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Project 1

Concept & Design

Table of Contents

Drunken Boxing (version 1: The Idea) 3 – 5

Written Rules 3 – 4

Design Goals 4

Design Changes 5

Drunken Boxing (version 2: Quite a Mess) 6 – 8

Written Rules 6 – 7

Design Goals 7 – 8

Design Changes 8

Less Drunken, More Boxing (version 3: Signs of Hope) 9 – 13

Written Rules 9 – 10

Design Goals 10 – 12

Design Changes 12 – 13

Black & Blue (version 4: Refining Combat) 14 – 16

Written Rules 14 – 15

Design Goals 15 – 16

Design Changes 16

Black & Blue (version 5: Knockout Mechanic) 17 – 19

Written Rules 17 – 18

Design Goals 18 – 19

Drunken Boxing (version 1: The Idea)

Written Rules

Components

* 2 sets of Black Dice 2x(d4, d6, d8, d10, d12, d20)
* 2 sets of Green Dice 2x(d4, d6, d8, d10, d12, d20)
* 2 pieces of paper (1 for each player)
* 2 pens (1 for each player)

Players

“Drunken Boxing” is played with 2 players.

Objective

The objective of “Drunken Boxing” is to do as much damage to your opponent before the end of 5 rounds.

Setup

You are the boxing coach for your star boxer, each round you must determine whether to slip your boxer some booze or slap him to sober him up. Players decide who will play as Black coach and who will play as Green coach. Players will need to use a pen and paper to record the damage scored each round.

**To decide who goes first players roll both their d6s, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Before the game begins, each player will start with their d8 as their boxer.

Rules

Turn Sequence

Before each round is played each player must secretly decide to either booze up or sober up their boxer. The rules for this are as follows:

* **Booze Up:** upgrade your boxer by swapping out one of your dice for a larger die (example: d8 is now a d10).
* **Sober Up:** downgrade your boxer by swapping out one of your dice for a smaller die (example: d8 is now a d6).

Each player starts out with 2 d6 as their boxer and rolls these dice together during a boxing round. Each die throw is compared between boxers and the boxer with the higher dice throw wins as long as the added difference between the two throws is less than the maximum total value of the losing player's two dice. For example:

Boxer 1 has a d4 and a d4 meaning that Boxer 2 can only win by a max 8

Boxer 2 has a d6 and a d10 meaning that Boxer 1 can only win by a max 16

If Boxer 1 rolls a 5 and Boxer 2 can win if he rolls a 6 through 13. If Boxer 2 rolls higher than a 13 it beats Boxer 1 over the max of 8, meaning that Boxer 1 will win.

Victory

The player who does the most damage after 5 rounds wins the game.

Design Goals

"Drunken Boxing" was conceived while trying to come up with ideas for a basic combat system for the first lab of GAT211. While my first three combat systems primarily used cards, "Drunken Boxing" has the players using dice. At the time "Drunken Boxing" was created so that my lab would not only have three games, but would have at least one game that used dice instead of cards. I must admit, I do not like using dice all that much, but that is because as a designer I find the ability to create custom designs through cards more intriguing.

Nevertheless, the theme behind drunken boxing is that each player is playing a boxing coach who must decide whether to sober up their boxer or booze up their boxer between fighting rounds to help them get the edge and win the game. Sobering up and boozing up have their advantages and disadvantages because they affect the dice being used.

The dice are your primary way of attacking and also determine your defense. The game is meant to feel competitive and involve hidden decision making that is not revealed until the dice is thrown. Because both players start out with the same dice, but can change this between rounds, the game hinges on strategy as well as the luck of the roll. Other than the ability to upgrade or downgrade your dice, the game is essentially a "who can out roll the other" style of game with a boxing theme.

Design Changes

The first version of the game was informally tested between my wife and me prior to developing the second version of this game. The sheer amount of dice and the complexity of the maximum total value called for some changes to be made for this game before I formally playtested this game in lab.

