# Hexagon Adventure

**By Yifan Yao, Brian Li**

## Start

- 2-6 players
- 30 min limit
- Goal: Control the most tiles by the end of the timer
- Players start with 25 total soldiers
- 5 dice: 3 red, 2 blue
- Units and their corresponding speed
  - Soldier: 1
  - Cannon: 2
  - Horse: 3
- 12 different colored tiles
  - Red, Orange, Yellow, Green, Blue, Purple, Cyan, Gold, Black, 18 Brown, 18 Pink, 6 Dark Green

## Mechanics

- Tiles
  - Red,Orange,Yellow,Green,Blue,Purple
    - Where each player starts
    - Each player has four tiles as the initial base. Players need to distribute 25 starting soldiers in the four tiles according to their own ideas. Note: there must be at least one unit in each tile. In addition, these four tiles are also the birth points of future supplementary soldiers.
  - Black
    - Can't move onto these tiles
  - Brown, pink, dark green
    - Tiles that are shuffled and placed on its corresponding color on the board
    - Activates an effect the first time someone lands on it
    - Rewards get better/worse as you move closer to the center
    - If the tile says you gain soldiers, they can only be used next turn. They are placed on one of your four base tiles.
    - If the tile says you lose soldiers, you must remove them right away. You can choose to lose soldiers on any tiles you occupy. If all the soldiers dies in one tile, it means you lose that tile.
  - Cyan
    - Place a cannon on each cyan tile. This is the boss as neutral units .
    - Try to defeat the cannon with your troops to gain access to the middle tiles
    - Bosses will reset back to a cannon if the players lose/retreat
  - Gold
    - Hospital

■ From next turn, every time your turn begins, gain 2 soldiers

- ● Moving
  - ○ You can move your troops onto any tiles (Except black). However, they can only move as many tiles as their speed. So soldiers can only move 1 tile, cannons can only move 2 tiles, and horses can only move 3 tiles maximum. Lay your troops down once they are done moving to signify that they have already made their move.
  - ○ When a player lands on a brown, pink, or dark green tile for the first time, flip it over. Do what the tile says right away.
  - ○ If a different player is occupying a tile you want to move to, you can battle them using the amount of troops occupying that tile. They must defend with the troops they have on that tile as well.
  - ○ In order to control a tile, you must have at least one troop on it.

- ● Battling
  - ○ Use the dice to combat. Whoever is attacking will get the 3 red dice while the person defending will get the 2 blue dice. After rolling the dice, they are ordered from highest to lowest. Attackers can only use the highest 2 dice they rolled. Then they compare their dice from the highest to the second highest, compare each one every time.The attacker can win only if their dice is higher than the defender's dice. Otherwise, the defender wins. If you lose, you lose one net soldier. For example, let's say the attacker rolled a 6, 3, 2 and the defender rolled a 5, 3. The first time,6 > 5, so the attacker wins, and the defender would lose 1 soldier. Then we move out the highest dice from each side and compare the second highest dice.For the next pair, 3 = 3 so the defender wins, and the attacker would lose 1 soldier. Make sure to convert horses and cannons to soldiers when no more remain. If you only have 1 net soldier left, then you can only roll 1 dice. For attackers, if they only have 2 left, you can only use two dice. The winner is whoever has their troops left.
  - ○ Attackers can also retreat. This means that if they know they will lose the fight, they can go back to their last tile. However, they must discard 1 soldier in the process. Defenders however cannot retreat.
  - ○ If you are battling a boss, you can retreat. However, the boss will return back to their original number.

- ● Troops
  - ○ You can upgrade and break down troops
    - ■ 5 soldiers = 1 cannon
    - ■ 10 soldiers = 2 cannons = 1 horse
  - ○ If you are controlling the least amount of tiles when it is your turn, gain a soldier and place it at your base. It cannot be used the same turn.

- Priority
    - Battle > move > convert
    - This means that if you want to battle, you must battle with the troops that are already on your tiles. Afterwards, you can move your troops anywhere on the map. After moving,you cannot declare any battles. Then, you can choose to convert your troops into more soldiers, cannons, or horses as you want.

## List of tiles
- Brown
    - Speed of your troops are -1 for one turn
        - 1 tile
    - Take 1 soldier. You can take any soldier from anyone and place it at your base.
        - 1 tile
    - Convert an enemy soldier into your own. The soldier you convert stays where you converted them.
        - 1 tile
    - +1 soldier
        - 3 tiles
    - -1 soldier
        - 2 tiles
    - +2 soldiers
        - 2 tiles
    - -2 soldiers
        - 2 tiles
    - Magma shard. Control all 3 to gain a fireball each turn
        - 3 tiles
    - Teleport gate. Troops on this gate can teleport to any other discovered gates
        - 3 tiles
- Pink
    - +4 soldiers
        - 2 tile
    - -4 soldiers
        - 1 tile
    - +5 soldiers
        - 2 tile
    - -5 soldiers
        - 1 tile
    - Convert any enemy 3 soldiers into your own. The soldier you convert stays where you converted them.
        - 2 tiles
    - Take any 3 soldiers. You can take any soldiers from anyone and place them at your base.
        - 2 tiles
    - No resources. Move all soldiers on this tile back to your base

- ■ 2 tiles
  - ○ Disease. Lose a soldier closest to this tile each turn
    - ■ 2 tiles
  - ○ Snowball. Choose one tile to freeze all troops there for one turn. While frozen, they cannot move
    - ■ 2 tiles
  - ○ Fog. You can't move soldiers out of this tile for one turn
    - ■ 2 tiles
- ● Cyan
  - ○ You will always win tie dices
  - ○ Fire Staff. Kill 5 soldiers anywhere. 3 uses
  - ○ Gain 15 soldiers. Place them at base tiles
  - ○ Lucky blessing. For your next 2 battles, add 1 to each of your dice
  - ○ Steal 7 soldiers from anyone. Place them in your base
  - ○ You can now place troops on black tiles. They do not add to total tiles controlled at the end of the game.

