The Development Document of...

Renfield Modification Project

IDD221 - PROJECT#03   WEEK 1

Base Game Overview

From what I understand Renfield seems to be a game for gambling with an aspect of Poker. The rules were actually simple, but to be honest, the rulebook was really bad as me and my friends took a long time to understand how the rules work.

Base Game's Rules

Objective

Have at least 1 bug from the cards you won and try to have the lowest amount of bugs among all players to win the coins.

Get more coins than your starting budget. (Optional)

Components

Renfield deck

- 54 cards

- 3 suits. Parts, Tools, and Stones

-Each suit has 18 ranks (0-17)

100 coins (For each player)

Setup

- The game plays in 4-7 players. Choose 1 player as a dealer.

- Dealer excludes all 0 rank cards from all 3 suits.

-Players bid their coins as much as they want. Player with the highest bid gets to set up the rank of the suits using the excluded 0 cards. For example, set Parts as the highest suit and Tools as the lowest suit. And the one who bid the highest have to pay to the pot.

Gameplay

- Starting with the player who won the bid from the setup phase.

- The first player places any card they want in their hand. The rank of the suits are the same as the setup phase.

- After the first player places a card, the rest plays in clockwise and place the card that must follow the suit of the first placed card if they have it. If they don't have the card of the same suit, they can place any card.

- After all players placed the cards, look for the one who placed the highest suit and rank among the others, that person wins the round.

- The winner of that round takes all placed cards and must pay the coins to the pot in the same amount as the amount of coins in the cards they obtained.

- In the next round, player from last round gets to place the card first.

- Repeat the gameplay until all 6 cards of every players are played.

- The one with the lowest bugs from obtained cards wins all coins in the pot.

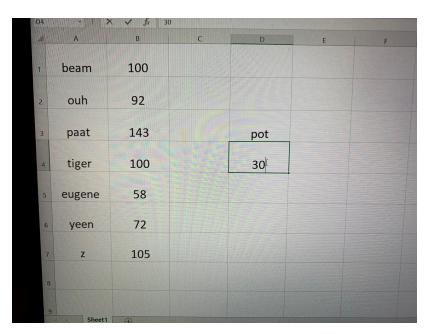(Must have at least 1 bug to win)

I tested the base game with my friends, and here's what happened…

(We tested 4 times, and this is the summary of what I got from playing it)

Longest Playtime: 3 hours (The game was almost endless, we stopped there)

We don't have tokens to play the base game, so we wrote down the amount of money each player has in Excel instead

Player List

Paat	Ouh (Me)	Eugene	Beam	Z	Yeen

We tried playing the game and found out that the rules weren't that complicated, but the rulebook itself wasn't clear. It was kind of enjoyable in its own way. In my opinion it's already balanced, but for myself I don't really like how it has to play with money or tokens, basically a gambling game. But the main problem is how the game requires players to think quite much while also relying on luck. The game itself is a little bit of a strategy game, while it's also luck based which doesn't seem to work together very well. I know that most of board games have strategy and luck based aspect in it, but only one will stand out the most, either strategy or luck. While Renfield's strategy and luck seem to be at the same level which makes the game quite hard to plan and very pressuring to take a risk

Idea Notes for modifications

What if having more bugs gets more advantages instead?

Maybe I can change the whole mechanic with this

Design Goals :

- I don't want the game to use coins or tokens. (Basically make it not a

gambling game)

- Make something that leads to losing in base game into what **player will**

need.

- Try to revamp the whole game and make it easier to play than the base

game.

- It would be great if my modded game lets players interact with each other

during the gameplay.

Modification Idea#01 : Bug Catcher

Notes about this version

- Suits no longer matter.

- Right now **bugs are important.**

Rules

- Play in 3-6 players

- Exclude all 0 rank cards out of the game.

- Give players a card that has 6 bugs with no coins. 1 card for each player

- Each player draws 3 cards from the deck.

- Going clockwise from the first player. Player chose to skip turn or discard the card that must have at least 2 bugs in it to draw 1 card. (Maximum 2 cards at a time) *Double coin card is an exception for placing card with no bugs*

- Player gets to draw 1 card for every 2 bugs on discarded card. (Ex. 6 bugs = 3 draws)

- Try to keep the card that has coins in it.

-Play until no more cards in the deck. The player with the highest amount of coins wins.

- In case you only have only cards with coins but no bugs, discard your card that has the highest coins and draw a card. If the card doesn't have even a single bug, keep drawing until you get the one with bugs, those cards that you drew before will be returned to deck.

Note for the double cards

Double Bugs	Place it with the card that has bugs to double amount of bugs in the card you discarded
Double Coins	Place it in your turn to double the amount of CURRENT coins in your hand, after getting more coins. Those coins you got will not be doubled unless you use another double coins. If you want to place the double coins card in your turn, you can't place any other cards along with it.

