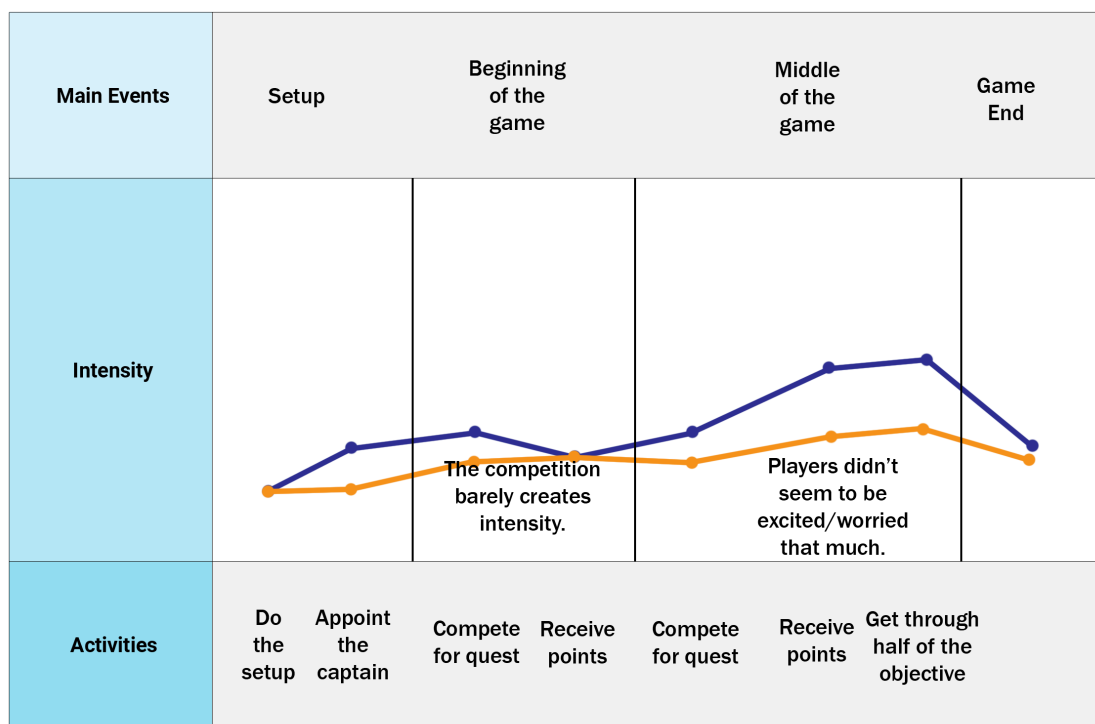
It's because each turn ends very fast, and at the start of every turn, both players have to change their captain with the adventurers in the deck. With the same repeated action consecutively and frequently, the player got bored.

Why did players get an equal and tied so often?

The biggest part of the cause should be the requirement of the quest card along with the adventurer's attributes. It could be either the requirement is too low, or the attributes were too high. And the captain makes it even easier to reach the quest's requirement.

Intensity Curve Analysis

Adventurer Guild Intensity Curve V2.0



What to do next?

- Solve the problem of the player interaction mechanic.
- Create new mechanics to increase the fun of the game.

Friend's Game Report WEEK-03**Date:** 15/11/2020

Game	Version	Comment
Beam's Train Cargo	2.1	The game is overall good. I like it. Except for the card checking limitation, the quota is a bit too low. But increasing it could make the quota too much too. This is quite bothersome.

WEEKLY REPORT #15

Research WEEK-04

Criteria for strategy game design

Variety

A good strategy game needs to have a wide range of situations. The player can't rely on memorizing every aspect of the game but need to find a new solution every time that the player starts the game.

Coherence

If many mechanics in the game are able to support each other, it will create a connection between them, thus making the game more complex and elegant.

Balance

When the decision for the player is not balancing, an alternate decision will get impact and might weigh down against each other. The player will know instantly which choice is the best one because the decisions have already been made before the player considers. The choices shouldn't be obvious so that the player can decide which is better during the gameplay.