While a lot of dice can be fun, this game requires dice calculations based on the different dice setups, and so it can be confusing. Because of this I think I'll take away a set of dice from each player because it feels redundant. The extra set of dice are basically accomplishing the same thing as only using one set of dice, other than the variability of number combinations that can be rolled. For simplicities sake, it will just be easier to keep track of one dice each, plus there will be fewer calculations for players.

The maximum total value is also a problem in this game. While my intention for this is to keep lower dice relevant, its current implementation in the game is confusing. I feel like this is an important aspect of the game, so I'm not going to just scrap it because it is difficult to understand. In the next version of "Drunken Boxing" I will try to come up with a clearer way of explaining how it works.

Drunken Boxing (version 2: What a Mess)

Written Rules

The rules for “Drunken Boxing” are based off the previous version of the game. Changes are highlighted to properly reflect if things were *added*, ~~removed~~, or **changed** from the previous rules.

Components

* 1 set of Black Dice(d4, d6, d8, d10, d12, d20)
* 1 set of Green Dice(d4, d6, d8, d10, d12, d20)
* 2 pieces of paper (1 for each player)
* 2 pens (1 for each player )

Players

“Drunken Boxing” is played with 2 players.

Objective

The objective of “Drunken Boxing” is to do as much damage to your opponent before the end of 5 rounds.

Setup

You are the boxing coach for your star boxer, each round you must determine whether to slip your boxer some booze or slap him to sober him up. Players decide who will play as Black coach and who will play as Green coach. Players will need to use a pen and paper to record the damage scored each round.

**To decide who goes first players roll both their d8, and the highest roll goes first** (in the event of a tie, both players reroll the dice). Before the game begins, each player will start with their d8 as their boxer.

Rules

Before the Round

**“Drunken Boxing” is played in 5 rounds. Before each round starts each player must secretly decide between “Boozing” their boxer and “Slapping” their boxer. After a decision has been made, both players roll their die at the same time, revealing their decision.**

* **“Booze”: You decide your boxer needs a little bit of liquid courage. Secretly swap out your current die for the next size larger die. For example:**

**d4 -> d6 -> d8 -> d10 -> d12 -> d20**

* **“Slap”: You decide your boxer is out of control so you slap him to help sober him up. Secretly swap out your current die for the next size smaller die. For example:**

**d4 <- d6 <- d8 <- d10 <- d12 <- d20**

During the Round

**Damage done in a round goes to the winner of the die roll, which is usually a higher die roll than your opponent. In order to deal damage your roll must be higher than your opponent’s roll, but within the maximum damage limit of both dice. The maximum damage limit of is the difference between the two dice.**

**For example: If black has a d10 and green has a d4 then the maximum damage limit is 6. Both the d4 and the d10 can only win by beating the other player by no more than 6. If green rolls a 2 then black can only roll a 3 through 7 to win. If black rolls an 8 or higher, then the green player ducks the punch and lands damage of their own.**

**Damage is done is equal to the difference between the two dice that round.**

Victory

After 5 rounds are played both players add up their damage they have done and the player with the higher damage done wins!

Design Goals

When designing the second version of "Drunken Boxing" I knew I needed to address the complexity of the combat system. The first decision I made was to reduce the amount of dice used in the game. I came to the conclusion that using one set of dice could probably accomplish the same goal as using two sets of dice. Reducing the amount of dice should help the game be easier to follow without changing the feeling of the game too much.

Secondly, and more importantly, I knew I had a problem with the way I explained the interaction between high and low dice. The reasoning behind the maximum limit is so that there is a reason behind choosing to go with a small die. The smaller die may not have good odds at rolling a higher number than the other die, but if the other boxer rolls too high, then the smaller die will do more damage. The game is meant to be a game of trade-offs and trying to guess what die your opponent will play. Hopefully this is now much clearer in this version of the game.

