Foundations: As this is a stage of developing ideas, there are no playtests for this stage. I decided to create a Player vs player card game. The basic idea was that players should know when to step back and live to fight another day and manage resources that they had randomly drawn throughout the battles. Players command armies and potentially fight three battles. The first one who wins two games first wins.

Structure

Initial rules and systems (board, characters, and weapons) were generated at this stage. After the initial playtest was done by myself. I decided to drop the weapons system and integrate some parts of the system into Character cards, i.e. instead of having characters with the same starting value that can be upgraded by giving them weapons, the characters have different score values that they contribute towards the player score. Also, I decided to adopt a 3-lane system inspired by The Witcher 3's version of Gwent instead of slots all over the board for the cards.

Initially, players had to draw 15 random cards.

Nov 1 Lab 2 players 2 playthroughs

This playtest took about 25 minutes to finish, which included describing and teaching the game. Feedback from the players suggested the game was fun, and the core goal of causing tension due to managing resources over potentially three rounds was achieved.
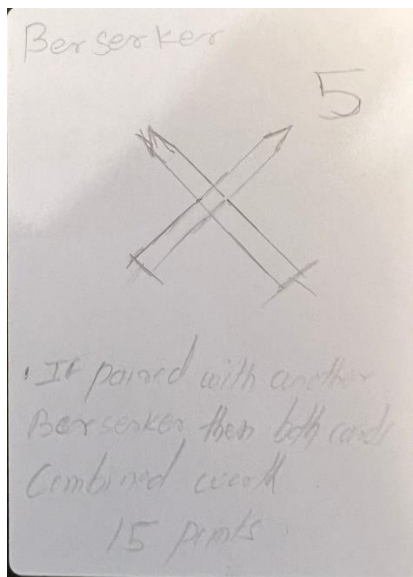
Observations and feedback

1. **Board was too bland and not structured:** players were not clear on how many cards they could place, and how they could place them on the board.
2. **Round 3 was way too hard:** players were way too depleted of resources by the third round. This problem was caused by the fact that players couldn't get any more resources after the first draw.
3. **Too much randomness:** The initial drawing of cards felt way too random players who didn't draw any Clear weather cards were at a massive disadvantage. For example, if a player hasn't drawn a "sunny days"(Vikings) or "Prakashit divas"(Marathas) could not counter a debuff placed by the opponent at all.
4. **Confusion over which cards go where:** Players needed clarification about which cards (characters with weapons) go where. For example, a crossbow wielder should go in the ranged lane and a shield maiden should go in the melee lane. This was caused because there was no land icon on the cards players had to figure out the type of the card by the character name.

Changes made

1. To address the first issue, a pipelining mechanic was introduced where players place cards from left to right in a lane. Also re-introduced the slot system, but instead of having slots for each card all over the board, slots were distributed in 3 lanes
2. To address the issue where in round three, players would have fewer resources than desired, players will be allowed to draw three random cards before the 3rd round. This gave players extra resources for the third round and reduced the difficulty of the resource management aspect of the game.
3. To address the 3rd issue with randomness, players will now draw 12 random cards and 3 cards of their choice. This way, the players can draw cards that supports the randomly drawn cards or fill in the weakness left by the random draws. For example, if a player didn't draw any "sunny days" then they can choose to draw a "sunny days" card as it is one of the important cards to have.

4. Lane icons and information about pairing multiplies were added to cards.

8 Nov 2 players 1 playthrough.

This playtest was short, about 10 mins; changes made from the nov1 playtest were tested,

Observations and feedback

1. If players didn't draw special characters, their score suffered way too much: Standard unit cads could not support other standard unit cards at this point. Players who drew a lot of standard unit cards and no special characters had difficulty gaining scores as the special characters greatly multiplied value of the card it is supporting.

Changes made:

1. Added a flanking mechanic: flanking mechanic gave certain standard unit cards abilities to support other standard unit cards but not as much as the special character cards. As flanking does not apply as high of a multiplier as special characters, flanking can be performed by cards in the lane behind the cards. For example, melee cards can be flanked by ranged cards, and heavy cards can flank ranged cards.

Formal Details:

Balance was the focus in this stage as the game was already fun and playable.

15 Nov 3 players 3 playthroughs

before this playtest, I also changed the scoring system, added attack and defence statistics for each card, and added a flanking mechanic. These changes were tested with and without pipeline mechanics.

Observations and feedback

1. "Seer" type of card was extremely strong: the ability to make other player fold at any time was overpowered, especially when the other player did not have a "seer" card of their own.