References

https://www.gamasutra.com/blogs/FabianFischer/20141201/231243/Criteria_for_Strategy_Game_Design.php

Development Document: Mint Tin Challenge WEEK-04

Design Document: Adventurer Guild V3.0

Date: 18/11/2020

Designer: Pattanan Kangkan

Design Goal

To improve the player interaction as the older version had the player having a bad gameplay experience with the player interaction mechanic.

Changelog

-Removed the captain appointment mechanic.

Reason of change: I found the captain mechanic helping the player quite too much, but I'm not sure if removing this mechanic permanently will make the player have a hard time playing the game or not. So I will remove it for this version and test it out first.

-Changed the adventure points from tokens to tracking cards instead.

Reason of change: Because this game fits in a mint box, the tokens would be really small and the player can lose some of them easily. So making it a point card instead should work better.

-Both players now draw the quest cards at the same time. No more turn taking.

Reason of change: It was changed to fit with the new battle mechanic.

-Added new mechanic: Battle.

Reason of adding: To improve the player interaction mechanic which was boring in the last version.

-Added a new component: Attribute dice. (Custom D6)

Reason of adding: This component was added along with the battle mechanic as it's what makes the battle complete.

Mechanics

-Battle

Explanation: This is the reworked player interaction mechanic. In the old version, players will be competing for the quest cards every turn. But now they will be battling only when the battle card has been drawn out from the quests deck. There will be attacker and defender, and they will have to roll the attribute dice to attack and defend. At the end of battle, the attacker will gain points, while the defender will lose some following the battle result.

If design success: The game should create a better intensity, and players should be able to manage their adventurer cards well.

Rules of the game

Objective

-Get 15 adventure points to win.

Components

-1 Adventurers deck (20 cards)

-1 Quests deck (20 cards)

-2 Adventure point cards

-2 Paper clips

-6 Progress trackers

-1 Attribute dice

Setup

-Shuffle the quests deck and put it between both players.

-Shuffle the adventurers deck and both players draw 6 cards from it.

-Take 1 adventure points card, 1 paper clip, and 3 progress trackers for each player.

-Put your paper clip on the number 1 of your adventure points card.

How to play

-In each round, both of you will be drawing 1 quest card from the quests deck at the same time.

Assigning Adventurers

-If the card you drew is the normal quest card, create a combination of up to 3 adventurers that have a total attribute matching the quest card's requirements.

-The card that has an assigned adventurer on it will be done in 2 rounds.

-At the start of the round before the quest card is done, put a progress tracker on the card.

-When the quest card is done, remove it from the game, and take the adventurer points following the card's reward. (Move the paper clip to the total number of points on the adventure points card after receiving the reward)

Battle

-If any of the players got the battle card from the quests deck, the battle begins.

-The one who got the battle card will be an attacker. And the other one will be the defender.

-If both players got the battle cards at the same round, do the Rock-Paper-Scissors to find who is the attacker instead.

-Both attacker and defender choose 1 of their adventurers and put them face down. Reveal them when both players are ready.

-The attacker rolls the attribute dice, the attribute that you got from the dice will tell which attribute of the attacker's adventurer is used for attacking. And the attack damage will follow the attribute's number.

-The defender rolls the attribute dice, the attribute that you got from the dice will tell which attribute of the defender's adventurer is used for defending. And the defense power will follow the attribute's number.

-After both players get their attack damage and defense power, calculate both numbers and use the total number as the amount of the adventure points that the attacker will be stealing from the defender.

-The attacker takes the amount of adventure points following the total number from the battle, and the defender loses the same amount of points.

Game ending

- The game ends when one of the players has collected 15 adventure points.
- The one who completed the objective first wins.