Modification Idea#02 : Omenflies

Notes about this version

- Some cards are now **dangerous.**

- A little bit of Domino aspect.

- Players can interact with each other now.

Rules

- Play in 3-6 players.

- Exclude all 0 rank cards out of the deck.

- Players draw 1 card for each. Compare the rank of the cards. The highest one

gets to order the pattern of 0 rank cards. (After comparing, put all the cards

back to the deck and shuffle)

- Players start with 6 cards in their hands.

- From the first player going clockwise, each player has to place the card

following the suits order of 0 rank cards. (Ex. If the first 0 rank card is Parts,

then the player has to place Parts card. If the second 0 rank card is Tools, the second player has to place Tools card. *But if the card on the player's hand has different suit but same rank as the card that was placed before, player can place that card.*

- Player can place more than 1 card if the other cards have the same suit as the current pattern. (Ex. If the current card that has to be placed is Stones, and player has 3 Stones cards, they can place all 3 Stones cards at once.)

- After finished placing card, draw 1 card from the deck to end the turn.

- If player doesn't have the card that can be placed at the moment, skip the turn and draw 1 card from the deck.

- There are some special cards in this version. Special cards can be placed freely, but it has to be placed along with the card that follows the 0 rank cards order. **Only 1 special card can be placed in each turn.** If the special card was used, remove it from the game.

Double Bugs	After using, player on the next turn draws 3 cards.
Double Coins	Discard 1 card with highest coins in hand and end the turn without drawing a card.
No bugs	See the top 4 cards of the deck and put them back in the same order. Don't let other players see them.
No coins	Choose 1 card in hand and give it to any player.
1 bug	Choose 1 special card that has already been used by anyone and keep it in hand.

AVOID GETTING THE OMENFLIES

-Omenflies are the card that has 5 or 6 bugs in it.

- If the player draws a card and it's Omenflies, that player has to draw 3 more cards. But if one of those 3 cards is Omenflies again, put it back to the deck, draw another one, and shuffle the deck.

- Keep playing until the deck is out of cards.

- Compare the amount of cards left in hand. The player with the lowest amount of cards wins.

- Player can also win by being able to place all the cards in hand in 1 turn.

Modification Idea#03 : Follow the lead

Notes about this version

- The game should be fast and easy to play.

- Might be good for chilling out.

Rules

- 4 players, choose one to be the dealer.

- Exclude all 0 rank cards out of the game.

- Players except dealer start with 15 cards in their hands.

- Dealer draws a card from the deck and shows it to players.

- Each player places 1 card that has the same rank or same amount of bugs or coins as the dealer's card.

- Player can also place the card that's closest to the dealer's card by at least 2.

(In ranks, bugs and coins)

- If player doesn't have the card that meets the conditions above, they can't

place any card in that round.

- After players finished placing cards, the dealer draws another card and

repeat the same steps.

- Repeat like this for 10 rounds.

- After all 10 rounds, the game ends. The player with the highest amount of

placed cards wins.

Summary of week 1

  Due to several playtests of the base game which took a lot of time for us

to understand the base game, we can only modify the game in the amount of

time we have left. But let's look forward for the next week's playtests. We'll see

how fun our modified games will be!

WEEK 1 - END

Renfield Modification Project

IDD221 - PROJECT#03   WEEK 2

Concept & Design Document of Modification#01 - Bug catcher

Version 0.1

Date: 11/05/2019

Designer Goal

I tried making something that wasn't needed by players in the base game into what is the winning factor of this modification. I also wanted to make the game not involving into money stuff such as tokens in the base game.

Objective

Get the highest amount of coins to win.

Components

Renfield deck

- 54 cards

Double Cards' Effects

Double Bugs	Place it with the card that has bugs to double amount of bugs in the card you discarded

Game Mechanic

Setup

- Play in 3-6 players

- Choose 1 player to be the one who starts placing cards.

- Exclude all 0 rank cards and double coins out of the game.

- Give players a card that has 6 bugs with no coins. 1 card for each player

- Each player draws 3 cards from the deck.

How to play

- Going clockwise from the first player. Each player chooses to skip turn or discard the card that must have at least 2 bugs in it to draw 1 card. (Maximum 2 cards at a time) *Double coin card is an exception for placing card with no bugs*

- Player gets to draw 1 card for every 2 bugs on discarded card. (Ex. 6 bugs = 3 draws) But if the card has an odd number of bugs, count only the even number, and the leftover bug will be a waste.

-Play until there are no more cards in the deck. The player with the highest amount of coins wins.

- In case you only have only cards with coins but no bugs or the card that has only 1 bug, discard your card that has the highest coins and draw a card. If the card doesn't have even a single bug, keep drawing until you get the one with bugs, those cards that you drew before will be returned to deck.

