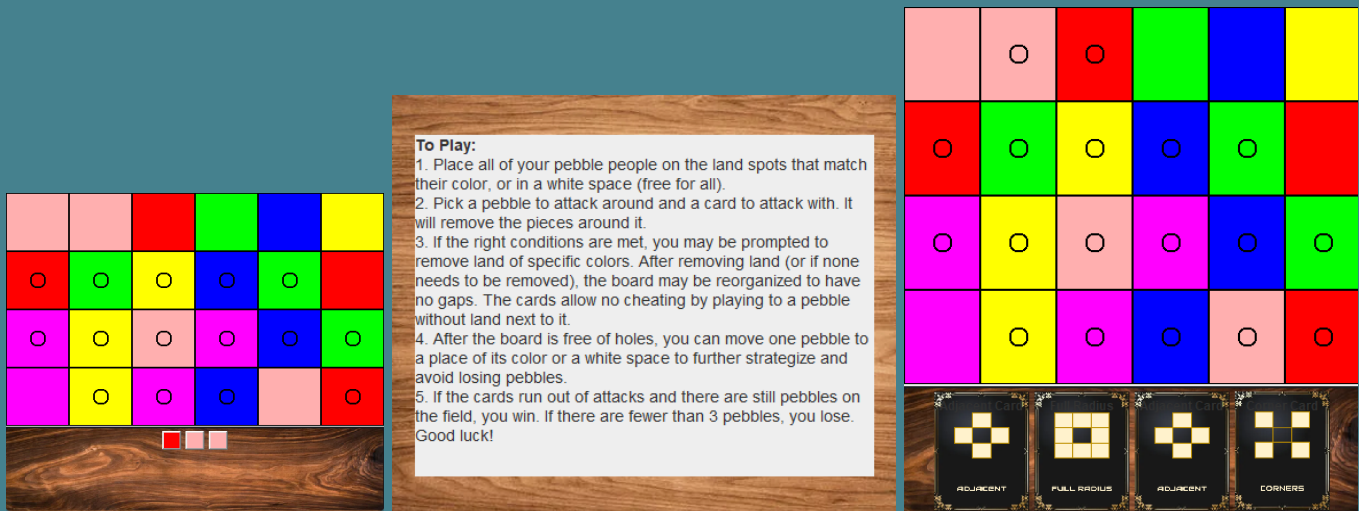


# Color Radius

## Game Pitch:

This game is for anyone who loves strategy but doesn't have the time or patience for something as complex as chess. Unlike traditional strategy games that can take years to master or drag on for hours, this game is easy to learn, quick to play, and still offers plenty of satisfying tactical moments. It's perfect for when you want a strategic experience without the heavy mental load.

