

Development diary 3

Employability – CMP4271

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By

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Play Testing 7 minute



3.1 Premise

We were tasked with creating a game that would last no longer seven minutes and was playable with a maximum of two players simultaneously, we decided to base our game on Connect 4 but rather than connecting four tiles/tokens we decided that it should be five and added a chance element, this being a die roll, and whoever rolled highest was able to take a turn

3.2 Rules

Whoever rolls the die gets to place their tile and after two turns if a player has yet to place a tile they receive a free tile placement, the game can be used with a timer for time based plays where the player with the most stars in one line would win the overall game, the players tiles are differently coloured so that they can be easily differentiated.

3.3 Material’s



**B**

**A**

This is where the pieces will be placed, and a different colour will be used for both players **[A]** this is the board where the players tokens can be stored when not in use **[B]**.

(the digital version of this game would be using a paint bucket tool so that players could colour the tiles, it may also be implemented into Tabletop Simulator so that people can play it and we could get public feedback and use our active listening skills to adapt the game according to the information that we receive)

Software

Microsoft Office Power Point 20xx – this was how the presentation was typed up and presented to an audience of our peers

Microsoft paint – this was used to create the board for the game

Online dice roller – this was used so that we could simulate rolling a die even though we did not have one in our possession

3.4 How it’s played

Firstly the two players roll a die to determine who goes first, then the game play commences, each player takes a turn rolling the die and whoever gets higher gets to place a tile, however these brough on issues with game balance so to correct this we decided that if a player does not make a placement in two turns then they would receive a free turn.

Play testing

We did multiple test of this game internally between ourselves and always had the same result (one person was taking more turns that the other) so to help balance the game and make it a fun experience and to make sure everybody had a turn, we implemented a rule where if a player consecutively misses their turn after two failed attempts they are allowed to place a tile, this balanced the game so that it was not always one sided and extended gameplay to the clients requirements.

3.5 Teamwork experience

When I was working in the team of two I realised immediately that it was easier to communicate ideas and find a middle-ground where both Spas and I could come up with an idea and tweak it so that both parties are happy with the end result.

The team consisted of Sean Colbourne and Spas Spasov.

3.6 Reflection

I have learnt that it is much easier to convey ideas and come to an agreement with others whilst working in a team of two therefore making it easier to alter ideas to further build upon the general shared idea.