

Systems Adaptation - Group D05

Option 2: Analog Adaptation

Section Time & TA: 01D Thu 7:10 - 8:15 pm, Jared Pettitt

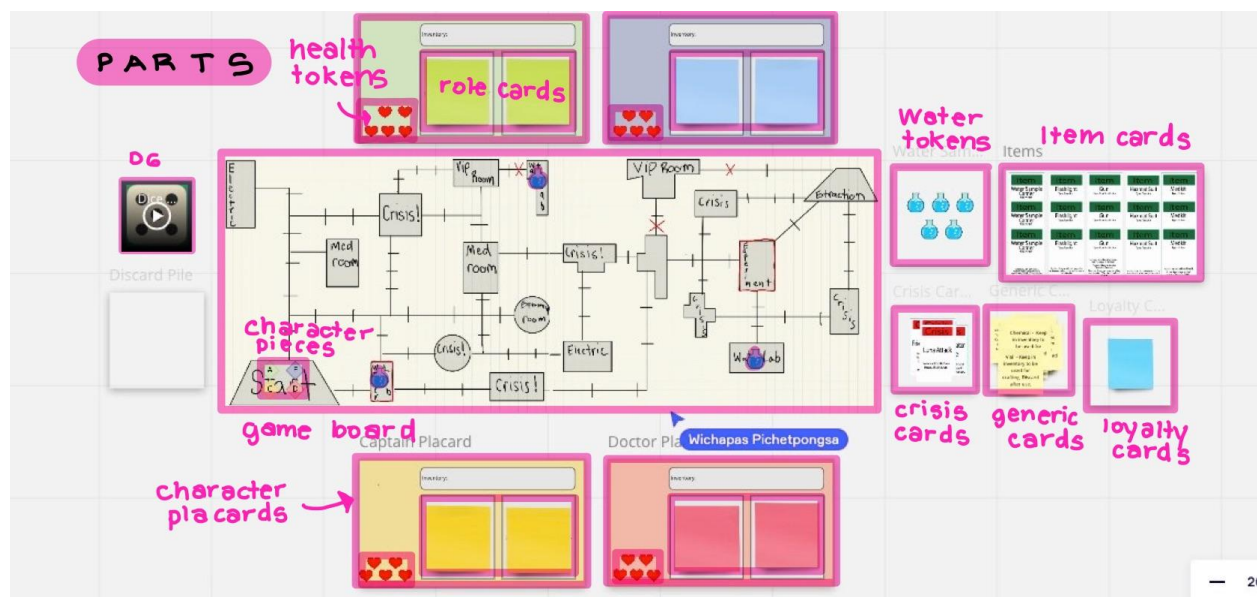
Group Members' First/Last Names: Wichapas Pichetpongsa, Lyza Stevens, Nathan Prieto, Harrison Le

Media Adaptation Summary

We chose to adopt a South Korean television series that premiered on Netflix called *The Silent Sea*. The story is set in the near future where extreme desertification has caused a scarcity of water on Earth. A selected group of people with specific roles (engineer, captain, doctor, astrobiologist) are tasked to travel to a space research base on the Moon to look for a substance that was left at the abandoned space station. This substance is Earth's last hope, but it also makes the mission very dangerous. At the lunar station, they uncover more knowledge of the sought-after sample, known as lunar water, and its ability to multiply. They also face the danger of a young girl, Luna, at the station who is immune to lunar water's effects. Not only do the members of the personnel have to defend against her attacks, but they also have to confront the betrayal of members within their own group.