## Images of the game:



## FeedBack:

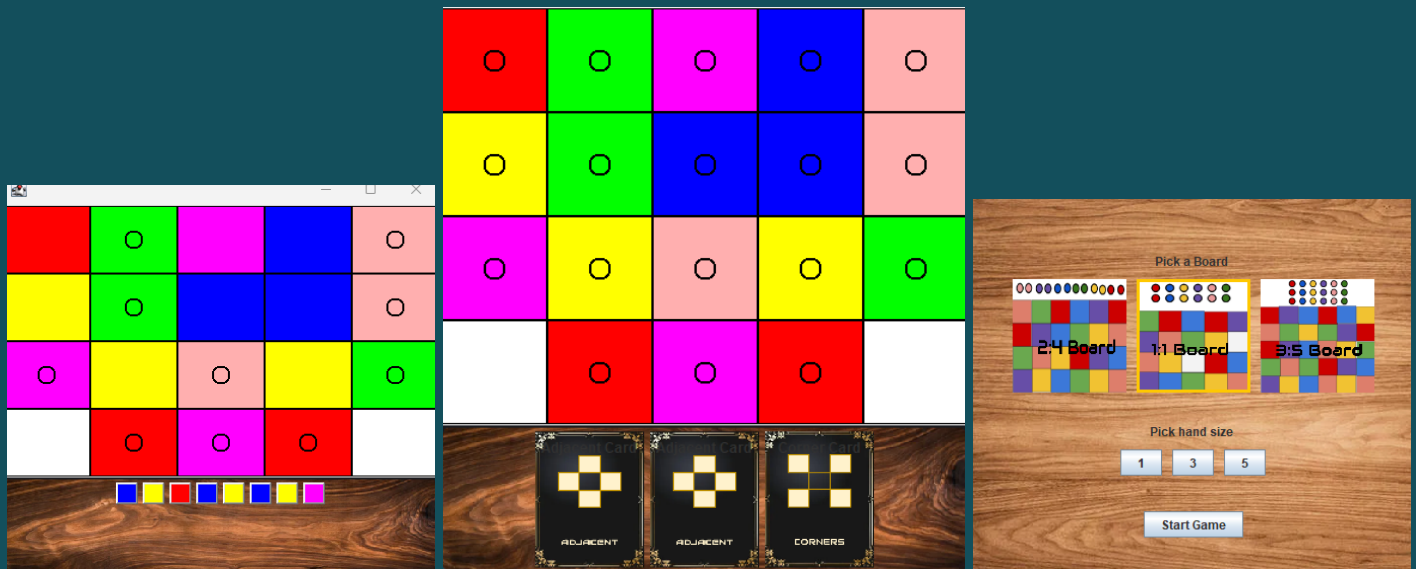
**GamePlay:** The players thought that the game had too much luck and was too easy which was then fixed by adding more choices. The Playtesters thought that manually moving things was too cumbersome so I chose digital as the final medium for the game. The playtesters thought that choosing the corners could reduce the amount of pebbles removed and be a strategy I think this could be considered a loophole but it also means that the players are looking for strategies as intended

**Looks:** retro style could be built upon, adding lore to the game could engage players more, in response I added a tiny bit of lore that can be read before the game and kept the original style though I may change it in the future.

## Next steps:

Currently the game works as intended but it could be improved by making the game in an engine instead of in java swing and adding more cards to expand the game.

## Game Update, Final touches: 12/12



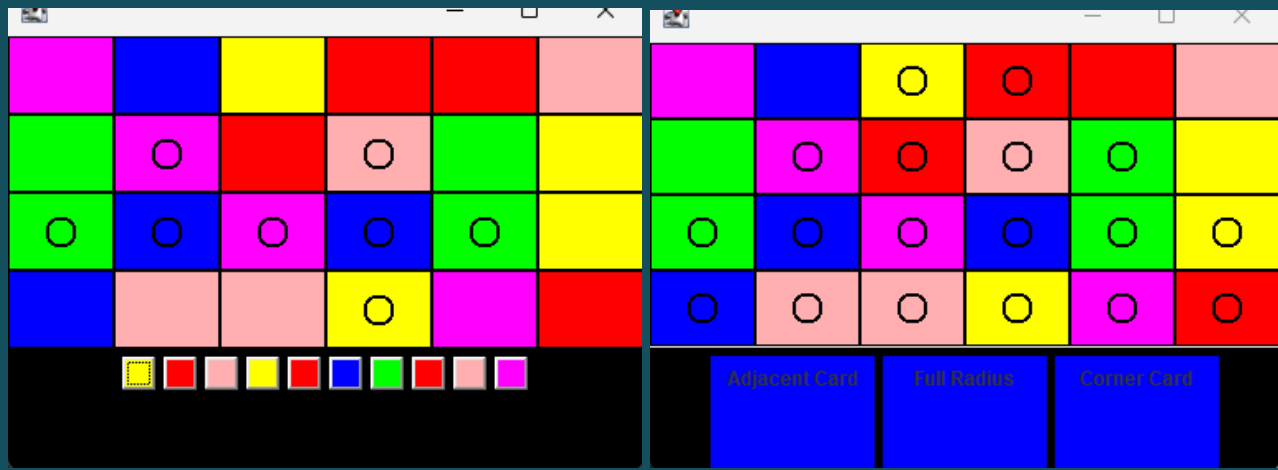
**Pre-evaluation:** the game works and the playtesters liked the aesthetic more than I expected as I was going to change it to something less bright. The playtester also asked less questions about how the game worked with the digital aspect taking care of the complex non gameplay parts.

