Hunted

3 month plan, around 4 sprints

Planned features:

Physical 20x20 board

Objective pieces

Ability cards

Player pieces

Movement

Killing demons

Climbing

Buildings

Catch-up Mechanics

Things for the dead player to do

Backstory

Unique art for the theme.

1st sprint burndown chart link: <https://docs.google.com/spreadsheets/d/1rwaR0D6QgFGbF4bCt2oFO38Y_ILQGSq19xbaCaQLg0o/edit?usp=sharing>

Sprints

Sprint 1

Board and Pieces

Art (Concepts)

Movement (Demon and Demon Hunter)

Objectives (Physical, hidden mechanic)

Killing demons

Story(basic)

Climbing

Buildings(basic)

Sprint 2

Ability Cards (basic)

Advanced movement

Art(instruction book)

Story(Backstory)

Sprint 3

Refined movement

Balancing

Catch-up mechanics

Buildings(advanced)

Art for all pieces/board

Ability cards(more)

Sprint 4

Final balancing

Complete art for everything

Story complete

Version Breakdown

Version 0.1

We began by using a Chessboard, an 8 by 8 grid as a starting point. We knew that we wanted this as it is one of the simplest ways of moving game pieces on a board.

A honeycomb style board was considered, but very quickly scrapped.

This version had the players rolling two 8-sided dice in order to decide where two points would be placed on the board.  
The objective of the Demons was to gather 2 points on the board in order to spawn a portal.

If they reached the portal, they successfully escaped, and any Demon that escaped was considered a winner.

Demons won if all of them managed to spawn their portals and escape. Each Demon had a separate portal.

The objective of the Demon Hunter was to capture the points which the Demons were searching for. If the Demon Hunter managed to destroy the points or kill the Demons before they escaped, The Demon Hunters won.

Version 0.2

A card system was thought of, and minorly added to the game. HP was added to all Player Characters (Henceforth known as PC’s).

The intention of the card system was to spice up combat and to increase the longevity of each match.

Cards such as Double Speed, Double Damage, Slow, and Stun were considered.

Version 0.3

The card system was removed, and the current game was too boring. We went back to basics and increased the size of the board from 8 by 8, to 10 by 10.

Version 0.4

It was decided that pieces would be made and added to the game. This meant that the game was more enjoyable, even with no objective at this time, and was not the same every time.

Version 0.5

More pieces were created to add to the game as options, increasing the number of possible kinds of maps massively.

Version 0.6

The map pieces became colour coded, and the different shapes and sizes. No objective was made still yet.

Version 0.7

The board size was increased from 10 by 10 to 20 by 20. The map pieces were not changed in size, and this was a good thing as it meant that small alleyways could be made between pieces.

Version 0.8

Movement was split between Demons and Demon Hunters. Demons would move with a 6-sided dice, and Demon Hunters would move with a 10-sided dice (used a 100-sided dice in the test versions).

The difference in being able to move meant that the Demon Hunters could catch up on a Demon if they were on the far side of the map, giving a fair fight since there would often be more Demons than Demon Hunters.

Version 0.9

Two huge changes added to the game.

First, the Demon Hunter and Demons spawn points were set. Hunters are forcibly spawned outside of the map while the Demons are forcibly spawned in the centre of the map.

Second, objectives were made. Points are placed around the map by the Demons at the start of the game, and they must get to those points. Real and fake points are mixed together, and only revealed after a Demon stands on the point for 2 turns.

Once they stand on a point, they cannot move until those 2 turns have passed.

Once a Demon has 2 points captured, they can return to their spawn point and exit the game as a winner.

Hunters may kill Demons by landing on the same place as them.

Version 0.91

Another huge change was added to the game.

The first was the ability to climb onto of (down from) the board pieces. At certain points (decided by the players at the start of the game) ladders are placed alongside board pieces (now decided to just be called Buildings) so that a PC may climb onto of it.

This added a 3rd dimension to the game as a second layer. Doing this has the downside of taking a cost of any remaining movement points (example: A player rolls a 4, and after moving twice, lands onto of a ladder. They choose to climb up or down the ladder. The 2 remaining movement points are removed from them, so that they may not move again until the next turn.

Players can either take 2 turns to go through a building essentially or take possibly more to go around it. This makes player choice and strategy that more important.

Second, it was decided that the Demons could stay on the Points to bait the Hunters onto a fake point. The payment for being baited onto a fake point was that the Hunter would be killed (ie: removed from the game).

With this, it was quickly added that Hunters could go for points themselves. If they got a real point, then that point was destroyed and removed from the game.

If they accidentally captured a fake point, same as being baited, the Hunter was destroyed.

Playtest:

At this time, a public playtest was tried.

The first issue that we were made aware of was that the wording of our rules was poorly, mechanics were not explained in a way that they could be easily memorable.

The second issue was that they seemed to not notice that they could climb up or down the buildings. This meant that the game was slower, and the players were not using all the possible resources that they could to win the game.

The third issue was that they did not seem to realise that they had to remove the Points from the board when captured. One player left them on the board, and this caused a problem with other players coming back to catch it.

Despite the issues, the players said that they enjoyed the game, just that the rules needed to be more understandable, and that they were too wordy.

Version 0.95

The rules are made shorter and clearer. Further testing may be required.

Ladder sprites have been created and printed for placement on the game board, to more clearly define what they are for, and where they are.

Ideas planned for further completion

The board is to be printed on a larger sheet and laminated, keeping the squares to the same size as they are now on the cardboard test board.

The board pieces are to be remade in a more solid format. The cardboard test pieces are good, but wholly inefficient for much more use, and furthermore, rather fragile.

Better ladder markers are to be printed and laminated. Preferably, they would also have up and down markers on them, as it is more obvious as to what direction they are going.

The player icons, Demon Hunters and Demons, need specific and different pieces so they are more distinguishable from one another. Currently, the test pieces are just black and while tall chess pieces.

Objective points need to be designed, printed and laminated as well. Specifically, they need to be done in that they are shown as not captured on one side, and the other side marks as either a trap or as a real point.