Design Changes

Playtesting has proved to me that that there is too much going on in my game that is just not working. I think the largest problem with the game in its current state is that I’m trying to do too much at once without having a solid core combat mechanic. This version of the game is a good example of designing a little bit of everything, but nothing truly well.

I am considering completely dropping the coaching aspect of the game for now and focusing purely on the combat mechanic. This is something I should have done straight for the start, but I got caught up in trying to make everything interesting. I do not believe I’ll have to completely redesign the core dice combat system. The combat system will need to be simplified, but I’ll try to retain the core focus of trying to create a competitive experience where players try to outthink each other with a variety of dice. The trick to this will be trying to make a low dice actually useful, which is what I’ve failed to do with the maximum damage limit.

I’ll probably add very little that is new to the combat system because I do not want to muddle my idea too much and potentially make it more complex. That being said, I might try adding dodging or critical hits to the game just to give it a bit of variety.

Less Drunken, More Boxing (version 3: Signs of Hope)

Written Rules

The rules for “Drunken Boxing” are based off the previous version of the game. Changes are highlighted to properly reflect if things were *added*, ~~removed~~, or **changed** from the previous rules.

Components

* 2 pens and 2 pieces of paper to track damage
* 1 set of Green Dice (d4, d6, d8, d10, d12, d20)
* 1 set of Black Dice (d4, d6, d8, d10, d12, d20)

Players

**“Less Drunken, More Boxing”** is played with 2 players.

Objective

The objective of the game is to score more damage than your opponent after the end of **3 rounds**.

Setup

You are the boxing **coach for your star boxer and you must help him win the biggest bout of his lifetime.** Each round you must determine whether to slip your boxer some booze or slap him to sober him up, **as well as determine which moves he will perform each round**.

Before you start playing, decide who will play as Black coach and who will play as Green coach. **~~To decide who goes first players roll both their d8, and the highest roll goes first~~** ~~(in the event of a tie, both players reroll the dice). Before the game begins, each player will start with their d8 as their boxer.~~

Rules

~~Turn Sequence~~

~~Before each round is played each player must secretly decide to either booze up or sober up their boxer. The rules for this are as follows:~~

* **~~Booze Up:~~** ~~upgrade your boxer by swapping out your current die for a larger die (example: d8 is now a d10).~~
* **~~Sober Up:~~** ~~downgrade your boxer by swapping out your current die for a smaller die (example: d8 is now a d6).~~

**Each coach must choose which moves their boxer will perform. The goal of the boxing round is to defeat your opponent's die roll by rolling higher than them as long as you are under the max limit.**

**Max Limit: When you choose a die to throw you also are setting the max limit an opponent can beat you by. If you choose to throw a d4, then your opponent can only beat your die roll by a maximum of 4, if you were to choose a d8, then your opponent can only beat your die roll by a maximum of 8, etc…**

**Rolling: Each coach secretly chooses a die to roll, and on the count of 3 both coaches roll their die simultaneously. As long as your die roll beats your opponent's die roll and is under the max limit, you score damage that round. However, if you overthrow and go over this limit, then your opponent does damage to you. The damage done is the difference between the die roll, but never higher than a maximum of 5 per die roll.**

***Ties:*** *If both players tie, then each coach selects another die to throw. If the next throw is another tie, then choose yet another die to throw and continue until the tie is resolved or if players run out of dice. If the players run out of dice then the round is over and there is no damage done. However, if one player wins then the damage done is critical hit and is times by the number of dice involved in the tiebreaker! This is the only time in the game where the damage done can go above the limit of 5.*

**Scoring Damage:** When a player scores damage on their opponent they record the damage done on their piece of paper.

Victory

After **3 rounds** are played both players add up their damage they have done and the player with the higher damage done wins!