**Plan:** I plan to polish the user interface and make it look better

**Progress:** I added the visuals and made the cards more clear by adding not just the words but also a picture of where they hit. I also added a screen that says how to play and a bit of lore.

**Future Iterations:** In the future I can remake the game in a game engine so that it will look even better than it does now and add more cards to expand on the game. I may also rethink the color scheme against the playtesters recommendation as it doesn't fit the aesthetic of the game.

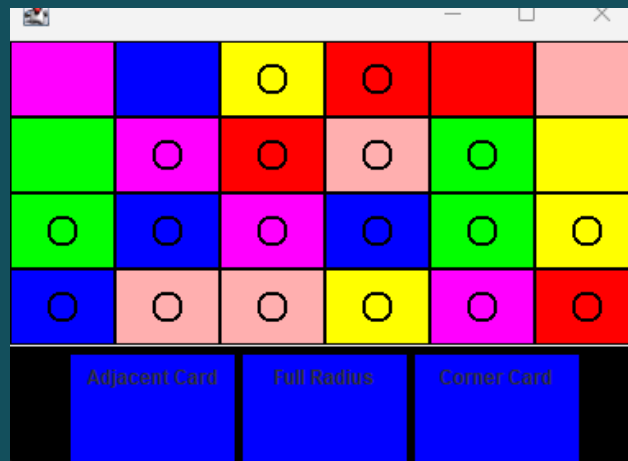
## Playtest 3: Let The Tech Do The Work: 12/3



### Feedback:

In this playtest, the playtesters found that going for corner tiles was a key strategy since it reduces fewer pebbles and tiles, giving you a better chance of winning. They loved the simplicity of the game and how it still offers rich spatial puzzles, but felt it could use more dramatic moments to keep things exciting—like the highs and lows you get in Mario Party where everything can change in a single turn. They also really liked the bright retro aesthetic inspired by television test colors and suggested leaning into it even more with typewriter-style fonts for the text and some fun mechanical sound effects when pieces are moved or removed.

## Game Update, Into The Digital Age: 12/2



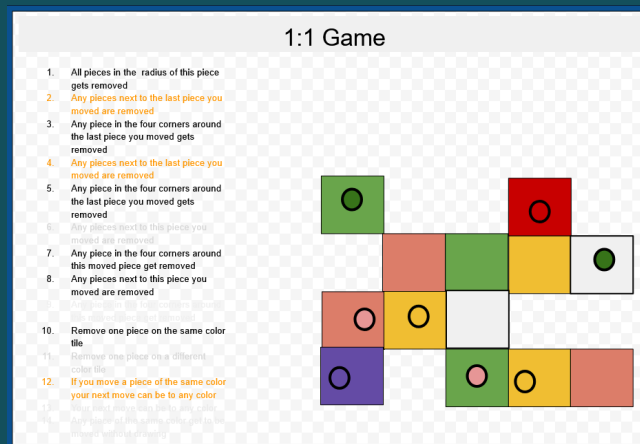
**Pre-evaluation:** the game mechanics are set but having to manually move everything is cumbersome and some testers get confused with the cards wording and the fact that along with removing the pieces with a pebble on it another tile of the same color must also be removed

**Plan:** make the game digital so that misconceptions can't happen and in a single playthrough or less the players can get how the game works. I also want to revamp the cards before they become too hard to change

**Progress:** I removed the helper cards as they weren't very helpful and just prolonged the game and confused the players. I made a digital version of the game in java swing, the visuals aren't the best but it works as intended gameplay wise. After being able to playthrough the game at a quicker pace and more times I found that the amount of cards made winning the game too hard and reduced the number of cards to get through now there should be a good balance.

