**Individual Evaluation**

The game design decision that I took responsibility for was testing and game balancing. During developing the board game my role was to ensure that the testing that we were carrying was effective in terms of balancing the board game so that it fell fun for all the players. Originally the plan to test the mechanics of the board game was to get people in the public to try the game out and test the game. However due to unforeseen circumstances this was not possible. This means that the only form of testing and feedback would be from people in our houses. This effects the game as the feedback from family members and friends isn’t always as good as testing the game with other people. During some of the research to see what the best way of testing mechanics was with people from the public.

One of the main concerns with our game was making sure that everything in the game was balanced. This is because the game is four people verses the board. Therefore, we wanted to make sure that the virus had a good chance of winning and make sure that the players didn’t feel helpless. To help with make sure that the cards and actions in the game was fair I tried to play as many different games that uses cards as the main mechanic. Some of the games that I played were Hearthstone, Slay The Spire and YU-GI-OH. All these game features an energy system which limits what the player can play. For example, in Slay The Spire each character starts with 3 energy and during the game they can increase it so they can play more cards. The system we implemented in our board game is similar in that every play starts with three energy however the only way to boost energy is from another player playing a three-energy card to give you one extra for that round. Originally this card was a two-energy card but during play testing it felt too strong as the player could give someone energy and then also make another move.

My contribution to this game allows the game to be expanded both digitally and physically as the testing and the balancing that I did allowed the game to be in a fair state. This means that it is easy to expand the game in a digital setting as due to unforeseen circumstances the game is already on digital. As well as this it allows us to make the game physically and be sure that it is playable and fun.

This shows how I helped ensure that the testing I implemented for the game was good as it allowed us to make critical changes to the game to ensure that the game was fair and balanced. As well as this it shows that I also took the correct steps to appropriately balance the game. And to make sure that the balance changes were fair and appropriate. Overall, I believe that the balancing and testing for our game was good and fair.

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