# Assignment 2: One-Page RPG

*You and several other adventurers awaken within the depths of a vast labyrinth, with no memories of your past lives. You each come from (potentially) entirely different universes and time periods, but you must come together to traverse through the labyrinth, fighting off the various monsters which you encounter along the way, and uncover a means of escape. Slowly, you each manage to gather fragments of your past lives as you defeat monsters and complete different puzzles, allowing you the ability to escape the labyrinth and return to your own universe.*

Materials:
- Large Piece of Paper or a Board (Used to Draw the Maze On)
- Tokens for Each Player (Any Sort of Identifier that each Player Can Move Across the Maze)
- Tokens for Enemies (An identifier to Track Enemy Movement Across the Maze)
- A Deck of Cards (Used for Certain Types of Event Spaces)
- Three 6-sided Dice (Used for Movement and Combat Rolls)

Setup:
The players must create a randomly generated maze puzzle (minimum 10 ✕ 10 spaces in size), which will act as the labyrinth that the players must work to escape, with a clearly defined entrance and exit. Then, at least 6 ✕ the Number of Players spaces within the maze should be marked as an "Event Space", each placed randomly throughout the maze. Each player will have their own token representing their character, and will place it at the entrance space. The players will choose one of the classes from the list below which will represent their character statistics when rolling dice each turn inside and outside of a combat encounter. A turn order of players should also be defined.

Character Classes:
Fighter (Higher Attack, Medium Defense)
- Health Points: 20
- Movement Modifier: +1
- Attack Modifier: +3
- Attack Range: 1
- Defense: 2

Defender (Higher HP/Defense, Low Movement)
- Health Points: 24
- Movement Modifier: +0
- Attack Modifier: +1
- Attack Range: 1
- Defense: 3

Rogue (Faster Movement, Medium Attack)
- Health Points: 18
- Movement Modifier: +3
- Attack Modifier: +2
- Attack Range: 2
- Defense: 1

Mage (Higher Range/Movement, Low Defense)
- Health Points (HP): 16
- Movement Modifier: +2
- Attack Modifier: +1
- Attack Range: 3
- Defense: 0

Player Turns:
During each turn outside of combat, the player can take a movement action. The player will roll a D6, then add their Class' Movement Modifier to determine how many spaces they must move their token through the maze. Players can land on the same space.

During each turn in combat, the player may make up to two actions. They may take a movement action as described above (but cannot move through an enemy token in the maze), and they may attack. When making an attack, the enemy token must be within the player's Class' Attack Range, and when attacking they roll a D6 and add their Class' Attack Modifier to determine how much they decrease the enemy's current Health Points. When an enemy's Health points reach zero, the enemy token is removed from the maze, and the player who defeated it may "Reclaim a Memory".

Enemy Turns:
The game enters a Combat Phase as soon as an Enemy token is placed on the board due to the player landing on an Event Space. The player who initiated it may take their 2nd action first (their attack action), but this enemy is placed in the turn order immediately after. The enemy's Health Points are determined by rolling three 6-sided dice. A player may be chosen to complete the rolls for the enemy.

Similarly to the player's attack turns, the enemy can take up to two actions. It can move and attack, but it has no initial modifiers and its range is 1 space (unless the players decide to add them for adjusted difficulty). A player will roll a D6 to determine how many spaces the enemy may move through the maze towards a player token (it cannot move through player tokens). It can also make an attack action, where a D6 is rolled to determine its attack. The player that it attacks will decrease that roll by their Class' Defense, and then decrease their Health points by that amount. If a player's Health Points reaches zero, their token is removed from the maze, and the player will be skipped during turn orders. The player's token can only be placed back on the board if another player forsakes their ability to Reclaim a Memory when landing on an Event Space.