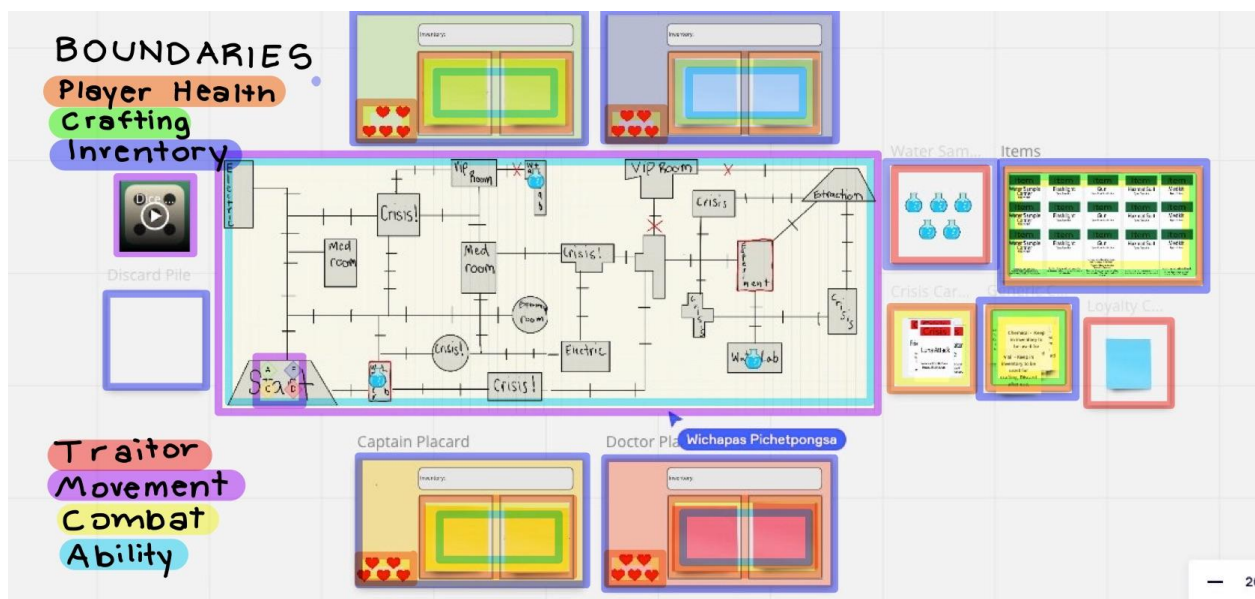
System Analysis

Diagrams - *Parts, State Attributes, Boundaries, and Behaviors*



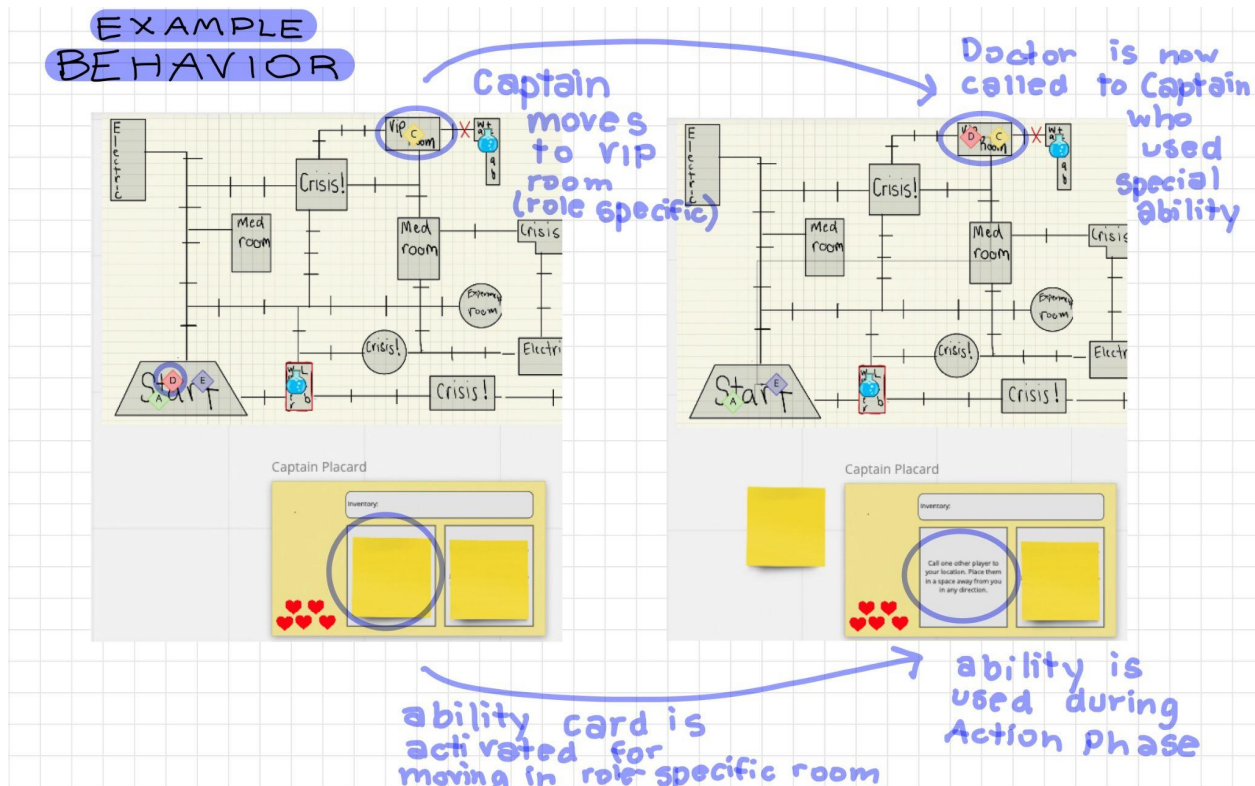
- **Loyalty Cards:** Decider what affects the objectives of a player
 - States: *In Loyalty Deck, In Player's possession*
- **Generic Cards:** Resources to be stored in the Character placards
 - States: *In Generic Deck, In Inventory, In Discard Pile*
- **Crisis Cards:** Deciders that affect your Health/Inventory

