

Playtesting #1

February 27, 2024

Started: 10:17
Ended: 10:44
Time: 27 minutes Mean Time Per Turn: 37.67 seconds

Players: Andrei (A), Tino (T), Samuel (S), Fatemah (F)

Weak Points

- Shield Overuse: Abundance of Shield cards made it challenging for attacks to effectively damage opponents. This led to a repetitive gameplay loop where most attacks were either blocked or redirected to Jousting.
- Strike Redirection: The Strike cards were frequently redirected to Jousting, diminishing its impact and strategic value.

Strong Points

- Jousting Mechanic: Enjoyed the element of randomness introduced by the Jousting mechanic, which relies on dice rolls to determine the outcome of conflicts. This element added unpredictability and excitement to the gameplay.

Balance

- Health Points Adjustment: To address the over-reliance on defensive cards and encourage more dynamic gameplay, suggested increasing the starting health points for each player.
- Enhanced Penalty for Jousting Redirect: Proposed increasing the penalty for players who redirect attacks to Jousting and subsequently lose the Joust, making it riskier to rely solely on this defensive tactic.

Feedback

- Accessibility and Learnability: Found the game easy to learn and understand, with the rules becoming clear after just one round of play. This accessibility contributed to a positive initial experience for all participants.
- Balance of Luck and Strategy: The game struck a good balance between luck, represented by dice rolls and card draws, and strategic decision-making. This balance kept players engaged and allowed for diverse playstyles to emerge during the game.

GAME:

	Player #health #cards
1. A d	A 5 6
2. T d	T 5 6
3. S rf, d	S 5 8
4. F d	F 5 6
5. A j x S (9-9), j x S (8-2), d	A 5 5, S 4 8
6. S rf, d (12)	S 4 11
7. F j x S, d	F 4 6
8. A d,	A 5 6
9. T d, x s A x sh	T 5 6, A 5 5
10. S j x T (11-7), d	S 4 11, T 4 6

11. F j x T (10-6), d	F 4 6, T 3 6
12. A d, A s x T x sh, s x T x sh, d	A 5 5, T 3 4
13. T j x A (2-5),	T 2 4, A 5 5
14. S s x A x sh, S s p x A x sh, rf, d	S 4 12, A 5 3
15. F i A, d	F 4 6
16. A d, j x T (9-6)	A 5 3, T 1 4
17. T s x A x sh, s x A x sh, s x A	T 1 2, A 4 1
18. S d, s x A, s x A	S 4 11, A 2 1
19. F j x S (9-9), d	F 4 6
20. A f x T, d	A 1 1, T 3 2
21. T f x A, d	T 2 2, A 3 1
22. S i x A, S i x T, s x F, d	S 4 9, F 3 6
23. F d, F i x S	F 3 6
24. A d	A 3 2
25. T s x F x sh, d	T 2 2, F 3 5
26. S d	S 4 10
27. F s x T,	F 3 6, T 1 2
28. A d, j x T (6-7)	A 2 2
29. T s x F, d	T 1 2, F 2 6
30. S s x A x j (8-7), s x A, d	S 4 9, A(dead)
31. F s x T x j (10-11), d	F 3 6, T(dead)
32. S d	S 4 10
33. F j x S (8-4)	F 3 6, S 3 10
34. S d	S 3 11
35. F n, j x S (7-11)	F 2 5
36. S d, s x F x sh	S 3 11, F 2 4
37. F j x S (10-6), d	F 2 4, S 2 11
38. S d, j x F (6-6)	S 2 11
39. F d	F 2 5
40. S d, n	S 2 11
41. F d	F 2 6
42. S d	S 2 12
43. F f x S	F 1 6, S 4 12
44. S j x F (8-5), d	S 4 12, F(dead)
Red wins (S)	