# DES 335

**Spring-2025**

**Week 13: Playtest Notes/Locations of Note**

**DigiPen Institute of Technology**

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## Game System: Warring Worlds

## Goal

This report has two sections. Their goals are described below.

## Mechanics Playtest Notes Requirements

Playtesting is critical for any game development. During lab, you will be placed into groups to discuss, analyze, and playtest each other’s overall rules. This playtest is meant to focus on mechanics, specifically your core mechanics, combat, and any other sub-systems that are important to your project. It is highly recommended that playtesters also look for typos, grammatical errors, and formatting issues. This report documents your observations, notes, and actionable items that come from that playtesting.

You are required to do at least ONE (1) playtest session of around 30 minutes per person. However, you are highly encouraged to do additional playtesting. If you do, use as many of the Optional Playtest Notes sections below as needed.

## Locations of Notes Report Requirements

* Create THREE (3) places of note in your game world. These are key, game-specific, and important locations, due to history, power, location, who controls it, or all the above. Your three locations must be:
  1. A Large-sized location. A description of a special city or extreme biome. This could be a capital metropolis, expansive desert, or something just weird and unusual
  2. A Medium-sized location, such as a neighborhood, military base, or distinct natural region. Examples: The Queensdoor Docks, the Mines of Moria, Hell’s Kitchen.
  3. A specific, “small” location. Examples: The Inn at the End of the World, a premiere gladiatorial coliseum, or Black Betty’s Apothecary.
* Include a picture (include URL or accreditation on where the image was found) that is either an inspiration for the place or one you create yourself

## NOTE: Integrate, Don’t Cut and Paste

You can utilize this information into your P4 working document. DO NOT merely cut-and-paste what you write into your draft and be done with it—it will still require editing, massaging, and formatting to integrate.

## Rubric

This, like other weekly reports, is not considered a separate grade, but affects your overall final grade.

* **-2%:** Not Submitted at time of grading
* **-1%:** Insufficient information, missing categories; Late turnover of assignment (Instructor discretion)
* **+0%:** Sufficient information and detail
* **+1%:** Very interesting locations with good plot hooks and ties to the world building

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## Playtest Session #1 [REQUIRED]

**Date:** <the date when the playtest took place>

**Location:** <where and how did the playtest take place; e.g.: In-person, Blanc>

**Number of Playtesters:** <how many people playtested your game>

**Duration:** <how long the playtest took place>

**Playtest Summary**

<Include a MINIMUM ONE (1) paragraph summary of the playtest’s results. Include the good, the bad, and ugly here—be honest. You can also include any actionable items you need to address.>

**Playtest Notes**

<Include your specific observations, notes, quotes, etc. from the playtest session.

**[OPTIONAL] Images**

<Use this area to include any screenshots, pictures of your handwritten notes, or any other images. Delete this section if not used>

## Playtest Session #2 [OPTIONAL]

## You are highly encouraged to do additional playtesting. If you do, include your notes here. Otherwise, delete this entry.

**Date:** <the date when the playtest took place>

**Location:** <where and how did the playtest take place; e.g.: In-person, Blanc>

**Number of Playtesters:** <how many people playtested your game>

**Duration:** <how long the playtest took place>

**Playtest Summary**

<Include a MINIMUM ONE (1) paragraph summary of the playtest’s results. Include the good, the bad, and ugly here—be honest. You can also include any actionable items you need to address.>

**Playtest Notes**

<Include your specific observations, notes, quotes, etc. from the playtest session.

**[OPTIONAL] Images**

<Use this area to include any screenshots, pictures of your handwritten notes, or any other images. Delete this section if not used>

# Location #1 (Large Location)—Hissar

## Location Image

<Include a picture that is close to what you’re thinking about (include URL or accreditation on where the image was found) that is either an inspiration for the place or one you create yourself. NO AI ART.>

## Overview

Hissar is the capital of the Cold-Blood Empire. It is there that the Dragon Spirit lives and receives its daily sacrifices. Most of the military training and slave labor which drives the Empire is based in Hissar, with barracks and slave housing taking up much of the city’s edges.

## Physical Description

Hissar bares resemblance to the Aztec city of Tenochtitlan, being placed in the middle of a jungle instead of a lake. A large, flat-topped pyramid dominates the center of the city, with all other buildings looking miniscule in comparison. Thousands of Empire citizens bustle about, many of them soldiers directing groups of slaves. The entire city looks to be constructed from stone which has been painted in all manner of bright colors.

## History

## Hissar was founded not long after the Rift opened. It is said that the first Dragon Priest, Ssithol, discovered a newly hatched dragon on the spot which the great pyramid Spirit’s Rest would be built. After discovering this dragon word quickly spread to all the various cold-blooded World Children living in the region. They all flocked to see what they viewed as a physical manifestation of the World Spirit. They decided to build a temple for the dragon to live in, and over the centuries that temple was gradually replaced by the great pyramid which stands there today. All of the surrounding buildings were also constructed later as more and more people flocked to see and live near the Dragon Spirit.