Modification Playtest#01: Bug Catcher

Date: 11/05/2019   Playtime: 7 minutes

Statistics

Player	Amount of coins
Paat	16
Beam	14
Yeen	10
Ouh	19 (WIN)
Z	16

What happened?

What went right?	What went wrong?
	There was a problem with the double coins card, it was a big loophole so I had to take it out of the game for now.

Feedbacks

Player	Comments
Paat	Balance your effects will make the game flow better. I think it needs more intensity, now it's quite plain.
Beam	The game is not bad. It could be improved for a better intensity.
Yeen	Try balancing your double coins card?
Z	I didn't get to use any logic in this game.

Now what?

As there was a problem with the double coins card that I had to temporarily remove it out of this version during this playtest. I will have to try thinking of how to fix it during the other playtests. I might as well get an idea from other playtests too.

Playtests of my friends' modified game

Date: 11/05/2019

Game	Core of the game	Comments
Paat's Luckfield	- You're not the one who plays your card, but your friend does! - Let's hope your friend chooses the right card for you to win.	It's really exciting as I wasn't the one who plays my own cards. In my opinion this mechanic is fine for further development.
Beam's Political Party	- Use 2 different cards to improve value the base card in buffing or offensive way. - Get the highest score among all!	Well, what happens when the amount of coins or bugs are a tie between players? I guess you forgot to think about that.
Eugene's 50 even bets	- Different bidding mechanic from the base game	Honestly, it's kind of boring as the only thing that has been changed from the base game is the setup. You should've modify the mechanic of the actual gameplay too.
Yeen's The Partner in Crime	- You won't be the only one who loses. Share the bugs with the others and drag them to lose along with you! - Or would bug sharing be helpful? Depends on how you play.	I like that bug sharing mechanic as I'm the player who mostly (actually always) lose since the base game. It just feels good not to be the only one who has the highest bugs.

Concept & Design Document of Modification#02 - Omenflies

Version 0.1

Date: 11/06/2019

Designer Goal

In this version I tried adding special effects to the card as I wanted

players to interact with each other for the different intensity of the game.

Objective

Have the lowest amount of cards to win.

Components

Renfield deck

- 54 cards

Special Cards

Double Bugs	After using, player on the next turn draws 3 cards.
Double Coins	Discard 1 card with highest coins in hand and end the turn without drawing a card.
No bugs	See the top 4 cards of the deck and put them back in the same order. Don't let other players see them.
No coins	Choose 1 card in hand and give it to any player.
1 bug	Choose 1 special card that has already been used by anyone and keep it in hand.
Omenflies (5 or 6 bugs card)	If the player draws a card and it's Omenflies, that player has to draw 3 more cards, and remove the drawn Omenflies card out of the game. But if the cards in those 3 cards are Omenflies again, put those Omenflies cards back, draw the cards at the same amount of Omenflies card that has been returned to the deck.

Setup

- Play in 4-5 players.

- Exclude all 0 rank cards out of the deck.

- Players draw 1 card for each. Compare the rank of the cards. The highest one gets to order the pattern of 0 rank cards. (After comparing, put all the cards back to the deck and shuffle)

- Players start with 6 cards in their hands.

How to play

- From the first player going clockwise, each player has to place the card following the suits order of 0 rank cards. (Ex. If the first 0 rank card is Parts, then the player has to place Parts card. If the second 0 rank card is Tools, the second player has to place Tools card. *But if the card on the player's hand has different suit but same rank as the card that was placed before, player can place that card.*

- Player can place more than 1 card if the other cards have the same suit as the current pattern. (Ex. If the current card that has to be placed is Stones, and player has 3 Stones cards, they can place all 3 Stones cards at once.)

- After finished placing card, draw 1 card from the deck to end the turn.

- If player doesn't have the card that can be placed at the moment, skip the turn and draw 1 card from the deck.

- There are some special cards in this version. Special cards can be placed freely, but it has to be placed along with the card that follows the 0 rank cards

order. **Only 1 special card can be placed in each turn.** If the special card was

used, remove it from the game.

- Keep playing until the deck is out of cards.

- Compare the amount of cards left in hand. The player with the lowest

amount of cards wins.

- Player can also win by being able to place all the cards in hand in 1 turn.

Modification Playtest#02: Omenflies

Date: 11/06/2019   Playtime: 10 minutes

Statistics

Player	Amount of cards (At the end of the game)	Omenflies
Paat	5	-
Beam	4	1
Tiger	6	-
Ouh	3	-
Z	6	1

What happened?

The game isn't that enjoyable as I expected. And the game ends

weirdly. I guess that experience was just really bad.

