

NATURE'S CALL – FEEDBACK AND FURTHER ADVANCEMENTS

GAMEPLAY POINTS

When designing a card game it's important to visualize certain aspects of it, i.e.: Sacrificing a minion, does it 'eat' the minion? If so, how can you further visualize that. This gives the playstyle more depth and is, in turn, easier to understand.

Allowing the player to creating their own playstyle and deck is an important factor in card games, because of this it's smart to let the player choose how many type of cards they want in a deck, you can however, and should, set a limit on how many cards are allowed in a deck. This does not have to be type specific but could just be: "Their must be 40 cards in a player's deck". This gives the player free reign to plan out their deck, maybe they want a fast deck with lots of lesser minions, or maybe they plan on stalling the game until the opponent runs out of cards and they win. Maybe the player builds their deck without neutral minions because he/she optimizes the deck so that it gets the most value out of certain type of class specific minions.

PROBLEMS

During the first few test runs of the game we concluded some problems with the game.

The maximum amount and type of aura's a player can have are: 1 Ultimate, 1 Greater, 1 Lesser. This is because of our 3 spot system. This can be subverted by printing and designing more "This aura only requires 1 sacrifice". Or by changing it to more than 3 spots. We'll have to test if this is intuitive and not less fun.

Aura's must always specify if they are for your minions only or if they affect both sides of the battlefield. Furthermore we can't have *Warcry* like effects on aura's. We had an aura card which would root all enemy minions, but because of the nature of aura effect cards this would make it so it's permanent, and we can't allow that to happen.

One big problem we had was that a player can get stuck with their hand, if they cannot sacrifice or play any lesser minion, it's possible to force concede even when the player is in a winning position, because they can't play anything else. This can be solved by letting the player choose to discard specific cards when their hand size exceeds 10.

VISUAL IDENTITIES

We have to redesign our aura cards to better visualize that they are aura cards. As example Hearthstone distinguishes minion and spell cards excellently:



We can implement these design with our cards, and redesign it.

CHANGES

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Redesigning the aura cards to better visualize that they are aura cards, and that they must be played on their respective sides of the battlefield.

We should also think about how cards are played and if its logical, we have a sacrifice system but what's the reason for sacrificing and what's the underlying story of doing it.

Lastly, lots and lots more balance testing. This is done by just playing a lot of games.