**Future Iterations:** in future iterations I can make the visuals look better and think of better helper cards

## Playtest 2, Choose Your Game Board: 11/18

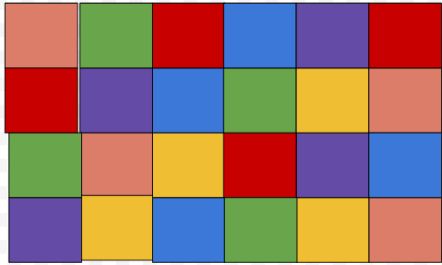


### Feedback:

In this playtest the players thought that manually moving the pieces and highlighting the drawn cards was cumbersome, but that wasn't meant to be part of the final game; but I could also tell the players were overwhelmed with the choice of which board and how many cards in a hand since they weren't familiar with the game. The players thought that adding lore to the game could make it more like you're doing something instead of just moving dots; I think this is a good idea because the game is colorful and not serious enough to be a full on strategy game so to make up for that adding fun lore to drive home the fun factor would be nice. Overall the players liked the addition of adding the option to choose how many cards to draw instead of just one and I found that the game could be played with or without strategy.

## Game Update, Pick A Card Any Card: 11/18

### 2:4 Game



1. All pieces in the radius of this piece gets removed
2. Any pieces next to the last piece you moved are removed
3. Any piece in the four corners around the last piece you moved gets removed
4. Any pieces next to the last piece you moved are removed
5. Any piece in the four corners around the last piece you moved gets removed
6. Any pieces next to this piece you moved are removed
7. Any piece in the four corners around this moved piece get removed
8. Any pieces next to this piece you moved are removed
9. Any piece in the four corners around this moved piece get removed
10. Remove one piece on the same color tile
11. Remove one piece on a different color tile
12. If you move a piece of the same color your next move can be to any color
13. Your next move can be to any color
14. Any piece of the same color get to be moved without drawing

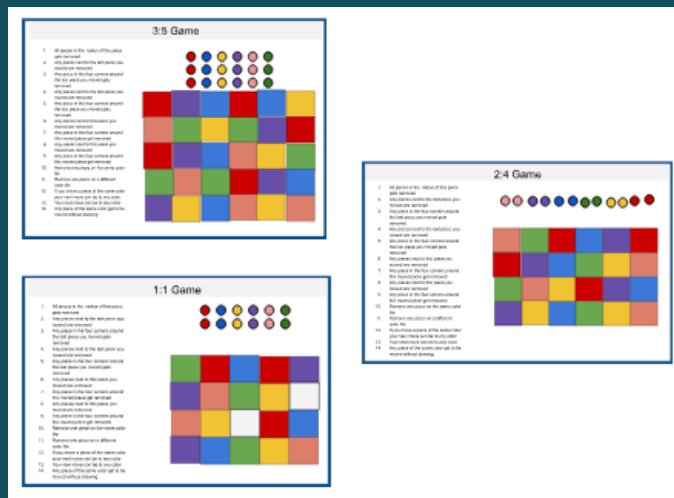
**Pre-evaluation:** The game is in serious need of strategy

**Plan:** I plan to have the players get more choice in what move they make

**Progress:** I changed the game rules so that instead of drawing one card you draw a certain number and pick from them in order to start a strategy with them. The number of cards that can be drawn can also be adjusted with the difficulty, either 1, 3, or 5. In the picture there's 3 and they are highlighted orange in order to distinguish them.

**Future Iterations:** In the future I can turn the game digital or physical and finalize.

## Game Update, Multi-Game-Mode: 10/25



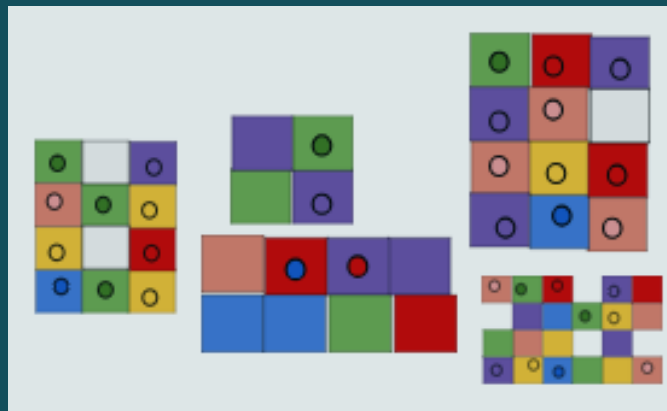
**Pre-evaluation:** The game is playable and works but it would be better if there was more for the player to choose so that it's not just a game for a robot to play.