Design Goals

The previous playtest of “Drunken Boxing” was not as successful as I had hoped it would be. I think the biggest problem that currently exists in the game is that I am attempting to do a little bit of everything without fully nailing down the core of the game. For this reason, the latest version of “Drunken Boxing” has been stripped of the before round coach actions. This newer version of the game will no longer have “Boozing” or “Sobering” coach actions. These coach actions may return, but for now I do not want to deal with them getting in the way of players understanding my game. By eliminating the before round coach actions I can focus more on the actual round of fighting rather than complicating it with compounding effects.

Due to the removal of the coaching actions, the latest version of the game is now called “Less Drunken, More Boxing”. There is no longer an upgrade or downgrade dice mechanic to the game. Replacing the upgrade and downgrade dice mechanic is the option to throw whichever one die you still have simultaneously against your opponent each round. This change is purely in response to how the players never really used all the dice, would not secretly select dice, and would throw a die only after their opponent threw theirs. This should preserve the hidden knowledge mechanic of the game and force players to try and outwit each other in a way that works better than it has previously. I also decided to make the game shorter, from 5 rounds to just 3 rounds for a shorter, sweeter experience.

With a focus on the core fighting mechanic of the game, I definitely need to address the biggest concern from my last playtest. In the previous version of the game my playtesters were hung up on the concept behind the maximum damage limit. The purpose behind the implementation of this mechanic is to make choosing and rolling a die against your opponent not just a “pick my best die against yours” battle. The maximum damage limit was intended to give some power behind choosing to battle with a lower value die.

Unfortunately, the way it has been communicated in previous rules made it confusing by requiring players to make a calculation between the differences in dice values. For this reason the maximum damage limit is now set to the value of the die you choose to use. For example, if a player chooses to roll a d4 then their opponent can only beat their die roll by a maximum of 4, regardless of what die they choose to roll. Hopefully this change will clear up some confusion and require less effort accurately calculate during the game.

The only real addition to the game is the critical hit system in the game which involves what to do if the players tie when rolling dice. If players tie then they choose a new dice to throw against each other with the knowledge that whoever wins this next dice throw will get have their damage doubled. I figure this is both a convenient way to resolved ties as well as add a spike in intensity in the game.

Design Changes

Thankfully the third version of this game is starting to show signs of hope. It appears that the core dice mechanic of the game works and is engaging, but it still has a few problems that cause confusion. The complexities of the maximum damage limit it still too difficult for players in its current form. During the playtest Berne mentioned changing the mechanic to use the dice thrown in the maximum damage you can take. While this is only a slight variation of the way it is now, both Jason and Berne felt that this made the mechanic more understandable. I’ll have to try it out, but I’m willing to give anything a shot to see if I can finally make it work.

While the change to the maximum damage limit seems mostly semantic, the biggest change I’m planning on making to it involves the ability for a low die to potentially destroy a player using a high die. It was a very dissatisfying experience for Jason to lose so much health for using what should be his best attack. For this reason I’m removing the ability for the lower dice to deal damage if a bigger die goes above the maximum damage limit. Instead, the dice a player chooses to throw now determines the maximum damage they can take. This gives more control to the players in their decision making and does not punish a player for rolling high numbers. I think this change will work well for the player who wins a throw and the player who loses a throw.

Other changes made to the game do not really affect the combat mechanic, but should help the player connect more with the game. The players are now the boxer and not the coach. The coach aspect is just not working and players have said they feel more like the boxer than just the coach. I might as well embrace this and let the game play out as a boxing fantasy between two players.

Black & Blue (version 4: Refining Combat)

Written Rules

The rules for “Black and Blue” are based off the previous version of the game. Changes are highlighted to properly reflect if things were *added*, ~~removed~~, or **changed** from the previous rules.

Components

* 1 set of Blue Dice (d4, d6, d8, d10, d12, d20)
* 1 set of Black Dice (d4, d6, d8, d10, d12, d20)
* 2 boxer cards (1 blue and 1 black boxer)
* 20 boxer health cards (10 blue and 10 black health cards)

Players

**“Black and Blue”** is played with 2 players.

Objective

The objective of **“Black and Blue”** is to knock out your opponent before the end of 3 rounds.

