Guppy Love

Guppy Love was a cute game where players built a fish piece by piece until they reached a certain level of stats. I enjoyed many of the thematic aspects of the game, the cards were funny and well drawn, and the fish that I eventually created was very ridiculous looking. The stat gaining system was alright. You could pick a card that you had the required stats for, but the perk you gained from that card was up to a die roll. This lead to me regularly either gaining no stats or even losing stats. Eventually you also had to combat enemy fishes based off of your stats. I feel like losing stats could be only associated with combatant fishes, and the perk fishes only make you gain stats. If players only had perk fishes but didn’t have any of the requirements to chose them, they could try to answer fish related trivia to get the card anyways. This part of the game I personally felt was kind of odd, as the chance of you winning was so dependant on a somewhat niche set of knowledge. Once the player reached 10 of any one stat they won. I felt that this goal was very clear, and technically achievable. However, I would have liked a little bit more agency outside of the die rolls and dependency on fish trivia knowledge to obtain this goal.

Kyle and Brian's Excellent Adventure

Kyle and Brian’s Excellent Adventure is a dungeon crawling game where the player controls two characters, one being more of a “tank” and the other being a high damage dealer. Players kill the monsters in the level, collect the treasure, and then progress to the next level. While I felt all of the elements needed for the game were there, but it wasn’t very fun. I would have to say that it was not extremely original; After the first level of the game I had experienced almost all there was to the game. I eventually got to fight two different types of monsters, but i wanted more. If there was some sort of progression with player stats, abilities, or level elements, I would have been much more enticed to continue playing. The goals of the game were clear and achievable, kill stuff and don’t die. My primary suggestion for improvement would be to offer some development or variation in gameplay from level to level.

While I did not leave class early, I do think it is notable that I only got to playtest 3 games, as the games I playtested seemed to have very long playtimes.