Travis Moore

Faction: Trolls

GAT 210A—Spring 2014

Instructor: Jeremy Holcomb

Lab Report 4

Table of Contents

Lab Report 2

Written Rules 2 – 3

Playtesters 4

Playtesting Results 4 – 6

Written Rules Rewrite 6 – 8

Observations 9

Draw and Dare

Components

* Standard deck of playing cards
* Two d6 dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the most cards by the end of the game.

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

There are **2 stages** to the game: **Draw** and **Dare**.

**Draw**  
The **objective of the Draw stage is to get higher value cards than your opponent** (Aces are high). The Draw stage takes the following turn sequence:

* **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 turn**.

* **Swap or Not**

The player who has the ability to dare **chooses one** of the following:

* + **Swap their card(s) with their opponent.**
  + **Have both players keep their current card(s).**

After the dare is completed, both players place their cards face-down in front of them. This will be their deck for the 2nd stage of the game.

**Tie breaker**

In the event of a tie roll**, players draw cards face-down equal to number of the die roll and reveal the last drawn card to each other. The player with the higher card wins the option to dare.** If these cards also tie, then another card is drawn and revealed until one player wins.

**Dare**  
After all cards have been dealt from the original draw pile, the Dare stage begins. **The objective of the Dare stage of the game is to have more points than your opponent every turn in order to win all the cards used in that turn**. using the following turn sequence:

* **Draw**

Both players **draw two cards from their draw pile** and place **the first card face-down** and **the second card face-up in front of them**.

* **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 turn**.

* **Swap or Not**

The player who has the ability to dare **chooses one** of the following:

* + **Swap their face-down card(s) with their opponent.**
  + **Have both players keep their current card(s).**

After the dare is completed, **both players reveal their face-down cards** and **add up the point values of all their cards** using the following scoring.

* Number cards are worth their face value
* J, Q, K are worth 10
* Aces are worth 11

**The player with the most points wins all the cards for that turn**, and **places these cards into a separate pile** to be added up at the end of the game.

**Tie breaker**

In the event of a tie roll**, players draw cards face-down equal to the number of the die roll and reveal the last drawn card to each other. The player with the higher card wins the option to dare.** If these cards also tie, then another card is drawn and revealed until one player wins.

Victory

Once the players have dealt out all cards from their draw piles the game is over. The player who has won the most cards wins the game. In the event of a tie, both players shuffle their won cards and replay the Dare stage of the game again.

**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:**

* Christopher Christensen [c.christensen@digipen.edu](mailto:c.christensen@digipen.edu)
* Garrett Huxtable [g.huxtable@digipen.edu](mailto:g.huxtable@digipen.edu)

**Playtesting Results**

For this week’s lab I decided to make changes to my previous lab game “Draw or Dare” to hopefully improve upon it with my new incarnation: “Draw and Dare”. The idea behind the newest version of the game was to add another stage to the game, simplify the way the cards added up at the end of the game, and try to make choices more meaningful in the game. Both of my playtests were played by Christopher Christensen and Garrett Huxtable.

While I hoped that my first playtest could be played without answering any questions from the players, it became obvious early into the reading of the rules that my latest version of the game had problems with conveying the rules. Both players were confused about the terminology used in the rules, specifically with there being a “Dare” sequence in a turn and also a “Dare” stage. After clearing up my intentions with the rules, it is clear to me now that I am trying too hard to make “Draw” and “Dare” work both in the name of the game and also the way the game is played. In the rewritten rules I have decided to use unique stage names and avoid using words like “Draw” because it also applies to an action of drawing cards in the game.

Other problems with the rules had to do with the turn sequence of the game. Right as both of the players started to play they were not sure who should draw cards first. For both the playtests I decided that the “Roll” sequence of a turn should take place first so that both players know who goes first. The first tiebreaker of the game also proved to be problematic, once again because the rules were unclear. Players were unsure if all the cards in the tiebreakers were to be swapped or not. This is a good example of how explicit the rules need to be, because I had assumed that it was implied that all cards would be swapped.