What went right?	What went wrong?
Honestly, nothing at all.	Too much Omenflies cards making the setup takes pretty long. And it looks like 0 card pattern means nothing at all. **That was a huge loophole.**

Feedbacks

Player	Comments
Paat	There are too much components and things to remember at the first time playing. A lot of things needed to be fix and make the mod more balanced.
Beam	There are many 5 and 6 bugs in the deck, thus, the set up is a little bit time consuming because we need to swap the card with the new card. The loophole with the 5 and 6 cards need to be a fix in the next modification.
Tiger	Too many 5 and 6 bugs. And also too many bugs in the game.
Z	-

Now what?

Ok, I guess I'll just keep this one away for now and try to develop the other modifications instead. I think I mixed things up way too much and make it a big mess. Maybe I can fix this later.

Playtests of my friends' modified game

Date: 11/06/2019

Game	Core of the game	Comments
Paat's Blendfield	- Play the 0 card and you lose! - If you don't want to be the one who takes a risk, win	I really love that intensity when the player has to play the card of the one who has 0 card. Maybe if you make it even more dangerous or add more components, the game would be even more fun.
Beam's Political Party	- Get the highest amount of coins to win.	So the problem I saw is when player has 0 bugs. Many players can do that and it makes each round has many winners. Maybe you can fix something about this?
Tiger's Lord of the Bugs	- You will now need a lot of bugs to win the game.	It's still not a major change to the game. Maybe you should try changing some parts of the rules too.
Z's Day and Night	- Day and Night, each phase gives different benefits. - Day helps player win with highest number. - While Night helps player win with lowest number.	Nice idea giving benefits to player who has the highest and lowest card.

Fixes of Modification#01: Bug Catcher

Version 0.1.5   Date: 11/07/2019

- Double coins card's return

        The user can choose between letting the other players discard their

cards that have the lowest amount of coins. Or pick 1 specific player and make

them discard the card that has the highest amount of coins.

- 0 cards are now in the game

        If a player draws a card and it's 0 rank card. That player has to discard

the cards in their hand and leave only 1 card left in hand. **Note that 0 cards**

will be added after all players finished drawing 3 cards in setup phase.

- Double bugs card revamp

        It's now more like "Timer Bomb". In 1 round before it's the user's turn

again, if no one can place the double bugs card or the card that has 6 bugs,

everyone including the user loses the card that has the highest amount of

coins in their hands. **Double bugs card can't be placed with another card in**

your turn.

- Change of no more bugs or only 1 bug left mechanic

        In case you only have only cards with coins but no bugs or the card that

has only 1 bug, discard your card that has the highest coins and pick the card

that has the highest amount of bugs from the used card piles into the hand.

Fixes of Modification#02: Omenflies

Version 0.1.5   Date: 11/07/2019

- Change of Omenflies

        Right now Omenflies is only 6 bugs card, and it's a special card that player can keep to attack the others. Use Omenflies to make everyone including the user draw 3 cards for each player.

Modification Playtest#03: Bug Catcher V0.1.5

Date: 11/07/2019   Playtime: 13 minutes

Statistics

Player	Amount of coins
Paat	2
Beam	3
Yeen	9 (WIN)
Ouh	3

What happened?

Players seemed to remember the special cards' effects pretty well which is good. Still, some effects are way too much on the offensive gameplay against other players.

What went right?	What went wrong?
The intensity of the game has been increased as I expected it to be. And most of the cards' effects seem to give players the fun they wanted.	Ok, I forgot to think about what would happen when you have no cards left in hand. And the 0 card seems to put players into disadvantage too much.

Feedbacks

Player	Comments
Paat	The game is interesting now with the adjustments. Right now, only need to fix the loopholes. Additional fun can still be added, try to play around with them.
Beam	What if the player runs out of cards? Zero-cards are too powerful and need to be nerfed. Overall, the game is fun to play
Yeen	Zero card is way too powerful. Maybe you should adjust it.

Now what?

Seems like players enjoyed this version more than any other modifications. I might as well try to develop it further and see how much can it be improved.

Playtests of my friends' modified game

Date: 11/07/2019

Game	Core of the game	Comments
Paat's Blendfield	- Try your luck out, see if you'll draw 0 card out of your friend and lose	Thrilling! I always get nervous every time it's my turn to pick the card. But in my opinion, if you let the player survive when they drew out the 0 card in the first round, the intensity will raise even more than this version.
Yeen's The Partner in Crime	- Team up with the others up to 3 players to share bugs with.	I think the teaming mechanic would need a larger number of players in the game to make it more effective and balanced.
Eugene's The Hidden Lucky Bet	- Coins in the card no longer decrease your coins, but gives you more instead.	Things are going fine, but I think how player has to place the card hidden somehow lowers the fun. It's like the game just go on in the same loop without letting players take any other actions.

Summary of week 2

So I started testing my games out along with testing my friends'. After some tests I tried fixing the game to make balance in it and finally found the best one that is worth developing further. We'll see how much can I improve my game in the next week.