Changes made:

1. Added conditions "opponent has to have 5 or more cards on the field to make opponent fold" and "the player must have 3 or fewer cards on the field to unfold using the seer card "for the use of the seer card.: This added more requirements to use the "seer" card, which made the "seer" card less powerful as players cannot be forced to fold immediately without building any score.
2. I decided to drop the pipeline mechanism from the game instead; players can place cards in any slot they want in that lane. The pipeline mechanism was somewhat clashing with the flanking mechanism, and the playthrough without the pipeline mechanism was more enjoyable to the players.

29 Nov 2 players 1 playthrough

Observations and feedback

1. Calculations too complicated: due to the flanking mechanism and pairing mechanic multipliers, the calculations with attack and defence values needed to be simplified. As there could potentially be three multipliers on a card.
2. Seer card is still too powerful. The core ability of the seer card caused problems during testing even with the added conditions of using the seer card.

Changes made:

1. Replaced pairing multiplier with pre-calculated attack and defence values for paired cards. Cards had a 1.5x multiplier per card while pairing. This was replaced by a pre-calculated value which reduced multiplications while counting the score. Attack and defence values now were represented as values for one card(x1) and values for paired cards (x2)
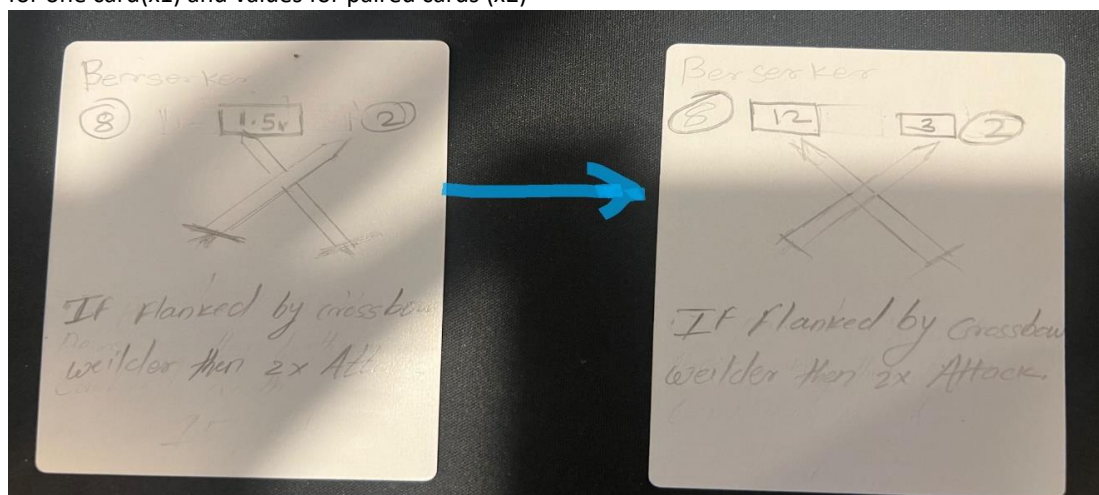
2. I decided to remove the "seer" card as the ability to make the opponent fold was extremely overpowered. As the core ability itself was overpowered, adding conditions for its use was not lowering its power enough. These cards were a major outlier in the power of the cards. So for the integrity of the game, this card had to be removed

6 Dec 2 players one playthrough

Observations and feedback

1. Too many cards went unused in the deck: throughout the development, more and more characters/ cards were added, and changes were made to the systems. The initial rule drawing of only 15 cards needed to be balanced with new decks and the new board. Most of the cards were not being used throughout the gameplay.

Changed made

2. Decided to allow players to draw 20 cards in total at the start of the game to rebalance the game. With 20 cards. This allowed players to use more of the deck, and resources were more readily available to the players 20 cards total for the initial draw was the sweet spot that kept the tension of resource management and addressed the problem of unused cards.

Refinement:

The game was fun, but the accessibility wasn't all there. This stage was focused on making the rulebook and info on cards more accessible.

15 Nov 3 players 3 playthroughs

Observations and feedback

1. There needed to be more pictures in the rule book and an explanation of cards: there was no picture of the card where the info is on the card, just text describing the card. Feedback from the players indicated that having a picture of a card describing the information would be needed.
2. Which slots are connected needed to be clarified.: which slots can flank other slots needed to be more apparent to the players as players had to look at the board and figure out which slots connected to which different slot.

Changes made

1. Added a card format picture in the rule book: added a card template picture in the rule book, which indicated the structure of the card and where the attack and defence values are.

In The Battlefield, 2 players battle with their army units (cards) on the field/board, building up their attack and defence. The player with the most points by the end of the battle wins the battle, and the player who wins 2 battles first wins the game. Or should it be said they survive?

