

Dev Playtest 1

Group Members: Jack, Nathaniel, Koen, Austin, Han

June 29th, 2025 Time: 8pm

Present: Jack, Nathaniel, plus friends as volunteer playtesters

Location: Park

Format: Lego Paper Pens + Dice



We played a simplified early stage version of the game. Before this point the entire game was just a spreadsheet.

What went well:

- All players understood the game after one-two turn rotations,
- It was fun for most parties involved.

Issues:

- A simplified version of the game had caused the combat to become swarm based, building up a massive army of low level troops.
- Balancing prices and damage values was necessary
- A clear dominant strategy arose of stockpiling mineral for building stuff
- Being allowed to build multiple dyson spheres lead to an unclear goal for players

Fixing for future games:

- Prices and other stat values were adjusted
- future gametests utilized a larger number of pieces allowing for more of the game to be played
- Mineral was made harder to get, and costs get higher as players progress to higher levels/tiers
 - This made the dominant strategy less dominant

- Made 1 dyson sphere per player, making it the core that players have to defend. This made players build up a base as opposed to spreading out.