

Travis Moore

GAT 211A—Fall 2014

Instructor: Jeremy Holcomb

# Lab Report 8

## Team Fortress 2

### Highlander Playtest #1

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# Team Fortress 2 Highlander (version 01)

## Intentions

Upon creating the first version of my Team Fortress 2 board game I knew right away that I would be unable to truly capture Team Fortress 2 in its entirety. There is so much complexity and so many weapons, class combinations, and little things that make up Team Fortress 2 as it currently is to date. If I stand any chance in trying to recreate Team Fortress 2 as a board game I knew I would have to think back to how the game was upon its initial release.

Team Fortress 2 as it was upon its release in 2007 is still quite a large game. I know I'll have to strip back as much as possible to have a chance at creating this kind of experience. With this in mind my first version of the game will only feature 6 of the 9 classes. Of these 6 classes I'll be focusing on distilling these classes to their base features to hopefully be able to capture the experience of playing that class in a board game form. Each class will only have a primary weapon, with the exception of the medic who will have the ability to melee as a mostly last resort.

Using stats obtained from the TF2 wiki and from experience playing the game, I am going into this first playtest hoping that my classes will hold up as feeling like the classes they are meant to be. This means I'll be looking to see how they are used, how they move on the map, and just how effective all the classes played are relative to their video game classes. To help me get my playtesting results, I will be using the "highlander" rules of Team Fortress 2, where both players cannot play more than one of each type of class in the game and must pick new classes when one class dies.

While the map is important to discovering how these classes work, I know the map in its current state is nowhere near perfect and could use a lot more work. This being said, I made sure to include some open spaces, some close quarters, and a bit of walls to provide cover behind. My main inspiration for the map comes from my limited experience playing the *Warhammer 40,000* table-top game. The biggest difference is that I am using a grid to constrain player movement, but this might change in future versions of the game.

## Written Rules

### Components

- 12 class tokens (6 Blu and 6 Red)
- 1 D4 die
- 1 map
- 2 class stat/rule sheets

### Players

2 players

### Objective

The objective of the game is to eliminate all nine classes of your opponent.

### Setup

Players roll a die to determine who will go first in the game. The highest die roll lets this player go first, while the losing player gets to choose which color team they'd like to be. Players choose any 3 of their 6 classes and place them in their color spawn room without revealing the class side of their class tokens to their opponent.

The player who won the die roll moves first.

### Rules

Players can move and take one action with one class token per turn. Each class follows their own stat/rule sheet to determine moving, health, and shooting.

Movement is orthogonal on the grid and firing at an enemy is based upon line of sight of an enemy (from the center of your grid square, to the center of the target grid square).

### Class Stats/Rules

Class: Scout

Health: 12

Move: 6

Weapon Range: 1 – 5 Line of Sight

Weapon Effectiveness:

Range:	1	2	3	4	5
Damage:	10dmg	8dmg	6dmg	4dmg	2dmg

Special: Fast

Sacrifice Shooting for 2 additional move (8 total)

Class: Soldier

Health: 20

Move: 3

Weapon Range: 1 – 8 Line of Sight/AOE Blast/Accuracy Roll

Weapon Effectiveness:

Range:	1	2	3	4	5	6	7	8
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Damage:	12dmg	11dmg	10dmg	9dmg	8dmg	6dmg	4dmg	2dmg
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Special: Rocket Jump

Shoot at feet and move 4 additional spaces at the cost of 5 health

Class: Pyro

Health: 17

Move: 4

Weapon Range: 1 – 5

Weapon Effectiveness: Line of Sight/AOE Flame

Range:	1	2	3	4	5
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Damage:	12dmg	10dmg	8dmg	6dmg	4dmg
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Special: Sustained Fire

Enemies that do not move completely out of AOE Flame continue to take full damage.

Flames ignore cover.