Setup

**You are a prize heavy weight boxer about to fight your rival in the bout of your lifetime. Using a variety of dice you must outwit your opponent and knock him out to claim the championship title.**

Before you start playing, decide who will play as black and who will play as blue boxer.Each player displays their boxer card to "Good" and their 10 boxer health cards in front of **them so that they can keep track of their status throughout the game.**

Rules

Each coach now must choose which moves their boxer will perform. The goal of the boxing round is to defeat your opponent's die roll by rolling **higher than they do**. *The game is played in 3 rounds, each round you will take simultaneous turns rolling a die of your choice against your opponent. Damage is dealt depending on the outcome of the die roll. A round is over when all dice has been thrown.*

**~~Max Limit:~~** ~~When you choose a die to throw you also are setting the max limit an opponent can beat you by. If you choose to throw a d4, then your opponent can only beat your die roll by a maximum of 4, if you were to choose a d8, then your opponent can only beat your die roll by a maximum of 8, etc…~~

**Rolling:** Secretly choose a die to roll from your dice pool, and on the count of 3 both players will roll their die simultaneously. As long as your die roll beats your opponent's die roll you score damage for that turn. ~~The damage done is the difference between the die roll, but never higher than 5.~~

**Damage: Damage is only dealt to the loser of the dice roll. Damage dealt is equal to the difference between the dice roll, but only up to a maximum value of the loser’s die they choose to roll. The losing player discards boxer health cards equal to the damage done that turn.**

***Maximum Value Example:*** *Player 1 rolls a “2” on a d4 losing to Player 2’s “7” on a d8. While the difference of the die roll is 5, the maximum value of Player 1’s die is 4. Player 1 will only take 4 damage.*

**Ties:** If both players tie, then each player selects another die to throw. If the next throw is another tie, then choose yet another die to throw and continue until the tie is resolved or if players run out of dice. If the players run out of dice then the round is over and there is no damage done. However, if one player wins then the damage done is a critical hit! **Damage is equal to the difference between the two dice times the amount of dice rolls involved in the tie-breaker.**

Victory

If your opponent has run out of health or you've done the most damage to your opponent after 3 rounds then you win!

Design Goals

The last playtest really helped nail down the core mechanic of my game. Although the maximum limit seems to still be an issue, I'm confident that this version will finally be able to clear up the confusion surrounding how damage in my game works. Aside from refining the combat mechanic, I've also fully embraced that my game is not going to be the original concept that I thought I'd be dealing with.

I may have wanted to make a game where players felt like the coach, but it works so much better to have the players thinking that they are the ones boxing in the against one another in the ring. For this reason I've changed the name of the game to lose the "drunken" aspect that I had originally wanted; besides it probably was not very DigiPen friendly. Now the game title puts the focus on black versus blue while also being fun wordplay on being beat up.

With this version I'm primarily looking for more of a streamlined experience for players. I want them to be able to pick up the game, play it without confusion over how damage works, and also feel like they are fighting each other like boxers in the ring.

Design Changes

After watching the playtest I can confidently say that my game feels like it's on the right path. Both of the players seemed engaged, making noises and sound effects as they rolled dice against each other for supremacy. The damage mechanic was not an issue, but then again I might need to test again to make sure. Both of my playtesters for this set of rules have played my game before and even suggested the tweak to the original mechanic. Due to this I'll have to get in at least one more playtest to make sure that damage is understandable and that my results from this playtest are not being skewed by my playtesters' familiarity with my game.

Thematically, the game could still use some more work. Even though I've given some background information that lets my players know that my game is a boxing game, the theme is not strongly tied to the mechanics. My game needs some sort of hook between the mechanics and theme so that it does not feel like any theme could be substituted into the game. The last thing I want is for Holcomb to say my game's theme could easily involve clowns. I'm thinking about extending the game to include a knockout or knockdown mechanic that players will use to try and help their boxer get up when they run out of health. This should help my game feel more like a boxing game.

