

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-game-design-document/grade/sz35>

IT265-002-S2024 - [IT265] Game Design Document

Submissions:

Submission Selection

1 Submission [active] 5/2/2024 6:14:53 PM

Instructions

^ COLLAPSE ^

Update or make a copy of your Treatment Document and consolidate your changes and mechanics along with any historical info.

Branch name: GDD-Reflection

Tasks: 7 Points: 10.00

Document (2 pts.)

^ COLLAPSE ^



Task #1 - Points: 1

Text: Include link to latest document

^ COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Ideally, it should be updated since the treatment assignment and have more conceptual details and mechanics documented
<input type="checkbox"/> #2	1	Ensure link is accessible

URL #1

https://docs.google.com/document/d/1xjEM4uSDw28jSUTrankiDAQWc6dMQOp-PYkEpB_Zymw/edit?usp=sharing

Reflection (8 pts.)

Task #1 - Points: 1

Text: Note Changes

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Summarize what changed since the treatment (doesn't need to be specific value changes, just high-level info)
<input type="checkbox"/> #2	1	Why did or why didn't things change since the last document (what went into the choice to change/keep things)
<input type="checkbox"/> #3	1	Mention anything else noteworthy

Response:

There were some changes in the rules and how the game played to balance out the chance involved in drawing Map Cards, adjustments to the Final Boss's values so that it was beatable, and some changes of the map cards themselves to be more balanced in the loop of gold generation, gear accrument, healing, and fighting. The number of map cards and other card types are kept around the same as I wanted a balance for the before stated loop and I just changed how many more gear accrument cards there can be. This is because after play testing the game I realized there was a lack of equipment opportunities and the final boss was also extremely difficult to defeat without the gear and I felt that even with the gear it would have been long, tedious, and difficult. I've also changed the discarding of the map cards and instead had them be shuffled back again mainly because I felt like the spread of the different types of map cards was sufficient and fair enough in terms of chance.

Task #2 - Points: 1

Text: Playtest observations

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Summarize observations from playtesting
<input type="checkbox"/> #2	1	Note which affected changes in the project vs comments/approvals of existing features
<input type="checkbox"/> #3	1	Approximately how long did the average session take?
<input type="checkbox"/> #4	1	How many players participated?
<input type="checkbox"/> #5	1	How many players would your project support? (what range i.e., 2-4)

Response:

The observations I made was that my original spread of map cards were not balanced as during the playtesting I was not able to gain a decent amount of gear and some of the map cards themselves felt less rewarding because of the chance factor. For example before a map card for a Cave would have the party roll and if they didn't succeed in that roll they would not only not gain any currency but also fight a battle, instead I made changes to these cards so that even if the party failed a roll and had to do combat they would gain a lesser amount of currency. But the gameplay loop felt fine and fun at times as there are factors of chance but also some certainties involved to feel fair but exciting. The first

play test took around 50 minutes as the rules had to be explained as some of the card effects were a bit vague in their descriptions. There was only one other player so in total two players play tested out of a max of around three players.



^COLLAPSE ^

Task #3 - Points: 1

Text: Physical Prototype

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	What role did the physical prototype play for you?
<input type="checkbox"/> #2	1	Do you feel it helped or hindered your vision, why?

Response:

The role of the physical prototype helped me refine and gave a concrete vision of my board game as before it felt vague and in the clouds in my mind. But having to actually implement a physical prototype allowed me to understand what features were possible or feasible to implement and which were not. This allowed me to simplify and focused my vision into a possible version of my vision that would still be true to it's original concept and ideas.



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Task #4 - Points: 1

Text: Presentation

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	How do you feel about your project post-presentation?
<input type="checkbox"/> #2	1	Did anything come to mind that you felt you needed to change or things you felt really fit? Briefly list and describe.

Response:

I felt that my project post-presentation was still mostly complete as I only needed to implement some balance changes and as well as clear up some of the more vague aspects of the project. The vague aspects were related to the various card effects as well as refining the rules to be more understandable as many of the questions were regarding the mechanics behind the game. But another interesting feature I was suggested was a rest/healing mechanic in between rounds but I felt that it added more complexity in the game that might not integrate well with the current balance of the gameplay loop.





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Task #5 - Points: 1

Text: Physical vs Digital

Checklist

*The checkboxes are for your own tracking

#	Points	Details
 #1	1	Do you feel like your project would be better as a physical game, or digital game, or doesn't matter? Why?
 #2	1	Summarize any challenges you faced or anticipate facing during the digital prototype

Response:

I feel like my project works better off as a digital game as some of the mechanics such as dice rolling and spinning the wheel to decide how the enemy would target the players would get too tedious when done by hand. The game is relies heavily on rolling a dice, spinning a wheel, and shuffling cards all of which would be done better or quicker if automated in a digital version than by hand. During the digital prototype I anticipate facing challenges such as scripting all the effects of the map cards and organizing multiple decks as my decks are split into the "Map", "Gear", and "Enemy" decks and just the events that would happen and how they would integrate to payout in the digital prototype.





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Task #6 - Points: 1

Text: Post-Course

Checklist

*The checkboxes are for your own tracking

#	Points	Details
 #1	1	Do you feel like you'd carry forward with the project beyond the conclusion of the course?
 #2	1	If so, as a physical or digital medium and why? If not, what turns you away from potentially pursuing it further?

Response:

I feel like I would want to carry forward with this project beyond the conclusion of the course because of my own personal interest in the concept of the project and also to gain experience in doing so as I do wish to create more personal projects/games of my own in the future. I would do all these games in a digital medium as I have more experience in doing so owing to my major in computer science and my minor in game development. I've also taken IT201 and enjoyed making a game as a final project on Unity and so everything is inline with my interest and continuing the game just felt natural.

End of Assignment