- States: *In Crisis Deck, Drawn, Discarded*
- **Item Cards:** Resources but also Deciders
 - States: *In Item Deck, In Inventory, In Use, Discarded*
- **D6:** Decider that affects the Move Phase
 - States: *Not rolled, rolled*
- **Board:** Converter that changes D6 rolls into Player movements/positions
 - States: *Combinations of explored/unexplored rooms, blocked/opened passages, etc.*
- **Water Tokens:** Stock/deciders that dictate if a win condition is reached
 - States: *On Board, On Side, In Inventory*
- **Health Tokens:** Stock/deciders that dictate if a Player is alive
 - States: *On Placard, Not on Placard*
- **Character Pieces:** Decider that affects a Player's actions and range of choices
 - States: *Position on Board, Distance from other piece(s)*
- **Character Placards/Inventory:** Stock that holds various resources
 - States: *Not Full, Full*
- **Role Cards:** Converters that change the states of other Players' parts or the board
 - States: *Locked, Not in Use, In Use, On Cooldown*



- Health Tokens, Crisis Cards, Role Cards, Generic Cards, and Item Cards form a boundary to affect *Player Health*
 - Generic and Item Cards form another boundary to create *Crafting*
- Character Placards/Inventory, the Discard Pile, Crafting, Item Cards, Generic Cards, Water tokens, and trading form the overall *Inventory* system
- The Movement - Combat system, Loyalty Cards, and Water Tokens create the Traitor System
 - Character Pieces, the Board, the D6, and the Extra Space card create the *Movement* system

- Generic Cards, Item Cards, Health Tokens, Crisis Cards, and Role Cards create the *Combat* system
- Loyalty Cards dictate the Player's Role, and both the Traitor and Crewmates must take Water Tokens to win
- Role Cards and the Board create the *Ability* system



Local Interactions

The process of having a traitor amongst the players creates a local interaction where the player's not only have to accomplish the goal of the game but be aware of a second threat. The first threat is the dangers of trying to find water samples. This requires the players to strategize and take other player's behavior into consideration while playing the game.

A->B->A

- The crewmates will try to find 5 water samples and head for extraction to win the game (traitor loses).
- The traitor needs to find only 1 water sample and head for extraction alone to win the game (crewmates lose).

The 2 different groups share similar goals but this creates tension where if 1 player is moving on the board with suspicion or they are interacting with another player to benefit themselves and start moving towards extraction will cause doubts between the players.