Math Analysis**Why only 5 Battle cards in the deck?**

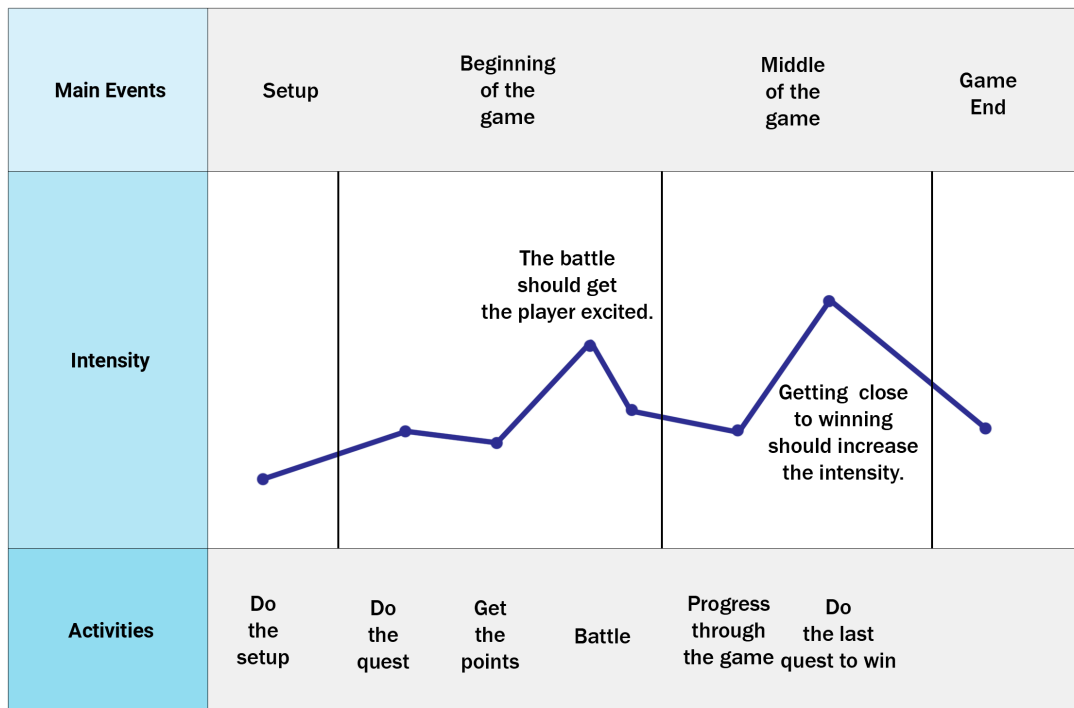
In the quests deck, there are 20 cards including the battle cards. Which means there is a 25% chance of drawing a battle card out of the deck, 25% might be low, but letting the battle occur too often at the beginning of the game would make it hard for players to keep on playing the game. So 5 cards is enough, and as they progress through the game, the quest cards will start to run out, while the battle cards always go back to the deck, which means the chance of getting the battle card will get higher as players keep doing the quests. And by that time both players will have a lot of adventure points, and when the battle starts to occur often, the game will get intense as they have points to steal from each other.

Wouldn't the player steal too many points from the opponent when they attack?

If the attacker is the only one who's doing the battle, then they will get too many points as they could get up to 7 points according to the highest adventurer's attribute. That's why the defender exists as the player who didn't get the battle card. All of the adventurers have similar numbers in different attributes, and as the defender's adventurer can deduct the points stolen by the attacker, the defender won't lose too many points. And that will leave the defender with a hope of coming back.