Event Spaces:
During the setup of the game, the players will have randomly placed each of these spaces in the maze. As the player's move their tokens, when reach one of these spaces in the maze, they will stop their movement on this space regardless of how many movement spaces they have left, and one of the events from the following list will occur based on the results of a D6 roll:

- 1-4 Rolled: Combat Encounter
  An enemy token is placed one space away from the Event Space and a combat encounter occurs (see Player Turns and Enemy Turns for more details). When an enemy is defeated, the player who defeated it may "Reclaim a Memory".
- 5 Rolled: Draw a Card
  From a shuffled deck of cards, the player will guess which suit will be pulled from the top of the deck. First the player will roll a D6 to determine how many chances they get to guess the suit of the card correctly. If the suit is guessed correctly, the player may "Reclaim a Memory".
- 6 Rolled: Lucky Opportunity
  The player will choose to either recover any player's Health Points or make another Movement Roll. If the player chooses to recover another player's health, they will pull a card from a deck of shuffled cards and increase the player's health points by the number result (without going over the Maximum Health Points of the player's Class) (for non-numbered cards: A = 1, J = 11, Q = 12, K = 13). Then, the player may Reclaim a Memory.

After an Event Space has been landed on, it will be removed from the maze.

Reclaiming Memories:
The primary goal for each of the player's is to reclaim all of their memories. This is where the player gets to establish their own character narrative and expand upon some of the combat of the game as well. The steps for recalling each of the player's memories are as follows:

1. Establish the Genre and Setting for the Player Character's Story
2. Establish the Player Character's Role in that Story Setting
3. Establish the Player Character's Primary Character Traits
4. Establish the Player Character's Primary Character Arc throughout their Story

5. Establish the Player Character's Primary Motivations for Escaping the Labyrinth

When a player lands on an event space and is given the opportunity to Reclaim a Memory, whether that be through defeating an enemy or another means, they may expand on the next step of their character's story. The player may come up with any character narrative that they wish, as long as it demonstrates connections to whichever combat Class that they chose at the beginning of the game.

Upon reaching the 2nd step of the player character's memories, they may expand up their Class' combat capabilities, whether that be to alter one of their existing stats, add an entirely new Class stat which they may factor into the game, or introduce some sort of special combat ability that can alter some of the combat mechanics (consider the different ways that the game materials may be utilized to represent different combat aspects). The player may add auditions or alterations to this new combat mechanic upon reaching the 4th step of their memories as well.

When the player introduces a new combat aspect to their character, they must also come up with some way for enemies in each combat encounter to oppose this new mechanic. (For Example, if a player were to add an evasion mechanic and give themselves the ability to evade, the enemies may also be given this ability to evade that whichever player in charge of establishing enemy turns may factor into the combat system, or if the player introduces a healing mechanic, an attack modifier might be introduced to increase the amount of damage that enemies can do each turn, etc.)

Instead of reclaiming the next step of their memories, the player may also choose to bring another player back into the game who may have been previously defeated in a combat encounter. The player will then be able to place their token back into the maze next to the player that revived them.

End State:
If all players are defeated and their tokens removed from the maze, the game ends.

In order to reach the end, all players must have either reclaimed all 5 steps of their memories and reached the exit space, or all of the Event Spaces have been removed and all players reach the exit space, whether or not they have reclaimed all of their memories.

The player's may all add on to their character's narratives, for what happens to them once they have escaped the labyrinth.

**Assignment 2: One-Page RPG Discussion and Playtest Changes**

<u>Initial Playtest:</u>

A few of the alterations that I made to the game during the initial playtest of the original version of this game primarily included the addition of allowing players the chance to integrate aspects of the character that they were creating into the combat system of the game during specific stages to their character creation and story-building process by introducing their own innovations to the simple combat system in place, as well as by introducing different types of events into the game, rather than purely combat scenarios. The first playtest that I conducted was fairly short, in the sense that I only really wanted to test the process of setting up the game, with the random maze generation and placement of event spaces, as well as the player's turn orders in and out of combat scenarios. Of course, the players also began the first few steps of the character creation process through the idea of "Reclaiming Memories" as well, but I mostly just wanted to test out some of the mechanics of the game and get some initial feedback.