## Special Rules

<1-2 paragraphs that include anything unusual or special about the location as it relates to your rules. For example, a volcano might give bonuses to fire-related magic.>

Nothing special but most NPCs related to Hissar or the Cold-Blood Empire will be hostile.

## Plot Hooks

<Come up with THREE (3) Plot Hooks (1-2 sentences each) about the location that would involve the PCs and/or draw them to the location.>

* **Hook 1: The PCs are captured and taken to Hissar as slaves**
* **Hook 2: The PCs are asked to scout out Hissar to see the current state of the Empire’s military**
* **Hook 3: The PCs are asked to go to Hissar to free as many slaves as they can**

# Location #2 (Medium Sized)— Boggig

## Location Image

<Include a picture that is close to what you’re thinking about (include URL or accreditation on where the image was found) that is either an inspiration for the place or one you create yourself. NO AI ART.>

## Overview

Boggig is a small town found in the Eastern Swamp. It is the primary home of the Amphibian Tribe as well as several refugee species. Boggig is important as it was the birthplace of Elder Forgom and as such was one of the first stops for many of the initial trade routes in Sylvara. Many of these trade routes have since moved away since the swampy terrain makes hauling goods exceptionally difficult. But no one has forgotten the role that Boggig played in the recent prosperity that has found many regions.

## Physical Description

Boggig is a very spread out town, with a decent number of inhabitants but very little density. The reason for this is that most of the buildings are constructed on stilts to keep them out of the constantly shifting, unstable ground. The basic idea behind all of these homes is that they’re relatively light so that they don’t sink into the ground, and when they start to the whole building can be picked up from the stilts and moved. This has led to a very spread out town with no real organization to it.

## History

Boggig has been the home of the Amphibian Tribe for generations. For most of that history it was completely unimportant, with no notable events or people to speak of. The Amphibian Tribe simply lived as many other groups did, they minded their own business and stayed in their homeland.

When the Rift opened and several species were forced from their homelands Boggig became the site for many refugee camps. Over the next few centuries Boggig was expanded to include permanent residence for many of these peoples. None of them are particularly comfortable living in Boggig, but it is a home.

## Special Rules

Because of the swampy terrain all ground in the Eastern Swamps and Boggig counts as Difficult Terrain. Also, because of their unique method of construction, all buildings in Boggig can be destroyed by simply taking out at least 2 of the supports.

## Plot Hooks

<Come up with THREE (3) Plot Hooks (1-2 sentences each) about the location that would involve the PCs and/or draw them to the location.>

* **Hook 1: The PCs are asked to speak to one of the leaders of a refugee species about them finding a new home**
* **Hook 2: A shipment of goods was lost on the way to Boggig, probably because they got stuck**
* **Hook 3: A monster has been attacking the supports of many buildings in Boggig, this has led to collapses in several cases**

# Location #3 (Small Sized)—The First Adventurer’s Guild Hall

## Location Image

<Include a picture that is close to what you’re thinking about (include URL or accreditation on where the image was found) that is either an inspiration for the place or one you create yourself. NO AI ART.>

## Overview

The First Adventurer’s Guild Hall, or simply First Hall, is the most important building in recent history. The First Hall was constructed as an experiment in the creation of a new entity called the Adventurer’s Guild. It stands now as the first of all guild halls, constructed on the road between a Human capital and Boggig. Dozens of adventurer’s come in and out every day, accepting or turning in quests. The First Hall stands as a symbol of the newfound peace which has swept through Sylvara and hope for many World Children species plagued by monsters.

## Physical Description

The First Hall is a massive, three-floor building constructed from wood and stone. The first floor exists as a space for adventurer’s to mingle and speak with a guild representative, who helps with the selection and completion of quests. The second floor houses several workshops used for butchering monsters, creating potions and tinctures from herbs, and several other crafting processes. The third floor is the administrative floor, with offices for the higher ups in the guild, including its founder Bracker.

## History

The First Hall was built as an experiment in the creation of the Adventurer’s Guild. It was meant to exist as the first space where Humans and World Children were truly neutral, with neither having an advantage. Since its creation it has seen massive success, and has become a premier destination for people all over Sylvara. Important negotiations often take place there because of its symbolism and placement. New halls have been built in many different regions of Sylvara, but none are as well known as the first.

## Special Rules

Anyone who attacks someone without good reason, as decided by Bracker, while inside the First Hall immediately becomes an enemy of the Adventurer’s Guild and will be treated with hostility by all members. Adventurer’s of a high enough rank can receive free medical treatment inside the First Hall.

## Plot Hooks

<Come up with THREE (3) Plot Hooks (1-2 sentences each) about the location that would involve the PCs and/or draw them to the location.>

* **Hook 1: The PCs arrive at the First Hall in order to sign up as adventurers and accept their first quest**
* **Hook 2: The PCs are part of an important negotiation taking place at the First Hall**
* **Hook 3: The PCs have come to the First Hall to ask that adventurers come to kill a monster plaguing their town**