First play test Dungeon of the Mad Dungeon Master

**Notes**

Punkblins broke

Wallthechef got ingriedients too slow

HP values too high

Dragon turtle too tanky. Fighting against tanks is boring.

Arrow cards are VERY specific -> Got stuck on arrows to use

DM doesn’t do much if they only have a couple monsters

Do we need a DM?

Remove stuns. Players, including the DM should keep agency and taking away their options is not fun.

Many encounters VS few very difficult encounters

DM too random

Barbed arrow remove  
Smoke bomb remove  
Mine arrow remove

Monsters move around too much

Dungeon picking is scary, good

Ranger/chef ingredients/arrows should be free. Maybe extra deck.

Monsters remove heals

Status effects are annoying to keep track of.

Wallthechef

* Shiny noodles move

ladle attack -< soup throw first

* Remove most ingredients
* Lower amount of types of ingredients, the useless once
* Taste test -> All ally’s instead of all behind

More abilities should hit the first enemy

Being the DM is fun, if you have a bunch of monsters to control.

**Transcription and thoughts**

We found that any ability that removes agency from a player is not fun. Players skipping turns is apparently always bad. So we will be removing all stuns, roots, etc. From both the monsters and player abilities

Tanky monsters and monsters that heal is also bad. They turn the game into a slugfest. Combine that with the those monsters not doing a lot of damage and it’s just a drag. Whatever moment in the game, players should always be scared of the monsters. Thus tanky monsters with low damage don’t do much.

Over all most monsters have too much health. This is part of tanky mosnters, but more a general thing. Player damage is too low compared too monster health. So we can either buff the players or nerf the monsters. Lower numbers are better and easier to handle, so nerf it is.

We found and tested during the play test that the DM isn’t having a lot of fun when there are only a couple of monsters on the battlefield. So we increased the challenge ration of each room by 3 which gave the DM more options and more things too do. The players could still fight off the stronger rooms.

We found that the players found that the choosing of a dungeon is always scary for the players and that the DM is having fun setting the dungeon’s up. The only thing is that the DM sometimes finds it sad when they didn’t pick the dungeon room they wanted the players to pick.

We found that the ranger had the issue that the arrow cards weren’t always useful. Sometime they would just have no effect. Next to that we found that you will gather too many arrow cards in your hand that you can’t do anything with. Possible solution is to remove some of the types of arrow cards and transfer all the arrows into a separate arrow deck. We think that a second deck with that is used to fill up the quiver while your hand just has cool abilities that use the arrows is a lot better. For now at least remove barbed arrow, mine arrow and smoke bomb.

We found that Wallthechef is a lot of fun too play, but is quite difficult. The player needs to really think about their turns and combo off. We also found that the player should be allowed to place ingredients into the soup for free and that it might be better as a separate hand/deck, but I don’t think that’s a good idea for Wallthechef as you can’t combo anymore if you lose agency of your ingredients. Some of the things we want to change are some of the ingredients. They don’t do a lot and there are too many of them in the deck, mainly the once that CC enemies and remove debuffs. These shouldn’t be needed as we are removing all of these effects across the board. Taste Test should hit all ally’s not just the ally’s behind Wallthechef. During the play test I wrote down that ladle attack should soup throw the first enemy, but I think that might be a bit too much, testing required.

We found that many of the player abilities targets any enemy they want, this is nice, but removes agency of the DM when moving around their monsters. What is the use of moving them if they can get attacked anyway. So a lot of the player abilities should turn into attack first enemy, instead of attack any enemy.

**To do**

Remove everything that removes agency from a player. Aka CC.

Change all the tanky monsters into a not so tanky version with more damage.

Nerf all monsters their health.

Increase dungeon room challenge ratings

Rethink how the ranger works. Also come up with a name.

Change some things about Wallthechef.

Increase the amount of abilities that target the first enemy by decreasing the amount of abilities that target any enemy.