WEEK 2 - END

Renfield Modification Project

IDD221 - PROJECT#03   WEEK 3

Development Document - Bug catcher

Version 1.0

Date: 11/12/2019

Designer Goal

I tried combining the key features between the first and second modification to increase and make balance of the intensity.

Objective

Get the highest amount of coins to win.

Components

Renfield deck

- 54 cards

Special Cards' Effects

Double Bugs	In 1 round before it's the user's turn again, if no one can place the double bugs card or the card that has 6 bugs, everyone including the user loses the card that has the highest amount of coins in their hands. **Double bugs card can't be placed with another card in your turn.**
Double Coins	The user can choose between letting the other players discard their cards that have the lowest amount of coins. Or

	pick 1 specific player and make them discard the card that has the highest amount of coins.
0 Rank Cards	If a player draws this card. That player has to choose 2 cards that have any amount of bugs to discard. Then discard this card out of the game. In case player has only 1 or 2 cards left before getting this card. This card's effect is negated and will be returned to deck.

Game Mechanic

Setup

- Play in 3-6 players

- Choose 1 player to be the one who starts placing cards.

- Exclude all 0 rank cards out of the deck.

- Give players a card that has 6 bugs with no coins. 1 card for each player

- Each player draws 3 cards from the deck.

- Put 0 cards back to the deck and shuffle.

How to play

- Going clockwise from the first player. Each player chooses to skip turn or discard the card that must have at least 2 bugs in it to draw 1 card. (Maximum 2 cards at a time) *Double coin card is an exception for placing card with no bugs*

- Player gets to draw 1 card for every 2 bugs on discarded card.

(Ex. 6 bugs = 3 draws) But if the card has an odd number of bugs, count only the even number, and the leftover bug will be a waste.

-Play until there are no more cards in the deck. The player with the highest amount of coins wins.

- In case you only have only cards with coins but no bugs or the card that has only 1 bug, discard your card that has the highest coins and draw a card. If the card doesn't have even a single bug, keep drawing until you get the one with bugs, those cards that you drew before will be returned to deck.

SPECIFIC Playtest#01: Bug Catcher V1.0's Special cards

Date: 11/13/2019   Playtime: 9 minutes

In this playtest I will be focusing only on the special cards' effect to see if it's better now after I changed the 0 value cards' effects

Statistics

Player	Amount of coins
Ouh	1
Paat	6
Beam	11
Tiger	5
Eugene	13 (WIN)
Z	11

What happened?

Players don't seem to worry about the 0 value cards that much after I made it less dangerous than before.

What went right?	What went wrong?
Changing the 0 card's effect didn't cause the game to break.	Somehow the intensity of the game went down. Perhaps I made the 0 card way too safe.

Feedbacks

Player	Comments
Paat	The card effect can be changed to make the game more intense. The "double bugs" is doing well. But other two can be more interesting.
Beam	The effect about double coin is good while the double bugs and 0 rank cards could get a better improvement for the fun that could happen.
Eugene	The effects of the double bugs seem to be easy to counter than the double coins if there is a lot of players. It's also fun to see high coins get discarded
Tiger	An interesting game where the objective is to collect as much coin cards as possible. 0 Rank Card seems to be fair that it discards any bug cards. Double Coins is a deadly risk attack on players. Double Cub seems to be an intense card.
Z	0 cards are a little bit too limited for use, maybe add more type of effect it can do.

Now what?

      Looks like I still have to balance 0 card. And I should try to make a new

mechanic to see if it engages player better than this version.

Playtests of my friends' modified game

Date: 11/12/2019

Game	Core of the game	Comments
Paat's Bombfield	- You got the bomb? Don't worry, you're all fine. - But if you got the activator after the bomb, say goodbye!	Ok, you're on the right track now. At this point I recommend adding a little bit more losing condition than the bomb to keep the intensity going on longer. Perhaps you can also add interactions between players too.
Yeen's The Partner in Crime	- Follow the first card. If you don't have the same suit, place the one with the lower suit by 1.	It's still not that big change. But at least I get to play in a different way this time, I can tell that your idea is very good. But if you want to test your game I think you should test it when you made a big change in your game.
Eugene's Color Factors	- If your color is not the same as the others, you get nothing. - But if your color match with the others, to see whose card is better.	Well, I don't think this one is impactful enough. Perhaps you can try to make your game lets players interact with others.
Z's Wheel of Bugs	- Now everyone is guaranteed to get 1	Your idea is ok, but somehow the unfair

	card each. - Winner of the trick gets to rotate the card to left or right. Each player gets the card that is rotated to them.	part seems way too much. I suggest you fix the part where the winner gets to rotate the card wheel.

