# 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.>

## 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)—<Location Name>

## 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

<1-2 paragraph overview of the location and why it’s important or special in your world.>

## Physical Description

<1-2 paragraph description of the location>

## History

<1-2 paragraphs providing the location’s history.>

## 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.>

## 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:**
* **Hook 2:**
* **Hook 3:**

# Location #3 (Small Sized)—<Location Name>

## 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

<1-2 paragraph overview of the location and why it’s important or special in your world.>

## Physical Description

<1-2 paragraph description of the location>

## History

<1-2 paragraphs providing the location’s history.>

## 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.>

## 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:**
* **Hook 2:**
* **Hook 3:**