After clearing up the misunderstandings with the rules, the first stage of the game proceeded quickly. Both Chris and Garrett appeared to enjoy winning the die roll in order to make a “Swap or Not” decision, and I even caught moments where they would lament losing a good card or happy to win a better card than they had previously had. The first stage took about 5 minutes to complete and had four tiebreakers, with a crucial tiebreaker at the end where not enough cards were available to follow the rules as they were. We decided that no one wins the “Swap or Not” in this case and I made a note to update the rules in case of this situation happening again.

The second stage of the game was also fraught with problems, primarily in how the “Swap or Not” worked. The decision did not have a lot of weight to it, because of the perfect knowledge a player had when making a decision. After discussing it with Chris and Garrett, we decided the rest of the playtest would involve whether or not you could make a blind swap, trading the face-down card without knowing what it was, or not making a swap at all. Both players liked this option much better and the playtest resumed with the stage lasting about 6 minutes in total. One interesting thing of note is that Chris took the time to make a decision after thinking about what cards Garrett could possibly have left after having some knowledge of what he won in the first stage of the game. This is the kind of strategy I hoped the game would promote. Both playtests ended with Garrett barely edging out Chris and winning the game.

**Written Rules Rewrite**

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

Swap or Not

Components

* Standard deck of playing cards
* Two d6 dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have more cards than your opponent by the end of the game.

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 first stage of game.

Rules

There are **2 stages** to the game: **Assemble** and **Battle**.

**Assemble**  
The **objective of Assemble is to get higher value cards than your opponent** to help you win the game in Battle. Cards are worth their face value, with the exception of Jacks, Queens, and Kings which are worth 10 points and Aces are worth 11 points.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw one card from the draw pile, starting with the player who has won the roll**.

* **Swap or Not**

The player who has won the die roll **chooses one** of the following:

* + **Swap their card with their opponent’s card(s).**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, both players place their cards face-down in front of them. This will be their deck for the Battle stage of the game.

**Tie breaker**

If the players tie during the die rollthen both **players draw cards face-down equal to number of the die roll and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards are swapped if the player chooses to swap that turn.**

**Battle**  
After all cards have been dealt from the original draw pile, the Battle stage begins. **The objective of the Battle stage of the game is to win more cards than your opponent**.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw two cards from their draw pile** and place **the first card face-down** and **the second card face-up in front of them**.

* **Swap or Not**

The player who won the die roll **chooses one** of the following:

* + **Swap their unknown face-down card(s) with their opponent.**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, **both players reveal their face-down card(s)** and **add up the point values of all their cards** using the following scoring.

* Number cards are worth their face value
* J, Q, K are worth 10
* Aces are worth 11

**The player with the most points keeps all cards used that turn**, and **places these cards into a separate pile** to be added up at the end of the game.

**Tie breaker**

If the players tie during the die rollthen both **players draw cards face-down equal to number of the die roll and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards are swapped if the player chooses to swap that turn.**

Victory

Once the players have dealt out all cards from their draw piles the game is over. The player who has the most cards wins the game. In the event of a tie, both players shuffle their won cards and replay the Battle stage of the game again.

**Observations**

During this week’s lab I was a playtester for both Chris and Garrett’s games. Garrett’s game “Faction Wars” is a game that I have played before, but this week he expanded upon it by adding different class types to the races in the game. While it added a layer of depth to the game, it also had issues with creating very noticeable imbalances in the game. For example, while Elves were impossible to defeat before, they no longer could stand up against any other race well. Also, some of the class benefits or detriments would never come into play if they went up a particular race’s class. I suppose if he wanted to add more weight to the decision of which race and class to play then he has accomplished this, but it does put an awful lot of weight there, and less in playing the game. After playing a few times we discussed the possibility of making the game be one player playing against an entire race, 3 classes versus 3 classes, and also whether or not the negative d4 for elves was necessary.

Chris’ game “Duel of the Stubborn” was also fun to play because it really did feel like you were playing against the opponent and not relying on luck so much, although luck is a big part of the game. Basically it became a battle of who would take a bet with a high number versus who wants the bet with the low numbers. After playing his game we all felt like the board needed to be incorporated more into the game, like having slow zones or betting limits to help someone from running away with the game.