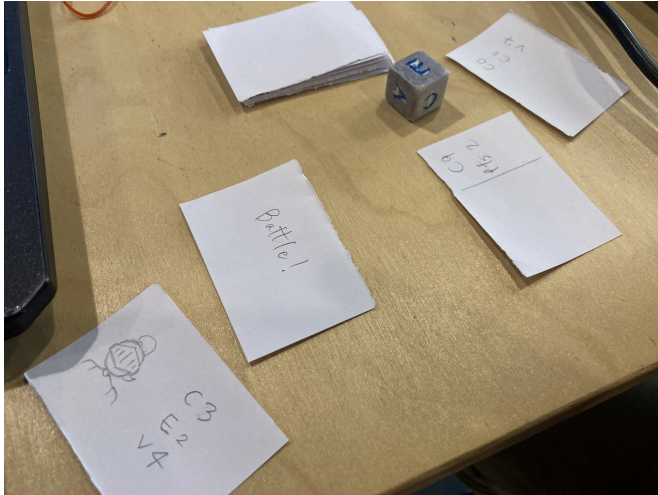
Intensity Curve

Adventurer Guild Intensity Curve V3.0



Test & Analysis Report WEEK-04

Adventurer Guild: Mechanics idea testing (Lab section)



Date: 17/11/2020 **Testers:** Paat, Beam

Feedback (Alternative #01)

Tester	Feedback
Paat	Battle card: the mechanic looks OK. The battle itself doesn't have any major broken hole.
Beam	25% chance and getting higher each time you play seems good enough for the chance of getting a battle card.

Feedback (Alternative #02)

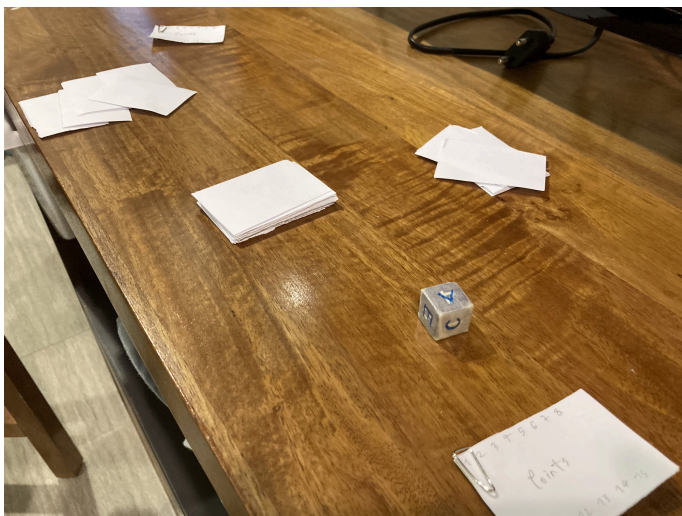
Tester	Feedback
Paat	I agree with Beam. Plus putting the RPS away will make the game more simple.
Beam	I don't think this one works. If I'm the one who gets the card, then I should be the Attacker.

Feedback (Alternative #03)

Tester	Feedback
Paat	Bet dice: I think betting doesn't fit the game that much. The battle card is better.
Beam	The first battle test looks more suited to your theme more than the rest of the test.

What to do next?

-Use 1 of those 3 ideas to put in the final version.

Adventurer Guild V3.0

Date: 20/11/2020 **Play time:** 10 minutes **Testers:** Paat, Ouh

Tester	Battle cards drawn
Ouh	3
Paat	3

What happened?

There were quite many errors during the playtest that had been hotfixed or else the game will never be playable. But besides those errors, the game was much more fun than ever before.

What went right?	What went wrong?
<ul style="list-style-type: none"> -The player enjoyed the game a lot more than the last version. -The intensity of the game during the battle is as good as I expected, players get an excitement and a good feeling of being an attacker. 	<ul style="list-style-type: none"> -The battle card came out in the first round of the game that players have only 1 point and can't go any lower. -The player can't do some of the quest cards, and they never will. -Players ran out of adventurer cards too fast that they don't have any adventurers for battling. Probably because there was no captain.

Feedback

Tester	Feedback
Paat	This system increases the game's depth of strategy greatly. And the intensity went up so good when the battle card was drawn out.

Analysis**Did the battle mechanic go well with the game?**

Really well, not only it makes the game more intense (in a good way), it also makes the game more strategic as I wanted it to be. Players started to manage their adventurer cards more carefully than they used to do.

Was the battle occurred too often?