# Players, Prototypes, and Playtesting

- ● Target audience
  - ○ Teens to adults, those who like board games where you have to conquer land/spaces
- ● Accessibility
  - ○ For those who are our targeted audience, our game's primary focus is to control as many tiles as possible before the game ends. To do this, players must battle each other and traverse through the board. We think this fits the appeal of those who are in our targeted audience.
  - ○ For those who are not our targeted audience, we made sure the pieces are easily recognizable so there isn't any confusion as to what each piece is/does. Additionally, we added a factor of rolling the dice for combat so everyone feels like they have a chance to win.
- ● New player experience
  - ○ We tried to write the rules in a simplified manner that provides the key components of the game directly. We also made sure to include an example of the combat system since we know it is a little confusing at first. Additionally, we purposely cut out other systems, like an hp counter, so it's not confusing for new

players. We also color coded different tiles to make the board as clear as possible

- Design dissection
  - Sensory
    - We wanted to make the tiles pop out of the board because it makes the game more interactive and fun because you can flip the tiles. We also wanted the troops to be physical troops so people have an easier time keeping track of their pieces when they move them. It also adds more interactivity to the game because people will be constantly moving pieces on the board.
  - Information
    - By adding text on the tiles when you flip them, it adds more information to the game. Players know that they must control the most tiles in order to win. However, they might choose tiles cautiously because some of them have negative effects, especially the pink ones. Players must keep track of which tiles have and haven't been flipped so they can ensure that the next one they choose to control won't be detrimental to their army.
  - Interaction
    - One interaction players have is battling each other. Attackers are favored to win battles since they have 3 dice, but players must make sure that they have enough troops on their tiles. The mechanic of only being able to battle before moving makes players want to place their troops wisely so they can prepare for their next turns. Additionally, the knowledge of advantages in the cyan tiles may make players want to prioritize getting them. But, they must also be careful because the brown and pink tiles that they must traverse through first might make their army too weak.
- Prototype is lower in the document
- Playtesting and feedback
  - Playtesting time: 3/21(in lab). 3/26(in library). 3/27(in class)
  - Most of the suggestions were to make a limit to the movement for each player each turn. They think there will be too much move to do if they have many different units. It is not easy for them to remember which one has moved and which one has not. It also takes too much time for each player in their turn, so the player behind may feel bored and have no feeling of participation.
  - Another suggestion was to have better tiles because they were difficult to flip when they were just a sheet of poster paper
  - Another suggestion was that the hp system we initially had was very confusing and there wasn't a way to track down the hp yet.

# Reflection

- Yifan Yao, Brian Li
- **Q1:**The feedback we received was fairly on point with what we expected. Since it was a rough prototype, it was obvious that one piece of advice would have better pieces. The game's rules were also a bit confusing, so we removed some mechanics and replaced them with easier rules. We wanted to make sure the game was simple and anyone could enjoy playing it. One thing we changed was removing an attack and hp system. We decided that it would be too difficult to keep track of each soldier's hp. As a result, we decided to essentially have the troops be a counter of how much hp a tile that you controlled had. So if you had a horse, a cannon, and 2 soldiers on a tile, that tile would have 17 hp.
- We tried having attackers only have 2 dice. However, we couldn't really decide what to do for ties since rerolling the dice might take too much time. So, we gave the attackers 3 dice. This would solve the tie issue because we made defenders win ties. It also encouraged players to attack other people more since they had an advantage in dice. This made the game more fun because players would be battling each other more often.
- **Q2:**The flippable tiles, the dice, and the soldiers could all be manufactured. This would change the experience to be more interactive and fun. The soldiers could be different colors corresponding to the color each player chooses. This also makes the game less confusing because it's easier to track your troops. Flipping the tiles would also make the game fun because it gives more life to the board and it adds suspense to the game when flipping them.
- **Q3:**With players outside our target audience, it was a bit confusing for them. When we playtested with people who weren't familiar with a conquering type of board game, the rules were a bit confusing for them, especially the combat and moving systems. With our target audience however, the game seemed to run pretty smoothly. Though, they had feedback for us that we thought was very meaningful.

# Prototype



Our Board



+ 1
Soldier
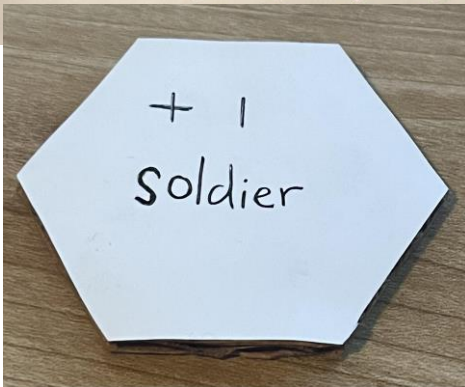
Example of our tile

Model of our units with different colors