

IAT 210 - Group Project - Play Test #1

July 10, 2024

Meeting on Discord, using tabletop simulator to playtest.

Start Time: 10:05am

End Time: 11:50am

Attendees:

Ryan Milligan

Erick Gunawan

Emmanuel de Caiman

Phuong Nguyen

Each player started with 8 starships.

Notes:

- About 1 round in (each round consists of one turn from each player), a star system becomes incredibly hard to close due to how the tiles are placed.
- About 4 turns in, a player had to place a tile to contribute to another player's feature (specifically, space lane) for the first time as there were no good available tiles.
- A player scored military station (first score of the game) while practically blocking himself and one other off of completing a space lane.
- Hard to place tiles about 6 turns in. We discussed adding a rule that allows you to reshuffle all 4 tiles before selection if they are duplicates.
- Hard to complete star systems. Half the game in, first person completed a 3-tile star system. Immediately after, another completed a 4-tile star system. Almost immediately after, another completed a 5-tile star system.
- Quickly ran into situations where it was impossible to complete some features because there were no tile types that would have fit.
- Took about 90 minutes. Need some serious work on reducing this time.

Suggested Solutions for problems:

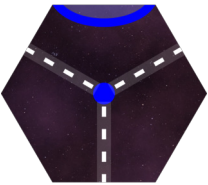

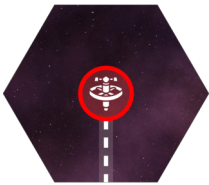
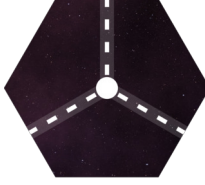
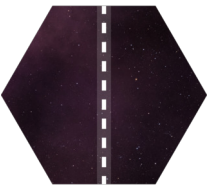
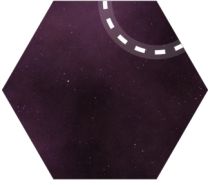
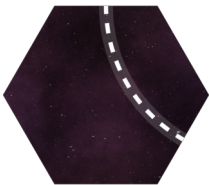
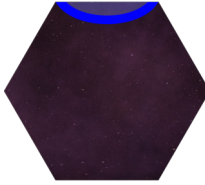
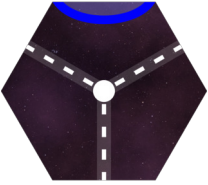
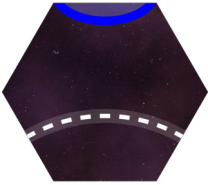
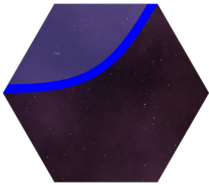
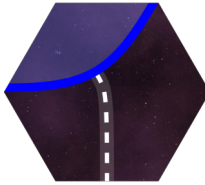
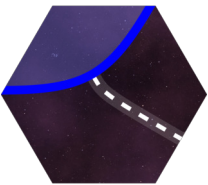
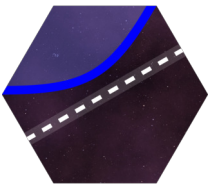
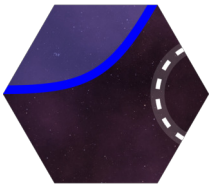
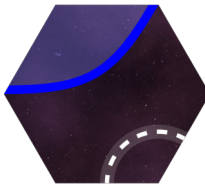
- Make every completed feature give a cosmic token.
- Cut out star system tiles that are 5 or 6 sided. Make the 4 sided star system tiles rare. Increase the number of 1-sided star systems.
- Make more space lane junctions that have fewer endpoints or more varied endpoints (right now they're all 3 non-adjacent-sided).
- Overall make it a smoother experience, which should make it shorter as well as people would have an easier time choosing.
- Add a rule that if there are two or more of the same tile in the four revealed tiles to select from, the player whose turn it is may choose to reshuffle either those tiles which are duplicates, or all four tiles.

- Add more tile type variations to account for situations that we encountered where features became impossible to complete. Because the tiles have six sides, there are a large number of permutations to account for, and this could dramatically increase the number of tiles overall, which in turn would make the game take longer. To compensate for this, some of the more difficult to work with tiles can be removed completely.

Play-duration breakdown:

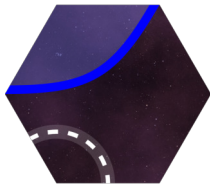
- Gameplay duration: 1 session took about 90 minutes.
- First 5 minutes, initial star systems and roads are placed but no feature completed yet.
- 10 minutes in, generally, some players might get points because of finished features (usually small roads or smaller cities).
- 15 minutes in, roadblocks started to form, making some structures unfinishable.
- 20 minutes in, military stations started finishing up, granting more points.
- 45 minutes in, the game intensifies due to Cosmic Token usage, granting higher stakes.
- 60 minutes in, most of the players should have at least 3 finished features each.
- 80 minutes in, the game board should have at a minimum of 50 tiles placed.

Table 1: Playtest #1 - Tile Distribution

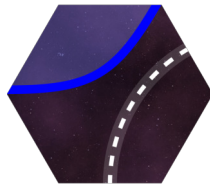
			
start-tile × 1	mil × 4	mil-rd-end × 3	junc-3 × 6
			
rd-str × 8	rd-tight-arc × 6	rd-wide-arc × 6	sys-1 × 6
			
sys-1-junc-3 × 3	sys-1-rd-wide-A × 6	sys-2 × 5	sys-2-rd-end-A × 3
			
sys-2-rd-end-B × 3	sys-2-rd-str × 2	sys-2-rd-tight-A × 2	sys-2-rd-tight-B × 2

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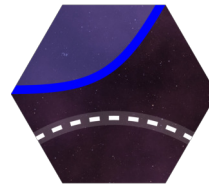
Table 1: Playtest #1 - Tile Distribution (Continued)



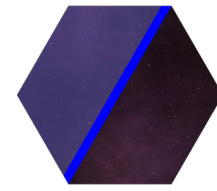
sys-2-rd-tight-C
× 2



sys-2-rd-wide-A
× 2



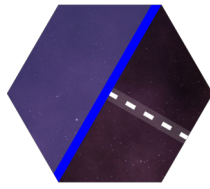
sys-2-rd-wide-B
× 2



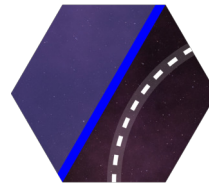
sys-3
× 4



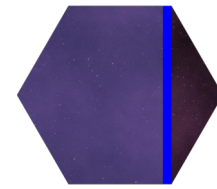
sys-3-coa
× 3



sys-3-rd-end
× 4



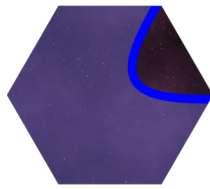
sys-3-rd-wide
× 4



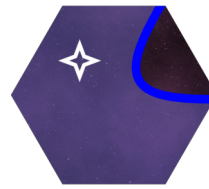
sys-4
× 5



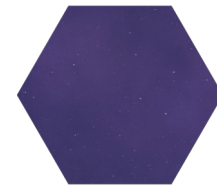
sys-4-coa
× 1



sys-5
× 2



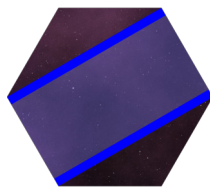
sys-5-coa
× 2



sys-6
× 1



sys-6-coa
× 1



sys-str-across
× 1