No, it's quite fine for an average of 6 battles through the whole game, even though more battles in each playthrough could be better, but this is already fine that it didn't make the game too long.

Was the amount of adventure points stolen from each battle too much?

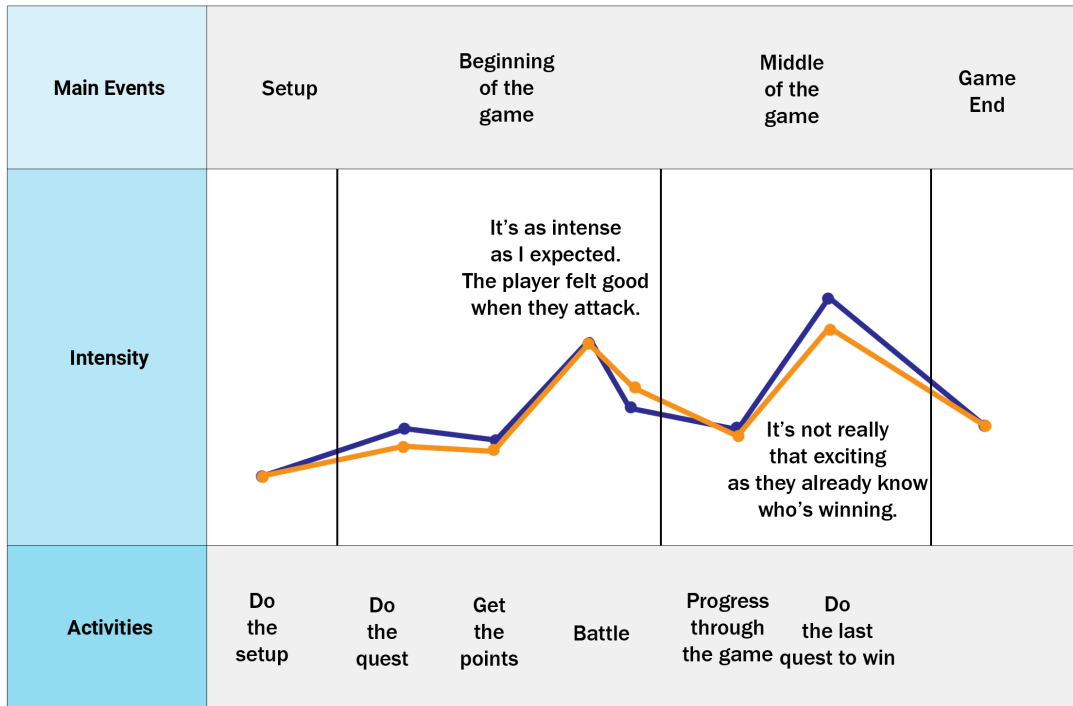
From what I have experienced myself, it was always around 2-3, or sometimes even 0. And that's really ok, if it was around 5 that would be so unfair.

Did the game take too long to end because the points keep being stolen?

From the first question's answer, it's clear that the game didn't even take too long at all.

Intensity Curve Analysis

Adventurer Guild Intensity Curve V3.0



What to do next?

- Create a rule: If any player got the battle card on the first round, put it back to the deck and draw another one until it's not the battle card.
- Create a rule: If the player can't do the current quest card, switch it with the one in the deck.
- Create a rule: If there is a quest card that wasn't used in the round that has the battle, return that card along with the battle card at the end of the round.
- Bring the captain back.
- Make the adventurers deck getting used more than just in the setup phase.
- Add number 0 to the adventure point card.

Friend's Game Report WEEK-04

Date: 17/11/2020

Game	Version	Comment
Paat's Be Gone	2.1	Color combination was a good idea. However, the board was a bit too small that it made this mechanic become confusing.

Date: 20/11/2020

Game	Version	Comment
Paat's Be Gone	2.2	The confusion of the color combination mechanic when the player has just a small bit of area on the other colors has been well fixed, and that's great. This should make the game totally fine now.