### Group Project 1: Individual Journal

## **Evaluating player feedback in relation to**

## **emotional response**

### Introduction

As a group, we were tasked to develop a game within six weeks, following a brief was given to us. As a group, we decided to work with brief two which asks us to develop a two player, hyper-paced, synchronous adversarial game either in digital or non-digital format. The primary outcome for the brief is to make the player feel specific emotions, these emotions include frustration, Fiero, schadenfreude and raucous laughter. As a group we decided on a non-digital game, the main reason behind this decision is it gives us more time to design, iterate and balance the game, and secondly, we have had positive outcomes from our previous non-digital projects.

In this individual journal, I will evaluate how the player feedback influenced the development of the game. I will also discuss the research I conducted and the iterations we made to the game to reach the final product.

### Research

### Iteration 1

After researching the emotions and similar games the group came to the decision to create a non-digital card game. The first concept ideas we wanted to apply was the win condition, as a group, we decided on a mechanic like Uno in which the goal of the game is too have no cards in your hand.

For the first iteration, we focused on the emotions we wanted the player to feel, the mechanics were created based on our research into these emotions.

Schadenfreude is when a person feels pleasure or happiness when seeing another person’s misfortune, this works great as the brief wanted an adversarial game. To implement this, we created cards that contained effect, these effects would activate once played. These effects would target the opposing player and force them to draw more cards, effectively making it more difficult for the opponent to win. When internally playtesting this mechanic I defiantly felt happy when messing up my opponent’s game.

When it came to creating frustration, we wanted to incorporate cards that could turn the game around so that no player can easily run away with the game and win. We wanted the losing player to always have a chance and quickly turn the game around, we added serval effects like trade hand and place cards into opponent’s hand etc. When testing this feature, it became difficult to guess who would win, and it defiantly frustrated player especially if you have a single card left and your opponent trade hands with you. As a group, we need to balance the effects of the cards as we didn’t want to punish the player too severely. This mechanics directly leads into the Fiero emotion, the card effects implemented were creating moments of Fiero, especially when trading hand with the opponent or drawing a card that you need to win.

The final emotion and most difficult to implement was humour, as a group, we found it difficult in the beginning to create humour from a card game as well as humour is very subjective. At first, we were going to use imagery on the card to create this however once we started discussing it we were laughing more at the name of the cards or the events in the cards. At this point we started calling the names of the cards out when playing them examples of our cards are;

* Falling into rectum
* Attacked by testicle shark
* Witness the turkey revolution

### Iteration 2

The second iteration of the game was a completely different game, the game became a memory game. The whole group enjoyed saying the names of the cards out loud, so we took that aspect and created a memory game in which the player would have to remember the previous cards played in order and relay the card names each turn. We removed the effect that the cards had and changed the winning clause to whoever forgets the order loses.

At first, this worked, however, it was difficult to know when a player had gotten the order wrong, so we added a mechanic, so a player could challenge their opponent if they believe they had gotten the order wrong. If the challenge was successful, that player would win if not the other player would. This keeps the frustration emotion as the player might lose from a challenge but also keeps Fiero for the player that wins the challenge.

The biggest issue of this iteration, however, was the lack of humour, we believed as a group that this would create more humour than the first, but it didn’t. Once the game progresses the number of the cards you need to remember increases, this completely removes the humour from the game as the players were too focused on remembering.

### Iteration 3

In the final iteration, we revised the first prototype and added elements from the second. We brought back the previous winning clause and card effects, we then looked at games that focused heavily on humour. The game that the whole group thought of was cards against humanity, the reason we found that game funny is that players created their own narrative between the cards given out, we also like the stupidity of the cards and that each game is different from the last. We wanted to implement a mechanic like that. We also removed the memory aspects as it took too much away from the game

We took iteration 1 and added a player created narrative when a player plays a card they needed to create a story to link to the previous card played for example;

Player 1: Plays falling into a rectum card

Player 2: Plays attacked by testicle shark

Player 2 would then create a link to player 1’s card, As I was falling into the rectum I was attacked by a testicle shark. This the game more imagery as you could imagine the things going on in the game, this led to more humour and completely different narrative each game.

We still had the previous mechanics from the first iteration which created the emotion, this iteration focused more on the humour

### Conclusion

Play Testers

Development Timeline

Management

Overall Emotions.