Transitive Interactions

The 3 phases for each player's turn supports a transitive interaction. First, the Draw phase allows the player to set up their strength and prepare for the third phase by earning materials for crafting, moving more spaces, or healing. Second, the Move phase allows the player to decide if they want to unlock new abilities by entering the role specific rooms or head towards *Crisis rooms* in order to get closer to the *Water Labs*. Lastly, the Action phase allows players to trade, craft, activate abilities, and use their crafted tools. With the Action phase at the end of the player's turn, your action will either affect your decisions or another player's decision for their next turn.

Reinforcing & Balancing Loops

The generic card deck is a reinforcing loop due to being the deck that you draw from every turn and every card in the deck is beneficial to the player. If a player chooses to do so, he can decide to avoid all the crisis rooms and stall out by moving around in circles to build up their resources from. The generic deck has a painkiller which heals, a card where you move an extra space, and materials for crafting. All in all, the player will continuously gain support and will be reinforced in the beginning of every turn.

The existence of the traitor and the ability to sabotage other players creates a balancing loop that affects the overall objective of the crewmates. As crewmates traverse the map engaging with crisis cards and searching for water samples, the traitor has the ability to disrupt the progression of the crewmates. The availability of craftable items helps the traitor carry out these sabotages which balances out the crewmates from progressing.

Why Our Additions Constitute a System

Our additions create a system in the sense that the formal aspects of what constitutes a system are accounted for. Our system includes various parts such as cards and tokens that possess internal states that vary along with clear boundaries. For example, the water token found within the game exhibits internal states based on their physical position in relation to the board and exists within the boundaries of either the board or the player's character placard. This variance in the state of a part largely stems from their behaviors such as the conversion of resources to items found within the crafting aspect of the game. The parts within our game then create looping structures that exhibit local and transitive interactions whether that be the role of the traitor in affecting the crewmate's main objective or the drawing of cards at the start of a player's turn. The system then finds its emergent properties

beyond its gameplay such as the social aspect of the game in which the traitor creates through the ability to deceive and sabotage other players.

Rules

Link to Rulebook:

<https://docs.google.com/document/d/1UZkOkInh-969jUwAGyQ55IO8s34vVFz4WnNHInEvgk/edit?usp=sharing>

Playtest Reports

Playtest 1

- Playtest date and participants
 - Date: 3/3/2022
 - Participants: Group D02
- Questions/problems you hope to answer/solve with your playtest
 - How does our initial development play out in actual gameplay?
- Observations made during play
 - Game moves slowly
 - Add rule one card a turn
 - Broken water sample doesn't stack
 - Game is in extremely early state, rules aren't concrete
 - I think at least 2/4 are enjoying the game
 - Game is progressing slowly (partially due to unfinished physical state of game)
 - Players are trying to group together to heal
 - Players seemed to be too focused on surviving Luna/Water Infection to care about the traitor
 - Only 1 Action during Action Phase rule e.g. can't craft and use item on the same turn
 - Maybe nerf water samples needed for crewmates
 - Broken, but still "has potential" and "fun"
 - Add more ways for players to harm each other
- Edits/iterations you intend to make in a subsequent playtest
 - Add rules clarifying revisiting a room
 - Add rules about the doctor self-healing
 - Increase HP/nerf Luna
 - Maybe implement trade system

Playtest 2

- Playtest date and participants
 - 3/9/2022
 - Participants: Jerome Gunzon, Dylan Payan, Emma Esparza, Jimmy Figueroa

- Questions/problems you hope to answer/solve with your playtest
 - Did the additions and changes of the rules provide more clarity to the players?
 - Has our changes altered the pacing of the game?
 - How is the balance between crewmates, Luna, and the traitor?
- Observations made during play
 - Make role specific room clear before play
 - Need to edit placard ability cards desc
 - Make a rule for who goes first
 - Revise map to be more legible, maybe use text instead of writing
 - Add color to board
 - For unlocked restricted rooms do you need to be next to the room? Or can you use it anywhere? Only in the electric room?
 - If you move through a room but don't use all movement spaces, can you keep moving through it after?
 - Only craftables that were used were medkits, not enough resources/time to work towards other items
 - Have a way to show that restricted areas/locked paths are now open? removable aspect
 - Took a while to work up to crafting items
 - Not a lot of scrap for crafting
 - Issue with water sample carrier
 - Maybe have innate attack for the traitor
 - Too many painkillers
- Edits/iterations you intend to make in a subsequent playtest
 - Make the board spaces more clear for movement
 - Make the corresponding role specific room match the color of the role
 - State for crisis room that it is the way in which you can also obtain water samples
 - Clarify engineer abilities