Black & Blue (version 6: Final)

Written Rules

The rules for “Black and Blue” are based off the previous version of the game. Changes are highlighted to properly reflect if things were *added*, ~~removed~~, or **changed** from the previous rules.

Components

* 1 set of Blue Dice (d4, d6, d8, d10, d12, d20)
* 1 set of Black Dice (d4, d6, d8, d10, d12, d20)
* 2 boxer cards (1 blue and 1 black boxer)
* 20 boxer health cards (10 blue and 10 black health cards)

Players

“Black and Blue” is played with 2 players.

Objective

The objective of “Black and Blue” is to knock out your opponent before the end of 3 rounds.

Setup

You are a prize heavy weight boxer about to fight your rival in the bout of your lifetime. Using a variety of dice you must outwit your opponent and knock him out to claim the championship title.

Before you start playing, decide who will play as black and who will play as blue boxer. Each player displays their boxer card to "Good" and their 10 boxer health cards in front of them so that they can keep track of their status throughout the game.

Rules

Each coach now must choose which moves their boxer will perform. The goal of the boxing round is to defeat your opponent's die roll by rolling higher than they do. The game is played in 3 rounds, each round you will take simultaneous turns rolling a die of your choice against your opponent. Damage is dealt depending on the outcome of the die roll. A round is over when all dice have been thrown.

**Rolling:** Secretly choose a die to roll from your dice pool, and on the count of 3 both players will roll their die simultaneously. As long as your die roll beats your opponent's die roll you score damage for that turn. The damage done is the difference between the die roll, but never higher than 5.

**Damage:** Damage is only dealt to the loser of the dice roll. Damage dealt is equal to the difference between the dice roll, but only up to a maximum value of the loser’s die they choose to roll. The losing player discards boxer health cards equal to the damage done that turn. *If a player has run out of health for the first time, then they must perform a Knockout Recovery.*

**Maximum Value Example:** Player 1 rolls a “2” on a d4 losing to Player 2’s “7” on a d8. While the difference of the die roll is 5, the maximum value of Player 1’s die is 4. Player 1 will only take 4 damage in this example.

**Ties:** If both players tie, then each player selects another die to throw. If the next throw is another tie, then choose yet another die to throw and continue until the tie is resolved or if players run out of dice. If the players run out of dice then the round is over and there is no damage done. However, if one player wins then the damage done is a critical hit! Damage is equal to the difference between the two dice times the amount of dice rolls involved in the tie-breaker.

***Knockout Recovery:*** *When you run out of health your boxer is down for the count! Flip over your boxer card to “Hurting” and you will now roll your d10 to help your boxer get up. Your opponent will slowly count down from 10 to 0. With every number they count down you roll your d10 and try to match or beat the number they announce. The number you finally match or beat is the number of health you will regain. The round continues as normal but your boxer is will not be able to get up again if you run out of health a second time.*

Victory

**If your opponent has run out of health or at the end of three rounds you have the most health remaining then you win the championship!**

Design Goals

Once again the goals for this set of rules are to see if the damage mechanic is truly understandable for players, as well as to test if my theme works well. Specifically, in the previous set of rules my theme did not have any mechanics that tied to the theme very well. I've added a new knockout recovery mechanic that acts as a way to engage the players and give them a second chance at a come from behind victory.

The knockout recovery plays on the idea that when your boxer runs out of health they get knocked out but have a chance at regaining all or some of their health back to continue fighting. While no one has complained about my game being too short, I figure this little addition will be well received due to how well it plays with my boxing theme. This mechanic engages both players as one player counts down from 1 to 10, while the other tries to roll their d10 to get up with a decent amount of health. I'm curious to see how well this mechanic will engage the players, if it will allow a player to come from behind and win, and if the players will feel like this mechanic belongs and fits with my boxing theme.