**Plan:** I plan to expand on the game in order to make it harder.

**Progress:** I updated the game so that the player can pick a level. The game will be harder or easier based on the starting size of the board and number of pieces.

**Future Iterations:** In the future the game still needs more strategy making the game difficulty changeable is a player choice but not exactly a fix for more strategy.

## PLaytest One For Game Two: 10/22



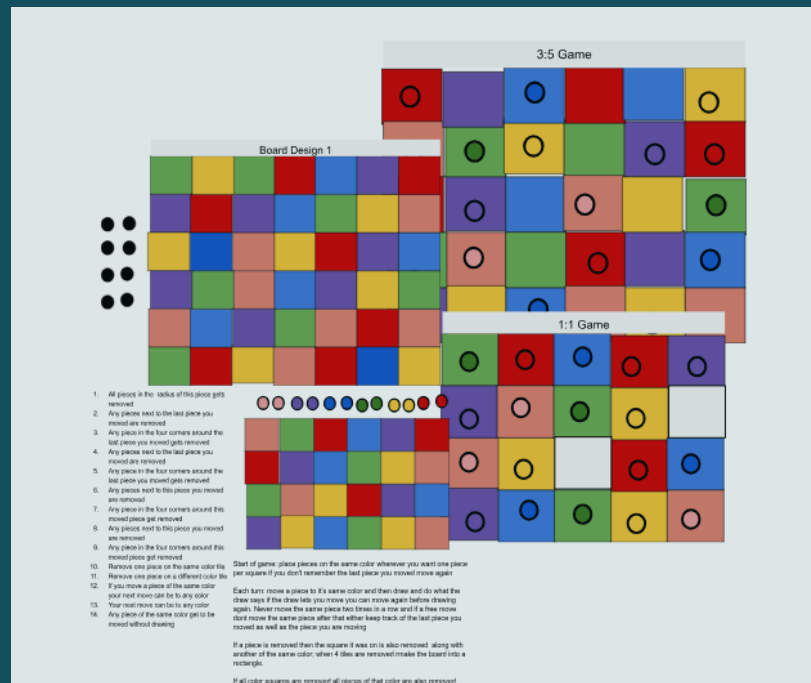
### Feedback:

Test 1: the game was too easy and no pieces were being taken away as there were many places where the player could move there were no other pieces in a radius. Also the rules were a bit unclear.

Test 2: The game is still too easy but some pieces were removed and the player liked the shrinking board. I noticed the rules that removed pieces of the same color never really happened because the likelihood of that happening was very low with only starting with 2 of each color.

Test 3: the player was finally able to lose a bunch of pieces but now there's too much luck and not enough strategy. Also game rules were too unclear again.

## Concept Test: 10/22



**Pre-evaluation:** The concepts I have seem good and can be expanded in many ways

**Plan:** I plan to pick and expand upon one of the ideas

**Progress:** I chose the second concept and through trial and error made a working prototype.(see playtest 1) First I tried making a board without using colored pieces. It made it easy to confuse the pieces and reduced the relevance of colors in the game. Then I kept the board the same size but added colored pieces, with two pieces per color. After test 1 to address the issue of too many empty spaces, I made the board smaller, so fewer moves would be outside the radius of other pieces. I also added a mechanic where, when a piece is removed, the tile beneath it is also removed. This means the board shrinks, preventing the earlier problem of empty space. I also added the rules and card instructions to the board for easier testing. After test 2 I removed color-based cards and added a rule where, upon losing a piece, you must remove not only the tile beneath it but also another tile of the same color. This made less cards in the deck but it was worth it. After test 3 I introduced multiple gameplay modes to adjust difficulty by changing the tile-to-piece ratio. The default is a 3:5 ratio, but it can range from 1:1 to 1:2. In a 1:1 game, two white tiles are added, which can be used as any color.