Playtest 3

- Playtest Date and Participants
 - Date: 3/9/2022
 - Participants: Forrest Hensiek, Roy Strong, Jeremy Lang, Stephanie Michaels
- Question/problems you hope to answer/solve with your playtest
 - How did the overall balance changes affect the pace of the game?
 - How did the changes to the rules affect the player's understanding of them?
- Observations made during play
 - Players had slight confusion with rules when it came to unlocking abilities. Questioned whether it was as soon as they enter a room they are allowed to flip over their ability so that it becomes active or that they can only do this during their action phase.
 - Players made use of the trading system when it came to restoring health.
 - Players often grouped for healing and trading

- Captain and engineer worked together to unblock passages
- Players made use of some of the craftable items mostly those regarding health
- Noted that there weren't many ways in which players could harm each other and that building a gun was costly
- Movement was a bit unclear to players when it came to intersections
- Traitor noted that their role felt a little weak and that there wasn't enough stuff to sabotage other players
- Some players felt that some of the craftable items were too costly and deferred them from building them
- Edits/iterations you intend to make in a subsequent playtest
 - Add further clarification to some of the rules as well as interactions
 - Update the board to display clarity of movement

Playtest 4

- Playtest Date and Participants
 - Date: 3/9/2022
 - Participants: Roman Felder, Matthew Kutz, Elizabeth Kim, Joseph Rios
- Question/problems you hope to answer/solve with your playtest
 - How have the changes to the rules impacted the pace of crafting, finding water samples, and moving around the map?
 - Are players working together to reach the end goal?
 - How have changes to the traitor affected overall gameplay?
- Observations made during play
 - Players had confusion about who goes first
 - Confusion about movement, asked if movement carried through rooms or if they were supposed to stop at a room if it was one that they had not already visited
 - Resource economy was lacking, players felt as if they didn't have enough resources to make use of the crafting
 - Obtaining resources was slow and working towards crafting items took too long
 - Overall pace of movement around the map was adequate, players visited almost all rooms and encountering crisis events was quick
 - Players made use of medkits primarily while other items weren't built at all
 - Traitor mentioned that they lacked tools to sabotage other players, due to crafting taking too long they couldn't build a gun
 - Confusion about the activation of abilities. Are they activated as soon as you enter the designated room or during the action phase of your turn?
 - Balance of Luna and players seems adequate, players weren't being damaged too quickly and were able to recover from crisis cards
- Edits/iterations you intend to make in a subsequent playtest
 - Adjust the cost of craftable items and change the amount of scrap in the generic deck.

- Add more items or maybe an unique attack specific to the traitor so that they have more opportunities to sabotage other players.
- Clarify rules about movement as well as adjust the visuals of the board to accommodate those changes.

Playtest 5

- Playtest Date and Participants
 - Date: 3/9/2022
 - Participants: Sean, Vash, Ansh, Jacob
- Question/problems you hope to answer/solve with your playtest
 - Question about using the remaining numbers left from the die roll (draw from crisis but still move remaining spaces?)
 - Crafting confusing
 - How to kill other players?
- Observations made during play
 - Abilities too OP (need Cooldown)
 - Liked the luna idea
 - ENjoyed the roles and their abilities
 - Wants different starting places
 - Traitor not a lot of ways to sabotage
 - Make crafting easier
 - Need simpler mechanic
 - Maybe make imposter stall out the game rather than escaping
 - Good theme
 - Remove as many mechanics as possible
- Edits/iterations you intend to make in a subsequent playtest

Playable Adaptation

[*Silent Sea Board Game \(Digital Version on Miro\)*](#)

Play Video

<https://youtu.be/BpoChOLhf30>