When first going about creating this game, I wanted to include some sort of very simple combat system, since I've usually found a combat system to be a central feature of many RPGs. So my initial idea included this same navigation through a maze, with the addition of combat centered around several roles that the player might choose from. In introducing some narrative elements to this combat-oriented idea, I added the overarching narrative that in the maze, there were several different individuals who had lost their memories, so the goal of the game was then to engage in combat as a means of reclaiming these memories, which would be where the player would get the ability to create a backstory for their character and come up with ideas for why they may have ended up in the maze and why they need to escape it.

During the initial basic playtest, one of the first things that came to my attention was how repetitive the game got fairly quickly. At this stage, all that was happening was that the players were actively seeking out the spaces in the maze and engaging in combat in order to reclaim their memories. I was playtesting the game with one of my friends, so we mostly stuck together when navigating the maze and switched off who got to defeat the enemy in combat as best we could depending on the dice rolls (I was a Fighter and she was a Rouge) so that the other could expanding upon with creating their own character. The combat itself wasn't super complex, but since it was the only means of continuing the narrative, it became a bit tiresome after a while. So, in order to combat this, and vary up the gameplay a bit more, I added the addition of the two other types of events that could occur for the player to reclaim their memories, so that it wasn't only combat and included some other simple game mechanics as well, as well as added the concept that as the player's expanded their narrative, they would also be enabled to expand upon the combat systems themselves by adding different rules and abilities that they wanted to integrate into the game to make it more of their own and have the narrative be tied in more deeply to the game mechanics themselves than they were previously. A few small changes besides this was just a bit of adjustment to the Health Point values. We ended up losing a fair bit of HP pretty quickly into the game, especially when we got unlucky with some rolls and didn't do all that much damage to enemies, so to counter that a bit I added more HP to all the classes for a basic gameplay balance adjustment. As an extra measure, I also added a mechanic for players to have the option of exchanging their chance to reclaim a memory to bring a player back who may have had to leave the game on account of their HP reaching zero. Finally, I added just a few clarifying rules to combat, including the fact that players could stand on the same space. There was an instance where my

playtester landed on an event space and initiated combat, but with the idea that only one player could be on a space at a time, it made it difficult for my player to be able to reach the enemy, since it kept moving closer to my playtester on the board and I had no space to move in closer to it. Lastly, I also just added the rule that players couldn't attack an enemy if a wall was blocking the path, as I didn't make that explicitly clear previously.
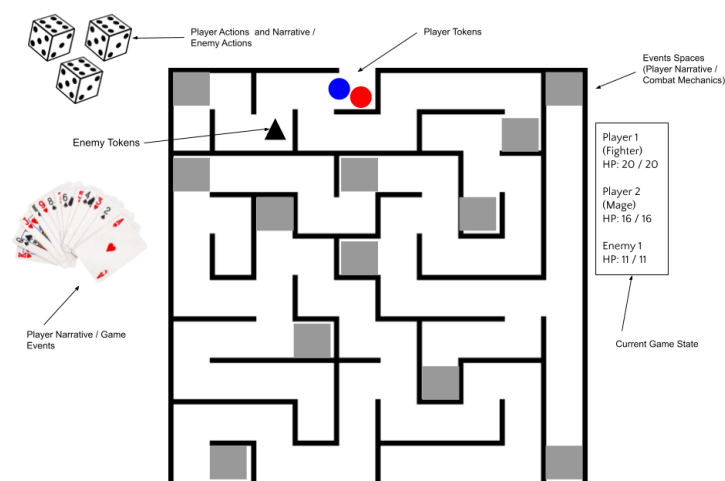
Second Playtest:

       With this more final version of the one-page RPG that I created, one of the primary goals I had in mind was to create a better connection between the gameplay mechanics of the game that I created and the narratives that the players create as they play through it. Initially, the narrative elements were just a means for players to be able to create their own character and backstory and tie it into the context of the game setting, but it didn't actually have any connections to the actions performed in the game itself, as combat was just a means of expanding upon the narrative afterwards, and didn't really have any intrinsic narrative elements in and of itself. To counter this, and to enable more emergent forms of gameplay, I added the aspect of allowing the players to add in their own mechanics to the game's combat that in some way related to the character narrative that they were developing, as well as the combat role which they chose at the start of the game. In this way, the intended experience of this game was allow for players to get creative with developing and creating their own character narratives while also having the ability to get creative in developing new gameplay aspects as well, better tying together the expanding narratives that the players create with new emerging game mechanics that they include as well to compound upon the narrative.