COMPONENTS

- *Battlefield Board*
- *2 Army card decks*
  - *Viking army*
  - *Maratha army*
- *3 plastic pieces to count victories*
- *One dice.*
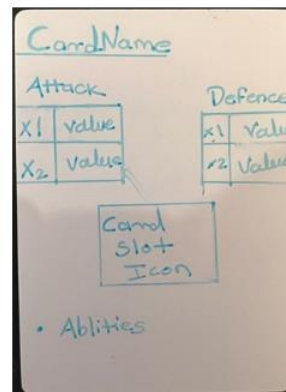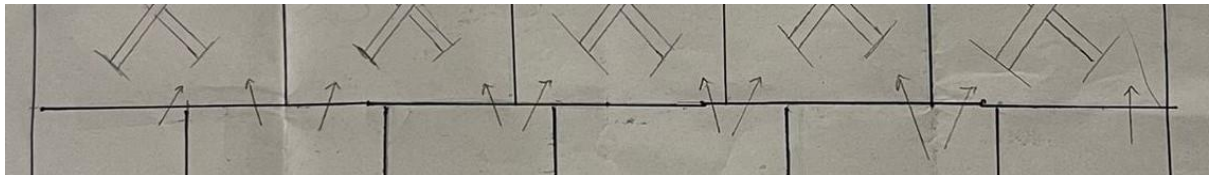
COMPONENT OVERVIEW

DECKS

Figure 3 card template/format

2. Added arrows on the board indicating which slots support which other slots. arrows indicating which slots were connected to which other slots were added, making understanding the connections clearer to the players.

6 dec

Observations and feedback

1. the values of attack and defence for a single card and paired card weren't clear. In this itration, the attack and defence values of single card (x1 value) were represented by the numbers in circles, and numbers in squares represented values of paired cards(x2 value); there were no attack and defence specifically mentioned on the cards instead all the information was in the rule book Players found this notation confusing and had to keep referring to the rule book.

2. Rule book was too short

Changes made:

1. Made a table representing attack and defence values for single and paired cards with specifying which values are attack and which values are defence instead of the previous representation.
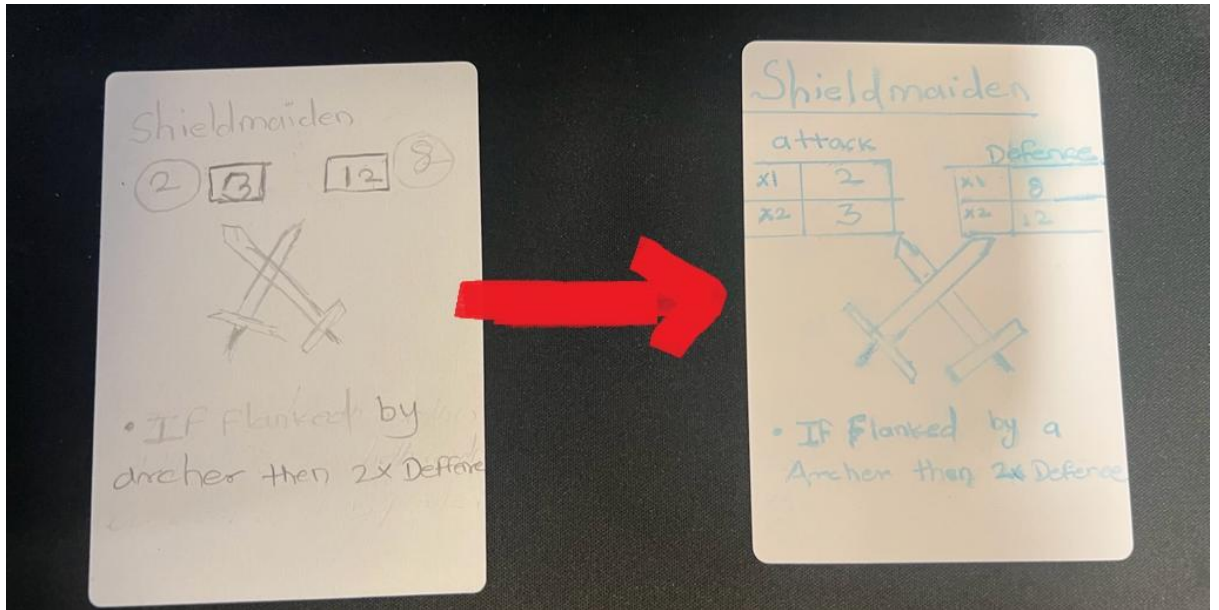
2. Made changes to the rule book explaining each action in more detail than before and added list of cards in the decks.