

Board of War

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Game Analysis

Core Experience:

The player should experience a very strategic game in which there are multiple different ways to win. Each turn they will need to determine the best way to use their current units as well as which one of their three cards would be best to play. This, coupled with the changing board around them from the other players makes it so they will need to refine and adjust their strategy as the game progresses.

Core Loop:

The general core loop of our game is to strategically use your units' abilities and then to play new units.

Core Gameplay:

In every player turn, there are a multitude of options for how they can choose their turn to progress. With the multiple routes of victory, these turns can remain constant or be ever-changing as strategies grow and develop. In the early round, the loop is much more condensed, but as the player grows their kingdom, they will be collecting gold, building new squares, upgrading their already established squares, moving armies, utilizing ability cards and potential sabotage from their face cards, attacking other kingdoms and playing new units to increase their chances of victory.

Every player has a unique and different experience every time they play because there are so many aspects that affect the outcome of the game. The three routes a player can take to winning allows for each person to choose a path that best suits the cards they are dealt but still allows for a shift in strategy if an opportunity presents itself. Board of War allows players to engage their deduction and pattern recognition skills to draw conclusions about what their opponents might do based on what they have played. This then leads them to draw their own conclusions on how they should continue playing the game. For example, a player might choose to overlook their win strategy for a round to focus on sabotaging their opponent to prevent them from winning first; this forces you to think about the game in a different manner and focus more on your opponent's moves. Granted sometimes, it's too late to sabotage and you must simply fixate on getting your kingdom to victory first. Timing is everything and the players will come to recognize this the more they play Board of War.

Secondary and Tertiary Support Systems:

The secondary systems that occur during the outer, main loop include the accumulation of money, the expansion and upgrade system of the builders, and the improvement of army

power. While these systems have a very similar basic structure, they all have their unique advantages that play a different role in the player's turn.

The accumulation of money is a compounding of various elements that come together. Intersecting the upgrade system, gold is earned at the beginning of every turn based on the players merchants and farmers, both regular and upgraded. This system is also affected by ability cards that may give monetary perks which can supply other benefits such as earning more per farmer or stealing money from other players. This system is the main contributor to the monetary victory option but goes hand in hand with the expansion and upgrades.

Continually, the expansion upgrade system itself relies on gold and builder units. The builders can build new squares freely as an active ability, but in order to upgrade they must pay a fee depending on what they would like to upgrade, hence the intersection. This requires the player to find a balance between spending to earn more money in the long run or recognizing they make enough income to sustain a victory. The expansion portion of this system is the driving force between winning by expansion, but again there needs to be a balance between all the systems to be successful. For example, a player might have a lot of builders and solely focus on expanding, but if they don't invest in upgrades for their army or other squares, they are very at risk of attack and losing all the squares they dedicated so much time to building.

Both of these systems also tie into the internal army power structure. This structure might not seem very important to start but army power can make or break the game when it gets down to the wire. Lots of times, players might overlook the importance of the army power in favor of a more immediate gratification from earning gold. Consequently, if a player doesn't focus on the army at least somewhat they are very vulnerable. This system consists of building your army by playing soldier cards, strategically placing your army on the board to put you in good position to attack and spending gold to upgrade unit power if necessary, intersecting with the monetary system as well. Increasing your army also allows better chances of sabotaging opponents in some manner, meaning using ability cards or attacking, which leads us into our tertiary system.

The main tertiary system we have in Board of War is the attack and defense system. In the event of an attack, the attack power is based on the total unit power of the army as a result of utilizing the secondary systems and some chance of rolling a d6. The defense is similar where it is based on the total number of upgrades in the player's kingdom, which utilizes the expansion system, and the chance of whatever the player might roll on the d6. This structure allows for a player that has a significantly stronger army to have a much higher chance of winning, which is logical. With this system, we wanted to avoid the possibility of a player who had dedicated time and energy to building up their army losing the battle based solely on chance, so this helps to minimize the chance but still has some element of unknown that maintains excitement and fun.

All of these additional systems work in harmony to support the main loop and create tension, excitement and force our players to make tough decisions about their strategy and course of action. They do this by interacting with each other to produce various outcomes that then affect what new cards the player plays and how they utilize their previously played abilities in the best way possible to try and secure victory before their opponents do.