       In this RPG that I created, some of the primary relationships created between players involved how they would work together during combat and in coming up with narrative ideas for their character backstories and how they would integrate new combat mechanics into the game if they so wished. The game itself is very collaborative, as seen in the playtests that I did for it. Me and my playtester both worked together in navigating through the maze and when engaging in combat scenarios, as working together to fight the same enemy, rather than going off in different directions and fighting them on their own made the game progress a lot smoother, and was a bit more engaging. Even just beyond working together to navigate through the game experience collaboratively, there was also the element of coming up with new narrative elements for each character, and figuring out different means to integrate that into the game. During the second playtest of the game, I played the role of a Fighter and my playtester was instead a Mage for this playtest, and we came up with a couple interesting combat mechanics upon expanding on our character narratives. For me, I came up with the narrative that my character was a dual-wielder in the universe that they originated from, so I implemented that sort of mechanic into the game as well. To do this, during a combat turn, when taking my attack action, I would roll a dice to determine how many cards I got to pull, and if I got any two cards with a matching number, I would take two attack actions rather than one. To counter this, this would then mean the enemies could do the same thing as well. My playtester on the other hand, since they were playing as a Mage, implemented a sort of elemental strength and weakness system to the game's combat. In this sense, at the start of combat, cards would be pulled for each of the players/enemies and would represent that individual's current element. When attacking, the Mage could choose to perform an "elemental magic" attack, which involved pulling a card, and if the suit of that card was "strong" against the enemy's suit, then it would do extra damage, but if it was "weak" against the enemy's suit, it would do less damage (The order of suits ended up just being Spades were strong against Hearts, Hearts were strong against

Diamonds, Diamonds were strong against Clubs, and Clubs strong against Spades). Again this would mean that the enemy's could do so as well against the player's to counter it. In this playtest, me and my playtester went with fairly simple character narratives, as we were a bit more interesting in seeing what new combat mechanics we might be able to introduce, which was pretty fun. So, in this sense, the main relationship between players in this game ended up being fairly collaborative.

The primary relationships between the player's and game materials then, was how the tokens represented the spatial location of the player throughout the maze, with enemy token's relative to that position during combat scenarios. The event spaces throughout the maze acted as goals for the player's to reach by moving their tokens, as it was the primary means of moving the narrative forwards by engaging in combat or other "events". The dice and cards acted similarly as well, being tools used to further the narrative and gameplay elements towards ends that the players decided.



Overall, this second playtest was a lot more engaging, as it was more open ended to how players would engage in their creativity, involving innovations upon some very simple gameplay basics, and integrating those mechanics with some simple character creation steps. Our strategy for approaching the game did chance a bit as well, since now the same player couldn't just be the one to land on most of the event spaces to trigger a combat encounter and allow the other to defeat the enemy and get the next step of their memory, as there was now always the chance that a different event could occur, ad we wanted to maintain a balance between how much of the narrative both of us was able to expand on for our characters. The only thing I really ended up changing about this playtest were some of the rules of the other two events introduced, originally, the player only had to roll a 1-3 to engage in combat after landing on an event space, which ended up meaning that there was less combat overall, but since these combat innovations were introduced, we actually wanted to try out new things during combat encounters, so I increased the roll to 1-4 rather than just 1-3. Originally, in the event with card pulling, you would only roll a D4 to determine your chances of guessing the cards suits, but it actually ended up being not incredibly likely that the player would be able to guess it in less tries than I had thought, so I just changed it to a D6 instead, which also reduced the amount of differing game objects that were necessary. Additionally, for the chance to restore some of the player's HP, I added the idea that the player could also choose to heal a different player, since it was possible the person who got that event wouldn't need the extra HP, but a different player might have.