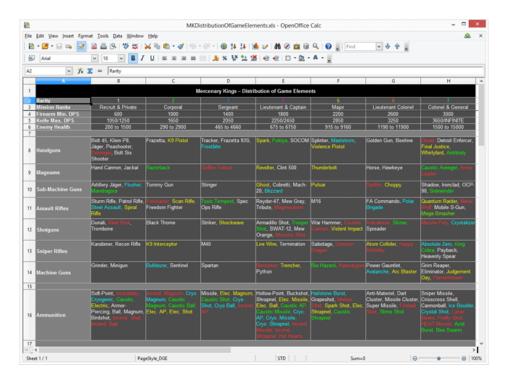# Balancing your game!

Balancing your game progression is one of the many aspects to take in count while designing a game. Not balancing your video game can bring the player to a feeling of going excessively well and having an easy adventure or being on the opposite side, having a difficult journey with many and many difficulties provided due to an unbalanced game.

"How can I balance my game?"

There are many ways to balance a game, but there is one way that is the most used by developers, and this is creating a balancing spreadsheet.
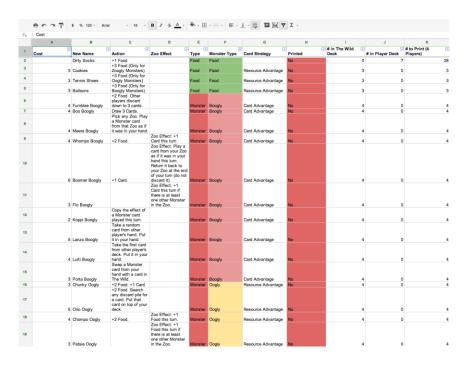

Balancing spreadsheet

A balancing table is a document where all the elements implemented in your game will be introduced and they will be compared. The main points of this document are having clear what every element in the game will affect to the player, having all really easy to manipulate and find an unbalanced issue as fast as possible, and depending on if the spreadsheet is automatized with formulas or not, having a tool where changing one data can help coders to not introduce random values for the elements until one fits perfectly. The example above represents a balancing spreadsheet of guns implemented in the game

"Mercenary Kings". In this example, we can see that the spreadsheet is divided in 3 parts, one for gun rarity, another one for how many guns there are of every type (handguns, assault rifles, shotguns…) and finally, a part for ammunition. At the top of the spreadsheet, we can see the types of guns there are, their rarity.
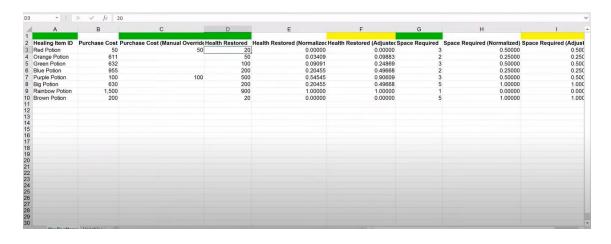
"What do I get having a balancing spreadsheet?"

Having all your elements united in one document where their stats are being compared with each one of them.

Balancing spreadsheet

"How do I create my balancing spreadsheet?"

A balancing spreadsheet needs constant comparison between elements. What is necessary to have in mind is that balancing your game is mostly pure mathematic, having a weapon that deals tons of damage at the beginning of the game or having one that deals almost none damage at the end of the game, these are unbalanced elements that are not fitting in the correct game time, which leads to a wrong feeling for the player. This document is mostly created with Excel, due to this software capability of doing calculations, creating tables or having everything in developer's disposition.

Healing Item ID	Purchase Cost	Purchase Cost (Manual Override)	Health Restored	Health Restored (Normalized)	Health Restored (Adjusted)	Space Required	Space Required (Normalized)	Space Required (Adjusted)
Red Potion	50	50	20	0.00000	0.00000	3	0.50000	0.500
Orange Potion	611		50	0.03409	0.09883	2	0.25000	0.250
Green Potion	632		100	0.09091	0.24869	3	0.50000	0.500
Blue Potion	955		200	0.20455	0.49668	2	0.25000	0.250
Purple Potion	100	100	500	0.54545	0.90609	3	0.50000	0.500
Big Potion	630		200	0.20455	0.49668	5	1.00000	1.000
Rainbow Potion	1,500		900	1.00000	1.00000	1	0.00000	0.000
Brown Potion	200		20	0.00000	0.00000	5	1.00000	1.000

Balancing spreadsheet