An analysis of star craft risk

# Description:

The feature I have decided to cover, is the changes that were made to the cards players earn in game and how they function here. Functionally, in the original version of risk, the risk cards serve as a means of players gathering more units to add to play, whereas in star craft risk, depending on which faction the player is representing, these cards can augment the player with some game changing wild-card abilities that are valuable in their own right.

# How this improved the experience:

In my own experience playing vanilla risk, it was obvious that collecting risk cards and exchanging them for units felt very tedious to do and was also not that rewarding in relation to how long it can sometimes take to collect the necessary sets. The element of random chance meant that planning to draw the right sets to cash in, while also balancing your strategy wasn’t fun, particularly when your reward for doing it could be stomped in the next turn anyway.

In star craft risk however, these cards give players the ability to do a variety of useful things such as preventing a fatal invasion or acquiring some free units to defend with. During the game I played these abilities were the major reason I was able to last until the late game, without them I’d have lost due to successive bad roles and felt a bit deflated. These cards reward players for being opportunistic and holding off on showing their hand too early, which naturally makes any game more involving and just fun to play with people. The cards still also retain the ability to be traded in, on top of the ability you gain access to, so really the best of both worlds is achieved