Playtests of my friends' modified game

Date: 11/13/2019

Game	Core of the game	Comments
Paat's Eggsploding Kitchen	- The egg bomb passes to the other players. - The more bomb on the field, the more dangerous it is.	Your game gets even better, I like the way you can increase the intensity of the game gradually during the gameplay.
Z's Wheel of Bugs	- Now you draw a card and pay the coins according to the rank of the card to rotate the wheel.	Good game indeed, what you still need to do is make a new victory condition to make the game ends easier.
Beam's Political Party	- Now the bad reputation can go minus.	So.. we couldn't finish the game because the card ran out and there wasn't enough card for everyone. Which means you might have to set a limited number of players below 7. Also the problem about calculating bugs occurs again. Perhaps you should try to set up a step of calculating them.

Development Document - Rich or Risk (Changed name from Bug Catcher)

Version 2.0

Date: 11/14/2019

Designer Goal

This time I changed the mechanic to see if it will support the old special cards and the new ones I added in this version better than the old mechanic. And I added new special card along with fixing some of the old ones to make players interact with each other more than ever before.

Objective

Have the highest amount of coins from your played cards to win.

Components

Renfield deck

- 54 cards

Special Cards' Effects

Double Bugs	In 1 round before it's the user's turn again, if no one can place the double bugs card or the card that has 6 bugs, everyone including the user loses the card that has the highest amount of coins in their hands. **Double bugs card can't be placed with another card in your turn.**

Double Coins	When a player plays a card, you can play this card to prevent player from playing that card and remove it out of the game. Can be used on any cards except double bugs.
6 bugs vent the double bugs card's effect. card	Look at the top 3 cards of the deck, choose 1 to keep in your hand. Then put the others back to the deck in the same order. It can also be used to pre
0 Value Cards	If this card is drawn by the player. That player has to return all special cards to the deck and loses 2 cards with highest amount of coins to the public pile. After this card's effect has been activated, remove this card out of the game.

Each special card played will be put in the public pile, not in personal pile

Game Mechanic

Setup

- Play in 3-6 players

- Choose 1 player to be the first one who plays the card.

- Exclude all 0 rank cards out of the deck.

- Deal 5 cards to each player.

- Put all 0 cards back to the deck and shuffle.

How to play

- Going to the left from the first player. Each player chooses to skip turn or

play the card up to 2 cards. The played cards will be in the player's personal

pile for counting the coins at the end.

- Player can also choose to challenge another player in their turn too.

Each player gets 2 chances to challenge. Challenge is to fight the chosen player with the value of your chosen card.
Both players choose 1 card to play, put them face down.
When both players are ready, reveal their cards.
If the challenger's card's value is higher than the opponent, challenger wins the opponent's highest coins card. But if the challenger's card is lower than the opponent's, challenger loses the highest coins card along with the card that was played in the challenge.

Special cards cannot be played during the challenge

- Player draws 1 card from the deck to end the turn.

- Play until there are no more cards in the deck.

- Once the deck is out of cards, each player counts the amount of coins from

their played cards. The one with the highest amount of coins wins.

Playtests of my friends' modified game

Date: 11/14/2019

Game	Core of the game	Comments
Eugene's Underground Death Colors	- Compare the value of the card with the others who have the same	Well, the rules seem complicated. Also the part where you

	color. - Challenge someone else for more chance of surviving.	challenge is not rewarding enough to make player wants to challenge.
Beam's Battle Bugs	- Bugs are attack point, coins are defense point. - Plan how will you deal with the damage on the right side while attacking the left side.	The problem is how players can get fatal damage most of the time the defense in way too low because players can play only 1 defense card in each turn. And as the defense point is coin which is always lower than the bugs gives a disadvantage to the player.
Yeen's The Partner in Crime	- You are randomly teamed up with the other players.	It's pretty hard to play the card if you have to follow the card from the player before you. And somehow the teaming mechanic is not as fun as the old versions.

Modification Playtest#04: Rich or Risk V2.0

Date: 11/14/2019   Playtime: 27 minutes

Statistics

Player	Amount of coins
Paat	6
Beam	3
Yeen	8
Ouh	10 (WIN)

What happened?

Players seem interested in the new challenging mechanic. The game

still gives a similar feeling to the one before.

What went right?	What went wrong?
The new mechanic catches players' attention. It seems to be risky to use as I expected.	I forgot about the 5 bugs cards as it has no coins and can't do anything. Also the intensity of the game went down for some reason.

Feedbacks

Player	Comments
Paat	Try to fix the effect, balancing effects can make the game interesting. In this format, somehow, the double bugs are not as good as the last version. The challenge mechanic is interesting, try to develop it.
Beam	The new modification is fun but there is a problem with 17 card because it's an instant win card but it's still fun.

Eugene	It's fun and putting down the cards with coins is good, because in the end, it will become your money. I also liked the x2 coins cancelation. But I got confused with the Double Bugs.

