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Faction: Elves

GAT 210A—Spring 2014

Instructor: Jeremy Holcomb

Lab Report 3

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Draw or Dare

Components

Standard deck of playing cards  
Two d6 dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the highest points possible for each suit. Each suit that a player wins earns them 1 victory point. The player with the most victory points wins!

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck face-down to serve as the draw pile for the game.

Rules

The turn sequence of the game is: **Draw**, **Roll**, **Dare**, and **Score**.

* **Draw**

Both players **draw one card from the draw pile** into their hand.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare that round**. **In the event of a tie, both players re-roll their die** until one player has a higher die roll

* **Dare**

The player with the highest die roll chooses to either:

* + - Have both players draw a new card and discard their currently held cards
    - Take the card from your opponent’s hand
    - Keep the cards that they have drawn

The discarded card is placed face up by the draw pile and is no longer in play for the rest of the game.

* **Score**

Both players place **arrange their cards in front of them according to their suit**. Having more points in your suits than your opponent earns you victory points. The point value for cards are as follows:

* + - 2, 3, 4, 5, 6, 7, 8, 9, 10 are worth their face value
    - J, Q, K, A are -10 points each
    - Jokers are a bonus +10 points that must be applied to a suit at the time of receiving the card (not at the end of the game)

Victory

Once all the cards have been gone through, the players add up and compare the points they have in each suit. Each suit won by a player earns them 1 victory point. The player with the most victory points wins! In the event of a tie, players roll the dice until a player has the highest die roll.

**Playtesters**

Classmates from the GAT210 Section A participated as first-time players for the rules that are written in the previous section of this lab report. There were only two students who playtested my game twice for this lab.

**Name: Email:**

* Josh [email](mailto:g.huxtable@digipen.edu) not available
* Howard Wang [howard.w@digipen.edu](mailto:howard.w@digipen.edu)

**Playtesting Results**

For the first playtest of “Draw or Dare” Josh and Howard were the playtesters for the game. I had brought two copies of my game’s rules and let both players know that I did not intend for the game to be a blind playtest, so they could ask me questions if anything was unclear. My intention in creating “Draw or Dare” was for the game to be easy to pick up and play with a minimal amount of rules, but I expected questions or clarification of the rules because this is the most complicated game I have created for the lab thus far. Both players had questions concerning the “Dare” section of the rules because the way I had written the rules did not clarify that the players were to swap cards. After this correction, the players felt that they understood the rules enough to start playing after about 3 minutes of time.

Once the game had started, the game moved along slowly at first as the players took their time getting used to the turn sequence of the game. Thankfully, as the game progressed the sequence of events in a turn went by more quickly as the players got used to the game. Throughout the course of the first game the players would only swap cards or keep their drawn cards, never drawing new cards at all. Perhaps because the game was new to both players, this rule was simply forgotten.

Another interesting aspect of the first game was how much attention each player focused on their own collection of cards versus the cards of their opponents. Players did take more time making decisions towards the end of the game in whether a card was good or bad for them, but it appeared to be mostly about their own collection and not their opponent’s collection. My intention for the game was to give the players perfect knowledge of what each other had currently collected so that they could make decisions later into the game to forgo collecting points for a suit that they think they have already won so that they could try and win another suit. The only time a player was concerned about the points another player was collecting is when a face card was drawn, in which case it was immediately transferred to the opponent.

The first game took about 7 minutes to play, and ended with a tie. This resulted in both players rolling a die to see who won, with Howard winning the die role. While both players enjoyed playing through the game, they both strongly disliked the tie-breaker, which they felt made the game they just played not mean anything. Players also did not like having to add up points at the end of the game. During the second playtest, the value of all number cards was assigned 5 points each to make adding points at the end of the game easier. This game played about 5 minutes and both players took advantage of drawing, keeping, and swapping cards throughout the game. Howard ended up winning again, 3 suits to 1 suit. However, if the old point system were in place, then Josh would have won. This leads me to believe that while players do not like to count, having the old point system might be better for the game.

After both the playtests were completed, I think that the penalty for face cards are perhaps too steep, because most of the times the scores for each suit were barely positive, and mostly negative. Changing the penalty to -5 points might be better. Also, to give the players more “choice” it might be a good idea to make collecting face-cards a viable, yet risky way to earn points, much like in hearts. It would be interesting to playtest this in a future lab or maybe even as my game project.

**Written Rules Rewrite**

Changes to the original rules are shown in red text, with ~~strikethroughs~~ showing a rule being taken out entirely.

Draw or Dare

Components

Standard deck of playing cards with one joker  
Two six-sided dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the highest points possible for each suit. Each suit that a player wins earns them 1 victory point. The player with the most victory points wins!

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck face-down to serve as the draw pile for the game.

Rules

The turn sequence of the game is: **Draw**, **Roll**, **Dare**, and **Score**.

* **Draw**

Both players **draw one card from the draw pile** into their hand.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare ~~that round~~**. **In the event of a tie, both players re-roll their die** until one player has a higher die roll

* **Dare**

The player with the highest die roll gets to decide between:

* + - **Both players keeping the cards they have drawn**
    - **Both players draw new cards and discard their old cards**
    - **Daring to swap cards with their opponent**
* **Score**

Both players ~~place~~ **arrange their cards in front of them according to their suit**. Having more points in your suits than your opponent earns you victory points. The point values for cards are as follows:

* + - 2, 3, 4, 5, 6, 7, 8, 9, 10 are worth their face value
    - J, Q, K, A are -5 points each
    - The Joker is a bonus +10 points that must be applied to a suit at the time of receiving the card (not at the end of the game)

**If a player collects all of the J, Q, K, A of a suit, then the player is not penalized and instead earns +20 points towards the suit.**

Victory

Once all the cards have been gone through, the players add up and compare the points they have in each suit. **Each suit won by a player earns them 1 victory point**. The player with the most victory points wins! **In the event of a victory point tie, the player who has the joker wins.**

**Observations**

During the lab I was able to playtest Josh’s “Dice Chess” which was a good lesson in how too much randomness can hurt a game. Josh’s game is a good example of how you can make all the right chess moves in a game, but be penalized by how random the removal of a chess piece is. This effectively ruins the “choice” that a player can make because of how much power is placed in the randomness of a dice roll. The game became frustrating to play for this reason, and the fact that the pieces were dice that became difficult to tell which piece belonged to who as the game progressed.

The second game I playtested for was Howard’s untitled game of chance. The rules were incredibly simple to learn and the game was even easier to play, which made the playtesting easy. Essentially the game was pick one of 5 cards and if your card is higher than your opponent’s card, you win. While the game was much easier than “Dice Chess” it also hurt the game because it was so simple that it became boring very quickly.