What I did for our 2nd iteration of our final game, since the midterm, was iron out all of the problems with our 1st iteration and add further mechanics to enhance the fun aspect of our game. First, when it came to ironing out problems, one of the biggest problems was how our rules were state. For our tic-tac-die, and pixels to paper projects, our games were quick and easy to understand, so the rules were easy to write to get players to understand. Moving on to our big game, we wanted to go big with our game, however as a result our rules started to also become really big and complex, to the point where the original format of how we wrote our rules for our first two games didn’t mix with our big game. During the playtest in the midterm, many players were confused about the rules and didn’t know how to play our game. After the midterm, my team and I sat down and attempted to make the rules clearer by making a rule book which included many pictures and diagrams to ease players into understanding how to play. Along with that we also decided to tone down the number of ships and difficult to understand mechanics to further clear confusion. After fixing the rules, we decided to find further ways to deviate from chess by increasing the size of the ship, as well as adding chance elements in the form of cards. Chance cards and wild cards were originally in my paper and pencil version of the game, in the from of status effects, however it was difficult to translate status into a board game easily, especially since we had to tone down the game to be more understandable. I would then think about what if these cards weren’t like status effects but like consumables that can be used to help the player along with positive and negative modifiers that can help the player bounce back from a seemingly visible loss. Chance cards could be drawn if the player landed on anomaly tile, enticing players to look for chance spaces if they wish to draw one, while wildcards were cards that could be drawn if the player lost a ship. Chance cards had mostly positive items and effects with the occasional bad cards, while wild cards were half bad or half good, with most of the good effects being really helpful, enticing players to a high-risk high reward scenario. After pitching both card ideas to the team, I decided to spend Thanksgiving break to make mock cards, so we could playtest and see how the cards may affect gameplay. Initially I was expecting some problems, but after the play test, the cards really enhance the fun of our game, both play testers used their cards to their advantage, and had fun drawing good and bad cards. After the playtest, I decided to make a new board to accommodate the new changes, featuring space to place the cards, as well a bigger starting space to accommodate the bigger ships. Finally, it came to making the cards better both balance wise and art wise. Using Adobe Illustrator, I translated what I wrote on each mock card into a digital version then put all of them on a word doc and printed. There were some changes that had to made, first was the use of color, consider how many cards I had to print, as well as the amount of fund I was willing to put in, color was out of the picture, another was lamination, which would have been nice and made our game look better, was also out of the picture due to cost and time. However as it stands, I do like how the cards turned out when printed. To say that I am confident our game will be enjoyed, wouldn’t be honest, though we put in a lot of effort into polishing the game and making it easy to understand, I am a little worried, that the game still has some parts that isn’t clear. From all of our playtests we had fun playing our game, but that only came from knowing the rules, if the player can’t understand our rules then they will not have the same type of fun, as the game intended. I am confident in of my teams ability and teamwork, however, so I am hoping everything turns out ok.