SPELLWRIGHTS' ARMAGEDDON

Group 1:

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What is Spellwrights' Armageddon?

Theme:

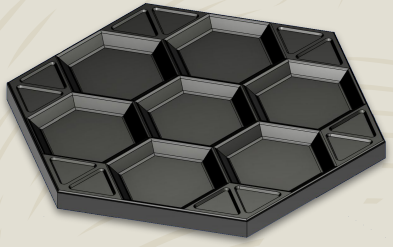
" THERE'S NOT ENOUGH MANA FOR ALL OF US... "

A grand cataclysmic event has struck this fantastical world of magic, as the flow of mana has disrupted. Every wizard competes to reach the status of arch-mage and ascend to divinity!

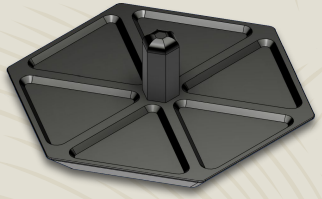
Description:

A free-for-all game, where players can cast damaging spells depending on shapes formed on a shared hexagonal board. Players compete to eliminate the others and be the "last wizard standing."

Gameplay



Mana Pool

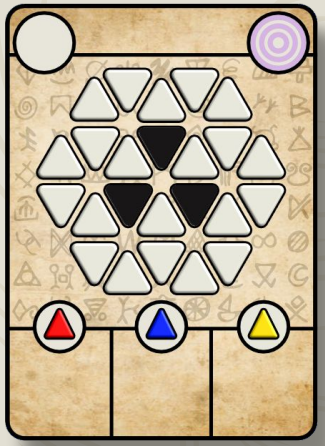


Hex (& *Stash*)

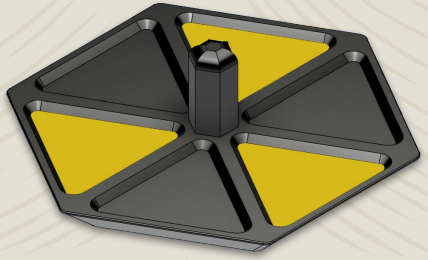
Runes

HP Tracker

… & Metamagic!



Spell



Sigil

Who is it For & How is it Special?

Target Audience:

Anyone with good foresight, an interest in pattern recognition, passion for wizardry, and a healthy amount of competitiveness

Competitors:

Sagrada, Azul, Backpack Battles,
Epic Spell Wars of the Battle Wizards

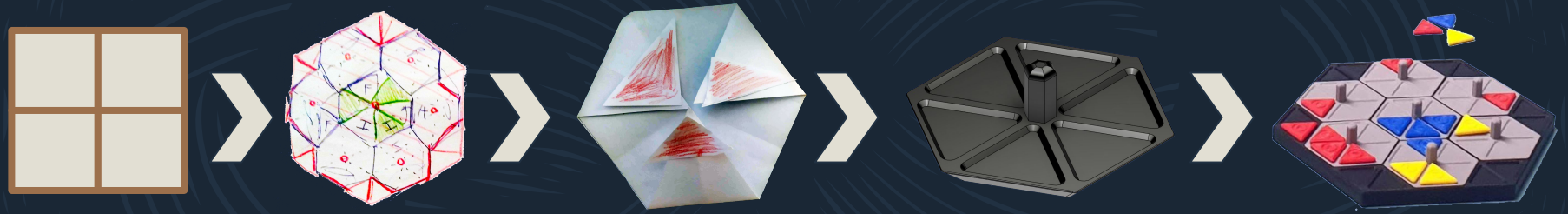
Unique Selling Points:

- Tactility of the game!
- Geometrical reasoning
- Easy to learn, difficult to master
- Both random & strategic elements

Design Process

Methods:

Evolved from Sketch -> Paper ->
3D Model -> 3D Printed Prototype



Thoughts:

We knew early on the “feel” of the board was essential for being able to communicate the game’s concept

Playtesting

Goals:

- We felt confident in our *physical* prototype; most playtesting was done to refine mechanics & placement
- Our game is front-loaded with rules -> needed to make sure players understood

Process:

- Each playtest had either variant rules, mechanics, or modifications to test
- Questions of balancing analysis paralysis with player agency & fun & overall play time
- Iterating in response to received criticism as communicated by playtesters

Evolution of the Game

Changes:

- **Controlled Randomization**
  - Card draw phase to start the game
  - Rune *flow* (selection) vs blind grabs
- Phases *within* turns: Spells *then* Runes.
- Elemental-effects limited to only color matching
- Sigil development as primary spell card focus
- Introducing a 4th ‘wildcard’ element
- **Reducing Complexity & Turn Time**
  - 4 -> 3 players (tested 1 vs 1, 3, and 4 player variants)
  - *Preset* runes on the mana pool vs *entirely* placed by players & rune flipping to keep the mana pool populated
  - *Static* hex(es) on the mana pool
- **Utility transformation into Metamagic**
  - No spell card sacrifices!

The Future of the Game

Next Steps:

- Increasing readability on spell cards' sigils & flipped runes
- Introducing a turn timer
- Limiting defensive metamagic capabilities (wildcard rune not eligible) & 1:1 card swapping

Takeaways:

- Constant tradeoffs: increasing choice and agency can lead to greater analysis paralysis (but that's also where the fun is)
- Playtesting necessary for testing the outcome vs projected 'feel' of changes

Credits

Sicily Ann Brannen

- Playtest note-taker (3B)
- Slides creator (3C)
- Lead Organizer

Domenico Crovetto

- Game Mechanics developer
- Playtest note-taker (3B)
- Sigil designer
- Presenter

Edvin Danielsson

- Game Mechanics developer
- Quality Assurance
- Scoping
- Playtest facilitator (3B)
- MDA Documentation (3A)

Andrej Erdelský

- Game Mechanics developer
- 3d Model designer
- 3d Printing developer
- Card Graphic designer

Alexandre Monteiro

- Game Mechanics developer
- Playtest note-taker/ facilitator (3B)
- Presenter

Klara Svensson

- Playtest note-taker
- Writing 3A Documentation
- Creating 3B Document