Now what?

In this version the bugs are useless, so I tried to make it become a special card like the 6 bugs card. But I forgot about the 5 bugs card which also has only the bugs. I will have to make it a special card along with the 6 bugs one. Also I see the problem about the challenging mechanic that player can get an absolute win if the winning factor is the card's value. I will have to develop that part too.

Summary of week 3

This week I've got the new mechanic for my game after I've seen the problem about the special cards. I tried adjusting the card along with thinking of a new mechanic that could make the game even more fun than before. I seem to go in the right track now, but I still have to develop it further for a better player experience.

WEEK 3 - END

Renfield Modification Project

IDD221 - PROJECT#03   WEEK 4

Development Document - Final Exam

Version 1.0

Date: 11/19/2019

Designer Goal

This time I focused on creating a new mechanic to make players be able to do things more than just drawing cards and place it in front of them. And changed every special card's effects to support the new mechanic and give player an even more intense experience than before.

Objective

Be the last player surviving.

Components

Renfield deck

- 54 cards

Special Cards' Effects

Failed Cheat (Double Coins) **(Use in public pile)**	If you revealed this card on the public pile, you immediately lose 1 life.
Successful Cheat (Double Bugs) **(Use in hand)**	You can use this card to prevent the Failed Cheat card's effect.

Getting a hint (6 bugs card) **(Use in hand)**	Use this card to draw 1 card from the deck. After drawing a card, you can also choose to trade the card you drew with other players. (You are the one who picks the card from your chosen player's hand)
Destined Question (0 Value Cards) **(Use in public pile)**	Once you reveal this card, you get 1 life. This effect doesn't work if you already have full lives.

Setup

- Play in 4 players.

- Each player has 4 lives.

- Pick 1 player to be the first one who plays the card using any method.

- Deal 6 cards to each player.

How to play

Phase 1

- Choose 2 cards from your hand and put them face down in the public pile.

- After everyone has put their cards on the public pile, shuffle and spread them out.

Phase 2

- In your turn, choose 1 card from the public pile and reveal it.

- You must play the card which shares the same color/value as the one you revealed. If you don't have any matching card, you get 1 warning.

- You will lose 1 life when you reached 2 warnings.

- After finished playing, the player on the left side of you takes the turn.

- When everyone finished playing and all 8 cards on the public pile are revealed, return every cards back to the deck and shuffle. Then start the round again.

- Keep playing until there is only 1 player or no players left in the game.

- The last player standing wins.

Playtests of my friends' modified game

Date: 11/19/2019

Game	Core of the game	Comments
Yeen's The Partner in Crime	- Draw 5 cards - Round ends when all of you played 3 cards.	So you finally be able to make your game ends faster. Now you just have to add something new in it to make it more fun.

Modification Playtest#05: Final Exam V1.0

Date: 11/19/2019   Playtime: 21 minutes

Statistics

Player	Lives
Ouh	2

Beam	3
Yeen	4
Pai	2

What happened?

It seems that the game gets more interesting and gives a better

experience to the player than the old games. Still, there are some

components in the game which causes a loophole.

What went right?	What went wrong?
Players didn't get bored during the gameplay unlike the old versions.	The game took really long because everyone has a very high chance of surviving. It is long enough to make me stop the game instead of keep playing until the end.

Feedbacks

Player	Comments
Yeen	Your game need rebalancing to make the game shorter also, somehow 0 is op.
Beam	The game is very long while we can't find any winner or loser along with the timer.
Pai	-

Now what?

I've finally achieved what I was trying to solve. Now the new problem occurred which is not a major part of the game. I can probably fix all of them in the next version.

Development Document - Final Exam

Version 2.0

Date: 11/21/2019

Designer Goal

So, my design goal was a success. Now what's left is the problem I've fixed in this version. Let's see if my game will get a better balance in this version.

Objective

Be the last player surviving

Components

Renfield deck

- 54 cards

Special Cards' Effects

Failed Cheat (Double Coins) **(Use in public pile)**	If you revealed this card on the public pile, you immediately lose all of your remaining lives.
Successful Cheat	You can use this card to prevent the Failed Cheat card's effect.

(Double Bugs) **(Use in hand)**	
Getting a hint (6 bugs card) **(Use in hand)**	Use this card to draw 1 card from the deck. After drawing a card, you can also choose to trade the card you drew with other players. (You are the one who picks the card from your chosen player's hand)
Destined Question (0 Value Cards) **(Use in public pile)**	Once you reveal this card, you will have to draw the top card of the deck. If the drawn card's color matches with this card, you get 1 life (You won't get extra life from this card if your life is already full). If not, you lose 1 life.

Setup

- Play in 4 players.

- Each player has 3 lives.

- Pick 1 player to be the first one who plays the card using any method.

- Deal 6 cards to each player.