Class: Heavy

Health: 30

Move: 2\*

Weapon Range: 1 – 8

Weapon Effectiveness: Line of Sight/AOE Cone

Range:	1	2	3	4	5	6	7	8
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Damage:	15dmg	13dmg	11dmg	9dmg	7dmg	5dmg	3dmg	1dmg
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Special: Slow Mover

If moving and shooting in one turn then move is reduced to 1

Class: Medic

Health: 17

Move: 4

Heal Range: 1 – 5

Weapon Effectiveness: Melee Only

Range:	1
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Damage:	12dmg
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Special: Heal

Can heal 25% of in-range target's health per turn (overheal also 25% with no degradation)

Class: Sniper

Health: 12

Move: 4

Weapon Range: 1 – 10

Weapon Effectiveness: Line of Sight/AOE Cone

Range:                   1       2       3       4       5       6       7       8       9       10

Damage:                1dmg 2dmg 3dmg 4dmg 6dmg 8dmg 10dmg 10dmg 10dmg 10dmg

Special: Headshot

Roll a D4 with every shot if you roll a 4 then the damage is doubled

## Victory

The player who has managed to eliminate their opponent's 6 classes wins!

## Playtesters

Classmates from the GAT211 participated as first-time players for the version of my Team Fortress 2 board game that I brought to lab.

### Name:

### Email:

- Jason Guelbert
- CJ Payne

[j.guelbert@digipen.edu](mailto:j.guelbert@digipen.edu)

[cj.payne@digipen.edu](mailto:cj.payne@digipen.edu)

## Playtesting

During the lab I had a team of 4 students, including myself, to playtest my game with. My game is only two player, so CJ and Jason were chosen to playtest my game, while Berne and I watched. The game seemed easy for both of the players to set up, but considering we all have been playing similar games, and the fact that we all know Team Fortress 2, it might be a good idea to playtest outside of school to see if set up is confusing or not. CJ won the starting die roll and decided to go first, leaving Jason to elect to play as the Red team, leaving CJ with the Blu team.

While setting up the game took no time at all, deciding which class to play took both Jason and CJ quite some time. I suppose this is understandable, because each class has

unique rules to it and no one wants to misplay with their limited classes. CJ choose to start the game with a good mix of range and close combat with a sniper, pyro, and a soldier. Jason choose to start the game with a scout, heavy, and pyro.

The game started off a little slow with both players inching their classes closer. Without warning, Jason opened up with his pyro, burning CJ's sniper. While the pyro did take some damage from the sniper, being so close up hurt the sniper's ability to really damage the pyro and so CJ's sniper burnt rather quickly.

This was an important moment of the game to gauge how both Jason and CJ felt about their classes. Jason took a lot of glee in rushing in like a mad man with his pyro. Jason would later comment that the pyro felt right and the ability to catch multiple people in the flame AOE stencil was fun. CJ thought the sniper should be able to do a little more damage at close range, but agreed that the sniper should not have an easy time when a pyro is right in its face.

The game continued with CJ spawning a scout to point-blank blast the pyro to death. By this time the slow moving heavy on Jason's team go in range to tear the scout apart. Soon thereafter a close range heavy war went down with the first heavy to open fire, Jason's heavy, winning the war. Thanks to a medic, Jason's heavy was able to stay alive for some time before dying to a soldier rock blast.

The game continued in this kind of a fast pace for some time, with Jason ending the game with 3 classes left to spare. Both CJ and Jason agreed that the Heavy felt a little overpowered and that the scout needed some form of evasion to keep from dying right away. The turn order in its current form also has issues, causing some classes to never be moved when a big fight is going down. Maybe it would be best to have both player's move all their pieces to be considered one turn. Further playtesting will help to solve this.

Overall, the playtest went better than I expected. I really stripped the game down to a "if you are in range, you do damage" mentality. This allowed me to drop a lot of

complexity and keep the game simpler. For the most part the classes feel pretty good, with the idea of one weapon and one special ability seeming to cut down on player's constantly scanning the rules for confirmation of what their classes can do.

## Other Student Games

I managed to play Berne's version of Team Fortress 2 against Jason. Unfortunately, Berne's version of the game was fraught with problems, but at least he will be able to improve upon these issues. His game was a good example of trying to do everything for every class. Unfortunately, the spy was incredibly good, and impossible to kill. Simpler classes like the heavy could never get into range because of movement issues. Overall, the game had so many rules to how classes worked, their range of fire, and the types of dice to roll. It was a good example of a game that needed to strip itself down to the essentials first before trying to tackle everything all at once.

I watched CJ and Berne play Jason's Team Fortress 2 game and it turned out much better. Jason's game suffered a lot of the same problem's that my game had problems with, mainly that the scout was really paper thin and the heavy was too good. In particular, we discovered that spawning 3 heavies on one team was enough to steam roll for a victory because they were just too good compared to other classes. His game did feel right in some areas, and the movement of the classes seemed spot on.