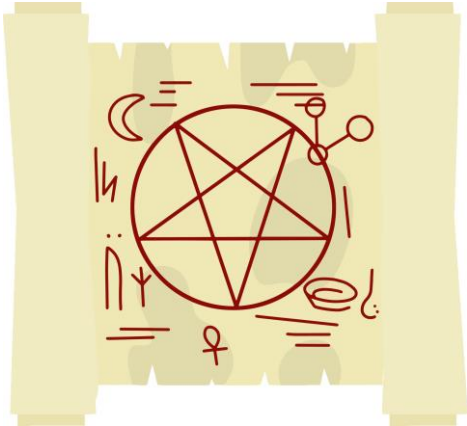




Assignment 3c: Cauldron Chaos

Group 3:

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Can Zois



Core gameplay

- 3 players vs. a non-player-controlled witch
- Explore the board to find item piles and relics
- Roll to search for items; use items to deactivate relics
- The witch moves toward the closest critter to capture them
- After capture, the witch takes critters to cauldron
- After being thrown in the cauldron, critters become ghosts
- Ghosts can support living critters and distract the witch
- **Winning condition:** $\frac{3}{4}$ relics are disabled and at least one critter gets to the door
- **Losing condition:** All critters are captured and placed in the cauldron

Unique selling points

- Family-friendly theme: Wholesome forest animals and a stereotypical fairytale witch
- Funky figures
- Cooperative gameplay against a non-player enemy

Target audience



- People who enjoy cooperative gameplay
- People who enjoy family-friendly fairytale-fantasy elements

Competitors and inspiration

Little
Misfortune
(2019)



Horried
(2019)



Dead by
Daylight
(2016)



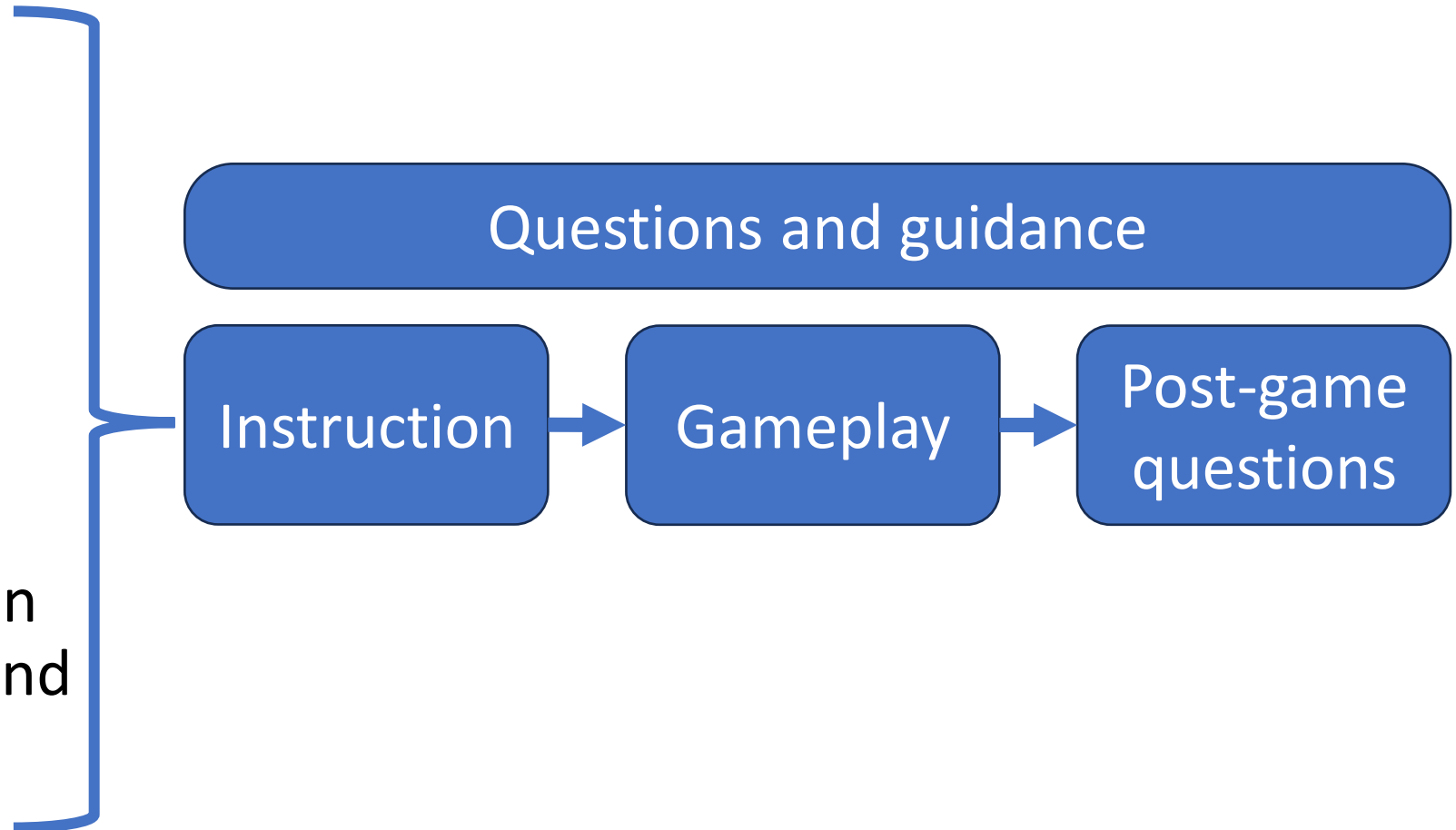
Betrayal at
House on the
Hill (2004)

Methods and thoughts behind prototype

- Brainstorming, prototyping, playtesting
- Inclusion of tactile elements → yarn or Lego for characters
- Family-friendly concept, silly characters

Playtesting: Goals and process

- Is the theme/setting well-received?
- Is the game fun and engaging?
- Is the game balanced in terms of probabilities and asymmetric gameplay



Playtesting: Results

Feedback

- Unique themes and characters!
- Teamwork is fun!
- Some events/cards are too rare
- Asymmetry of the witch is not fun, should be NPC
- Ghosts are too powerful

Alterations

- Witch is no longer playable, now an NPC
- New starting location for the witch
- Witch can use spells to empower herself or obstruct critters
- Minor balancing updates to probabilities

Next steps...

- Increase replayability
- Create new relics and board set-up variations
- Assign critters unique attributes
- 3D print characters and game objects

Takeaways

- Asymmetric gameplay is difficult to balance → can impact fun factor
- Consider replayability when adjusting for balance and engagement
- Don't punish players for bad luck
- Don't be afraid to playtest even when some things are undecided
- Don't start with too many details

Work distribution

- Everyone took part in the initial brainstorming of the theme and game mechanics, after which we distributed roles to be as efficient as possible.
- Hanna, Anna, and Alex spent more time taking notes and writing the actual submissions, while Oliver, Paulina, and Bill spent more time developing and testing the mechanics of the game.
- Everyone contributed to creating and preparing the game components (i.e., cards, board, characters, etc.)