How to play

Phase 1

- Choose 2 cards from your hand and put them face down in the public pile.

- After everyone has put their cards on the public pile, shuffle and spread them out.

Phase 2

- In your turn, choose 1 card from the public pile and reveal it.

- You must play the card which shares the same color/value as the one you

revealed. If you don't have any matching card, you lose 1 life.

- After finished playing, the player on the left side of you takes the turn.

- When 4 cards from the public pile are revealed, return every cards to the

deck, shuffle and start the round again.

- Keep playing until there is only 1 player or no players left in the game.

- The last player standing wins.

Playtests of my friends' modified game

Date: 11/21/2019

Game	Core of the game	Comments
Paat's Eggsploding Kitchen	- The Eggtivator has 2 types, explode at you and explode at the players near you except yourself.	So, about the new mechanic. You know yourself after testing that it's still not good enough. Why not trying to add new components to your game if you know changing things still creates unbalance? You won't know if you won't try.
Eugene's Color Factors	- Challenge other players with double bugs to increase the amount of enemy's bugs.	The challenging part was a little bit confusing at the beginning. But your game is getting better now.
Tiger's Lord of the Bugs	- Convert the amount of	It's pretty fun. The part

	bugs you got into the coins. - You can add the coins for yourself or deduct enemy's coins.	where you convert your bugs might need a little bit more adjustments. I don't think players should be able to help attacking one specific player in each round.
Yeen's The Partner in Crime	- No more counting coins. - Get the point from winning each round. Get 3 points or have the highest in 4 rounds to win.	Good idea counting points from winning each round instead of the money in the pot. It could be confusing if player has to count a very high number.
Beam's Battle Bug	- Bugs are attack point, coins are defense point. - You can play an attack cards up to 2 cards and defense card up to 3 cards in each round. - Plan how will you deal with the damage on the right side while attacking the left side.	I see that player can raise their defense higher than the last version. Your game's balance is better. What's left that you can use to develop your game would be more components to increase the gameplay's intensity.

Modification Playtest#06: Final Exam V2.0

Date: 11/22/2019   Playtime: 19 minutes

Statistics

Player	Can't answer	Failed Cheat	Successful Cheat	Getting a hint	Destined Question
Paat	1	1	0	0	0
Beam	1	1	1	1	1
Yeen(Win)	0	0	0	1	1
Ouh	0	1	0	0	2

What happened?

Right now things went well after adjusting some part that caused a

loophole back in the last version.

What went right?	What went wrong?
The game didn't break or getting another loophole after I fixed it.	There are still some parts that seems unfair and creates unbalance in the game.

Feedbacks

Player	Comments
Paat	The "setup" part uses some time. But overall the game is very interesting.
Beam	The game is very fun but I hate the part where we need to return the card and arrange again. The person who plays first should rotate every round.
Yeen	I believe your game is ok, the fun is there but I felt like it could be balanced a bit better.

Now what?

Almost there, I just need a little bit more adjusting around the ending

of the game and things would be all good now.

Playtests of my friends' modified game

Date: 11/22/2019

Game	Core of the game	Comments
Paat's Eggsploding Kitchen	- 3 different types of eggs, Quail egg, Duck egg and Rathian Egg. Each of them deals damage in different ways. - Use 2 cards with the same color as the egg to block the damage.	Congratulations on solving the problem from the last version. Even though the new problem appears. I must say that the new components in your game creates an intensity better than the old ones. The

		balance in your game is all fine now. The only problem left is just around the end of your game. You just have to find a way to end it faster than what happened, then it's all good.
Tiger's Lord of the Bugs	- Convert the amount of bugs you got into the coins. - You can add the coins for yourself or deduct enemy's coins.	I don't see any error in your game. I think it's good enough now.
Yeen's The Partner in Crime	- Double coins can be used to give your card with bugs to the other players.	I'm not sure if the double coins is necessary. I rarely see people playing that card even though they have it.
Beam's Battle Bug	- Bugs are attack point, coins are defense point. - You can play an attack cards up to 2 cards and defense card up to 3 cards in each round. - Plan how will you deal with the damage on the right side while attacking the left side.	Yes, I'm pretty sure it's balanced and good for the final version now. No errors and things seems fair enough.

Fixes of Final Exam

Version 2.5 (Final Version)   Date: 11/07/2019

- The player on the left of the first player will get to be the first player on the

next round, and will keep going on until the game ends.

- When there are 2 players left, if one of them loses this round, the other

player doesn't win yet. That player has to play 1 last time, and will lose anyway

if they meet the losing condition.

Summary of week 4

        I've come up with a new game which I developed from the game from

the last week. And yes, this is it. I've finally created the best one from my own

modification. Right now things are settled here, and all I have left to do are

the actual rulebook and the sellsheet.

WEEK 4 - END