**Future Iterations:** In the future I can add more strategy as it's mostly a luck game. Then I can make the game physical with a board actual cards and a rule pamphlet



## Log Reset, A Game Changer: 10/13

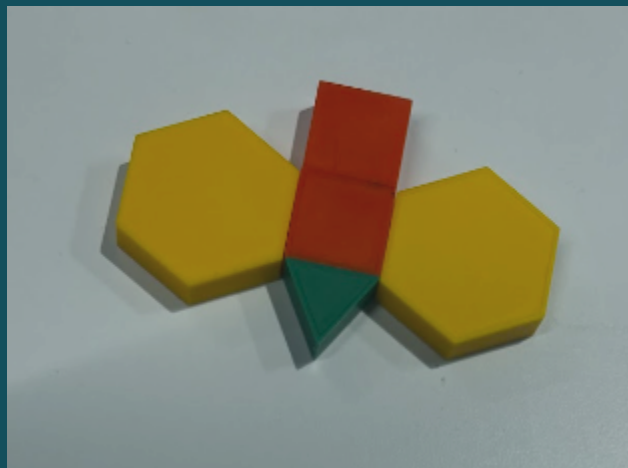
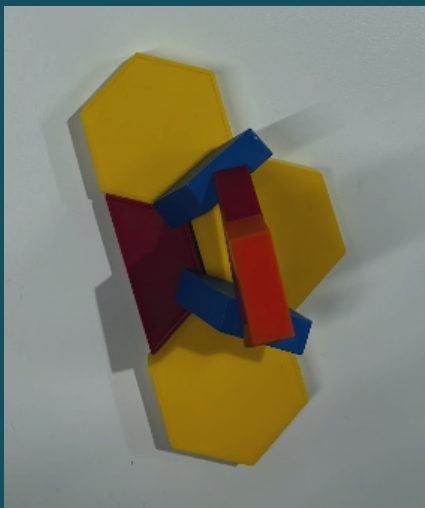
**Pre-evaluation:** I don't like the current version of the game. It was fun at first but quickly became boring, feeling more like a child's block game. As a core mechanic, it doesn't scale well. While it fits within the scope for a digital game, the focus should be on making a fun game, not just an easy one to build with unnecessary software.

**Plan:** I'm planning to brainstorm new game ideas, and one thing I liked was the idea of indirectly moving other players' pieces, inspired by Marvin's Mirror chess game. It adds a fun strategic layer, but too much strategy can get exhausting. I'll work on ideas with different levels of brainpower and for different numbers of players.

**Progress:** I came up with three game concepts. The first is a 2 to 4 player game based on the verb "shifting". The second is a one-player game inspired by "radius". Lastly, there's a two-player game based on the verb "assembling". I Also asked Marvin to team up with me.

**Future Iterations:** In the future we can pick a game to combine ideas new and old.

## PlayTest 1



**Feedback:** The players liked the simplicity and thought the sabotage feature helped with creativity instead of making the other players mad.

**Future Improvements:** Common shapes make this look too generic and simple adding custom shapes and having them the same color would solidify it as its own game.

## Second log, later the same day: 9/30

**Pre-evaluation:** The current version of cut-out shapes and piecing them together was a fun concept but didn't have much conflict or competition. The players can just make the fastest shape possible then the first person to go would always have an advantage.

**Plan:** The plan is to come up with conflict. Also there were 3D shapes in the lab so incorporating those would be nice.

**Progress:** To remedy the problem of having no conflict, I came up with players being able to sabotage the other by placing a shape in an inconvenient spot on the other's image. I also used 3D shapes and now it's possible to build upwards instead of just making a flat image. Also through testing, I came up with the rule that you can only make a shape with a minimum of 4 pieces and the other opponents have to agree that your shape actually looks like what you say. You can place one shape per turn and either play on your own image or the other person's image.

**Future Iterations:** This could still be a virtual reality game that's even more 3D, but now it could also be a 3D Analog game with custom shapes made of metal that have grip so they stick together a bit more than actual metal.

## First day of log: 9/30

**Pre-evaluation:** Currently, there is no game to react to, but there is a list of verbs to base the game on. Incubating and forging sound good from this list.

**Plan:** The plan is to use the verb to come up with a game concept.

**Progress:** I went with forging and cut out some shapes so that the players could create something with predetermined pieces. The new goal of the game is to create a shape and not be able to move the pieces once they are put down like one would when welding.

**Future Iterations:** In the future, this could be a Virtual reality game so the forging part could be more apparent with special effects.