

## Iteration 1

### Stage 1: FINDING EMOTION

Initial goal was to identify some emotion to make a game around. Since had learnt about 'schadenfreude' as a new term and emotion, felt that let's build a game around this concept.

### Stage 2: IDENTIFYING ASSOCIATED FUNCTIONS

Identified functions associated with schadenfreude. Realized that a strategy game would be a great idea in which the players are planning to achieve some goal but as soon as the player was about to reach the destination, opponent makes a move destroying former's plan and evoking the emotion in latter. Since cards were the easiest available game resource, I chose to make a card game.

### Stage 3: THE GAME

Initially, intention was to make a *single player game*. Inspiration being, having experienced scenarios when one is getting bored and there is nobody around to play with. To learn more about different kinds of solitaire, I explored a lot online and played many of them. Soon I realized that the intended feeling of schadenfreude needs that second 'human' in the system.

The two player version of the game was:

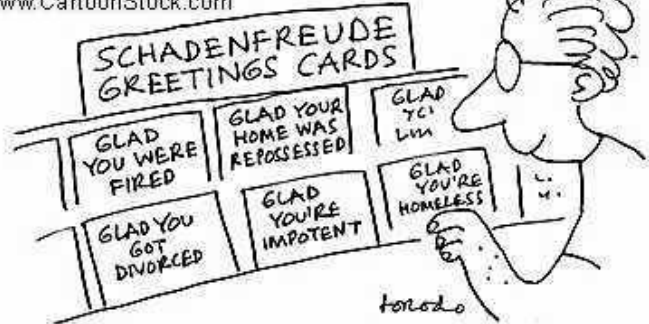
Each player gets 5 cards. In their turn, they throw one of the cards in their hands and try to make a sequence out of remaining 4 cards. They can pick up another card from deck after throwing a card. The cards thrown in pile are arranged according to face value and no player could make the sequence using any of the face value already thrown in pile. Acceptable sequence were: 4 of a kind, straight, straight flush. Exception was that players could make a straight flush.

### Stage 4: ANALYSIS AND ITERATIONS

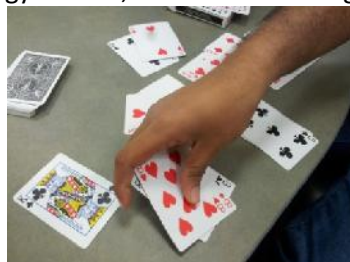
After initial play test several tweaks were made in the game rules such as adding jokers, increasing number of players, getting 4 of a kind in pile to shuffle & place back in deck to extend the game duration, should card be thrown or picked up first, etc. Also, explored different sequencing options. The game concept proved to be nice but players seemed to be more involved in making their own strategy and lesser in breaking opponent's strategy. Hence, emotion was not getting evoked.

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## Iteration 2

### Stage 1: FINDING EMOTION

I felt that maybe the emotion is not strong enough and let's try with tweaking the emotion itself. To choose the stronger side of schadenfreude, I first came up with sadism but then moved to grudge and later to revenge. There were several iterations that I went through between stage 1 and stage 2 for every emotion but was not getting convinced with the associated functions and activities I chose.

Next, I started exploring online, the kind of videos, games and movies I like. And the emotion that came up was the dedication involved in sports like Tough Mudder and running a Marathon. The idea was to evoke the emotion of that dedication and perseverance through a game of cards.

### Stage 2: IDENTIFYING ASSOCIATED FUNCTIONS

It was realized that we need a global objective, to achieve which, would be the race between competing players. Since it is a race, we should know the end line and the progress of how much has been achieved. Moreover, whatever has been achieved by a player should not go wasted because no player ever restarts the Marathon.

Each player is given 5 cards placed heads down in front of them, which will open on winning a turn. The player who gets all 5 cards opened first wins. Also from earlier trials it was realized that drawing cards before start of turn is more natural to players and gives them more options. Moreover, adding two jokers do help one of the players but it adds to the already more luck factor than strategy. Hence, no jokers in the game.

### Stage 3: THE GAME

Each player gets 5 in-hand cards. 5 face down cards are placed for each player in his row placed perpendicularly on left of the player.

In their turn, players draw topmost cards either from pile or from deck to form a sequence. Once the sequence is made, player upturns one card in his row. The player who gets all 5 row cards unturned first wins.



A: In-hand cards    B: The Rows    C: The Deck    D: The Pile



#### Stage 4: **ANALYSIS AND ITERATIONS**

Pros: The game play length was appropriate, some dynamism was apparent.

Cons: Extremely dependent on player skill levels, the game felt more luck based then strategy, the row placement did not give the feeling of owning and winning those milestones.

To increase strategy and reduce luck, players were to be given more control over the row cards. The benefit would be that players would be able to control opponent's sequence and strategize accordingly. Also, the orientation of rows was changed from perpendicular to players to parallel. Multiple iterations were made with addition/removal of trumps, introducing trump on a face value instead of suit, ability to swap opponent's row cards, etc.

#### **Iteration 3**

##### Stage 1: **FINDING EMOTION**

With so many iterations, the emotion was ultimately finalized to, the emotion experienced while struggling through any major enduring challenge - the emotion of perseverance. Furthermore, on a more thorough analysis, the emotion was broken down into its constituent emotions of:

1. That extreme feeling of struggle.
2. Motivation to keep on struggling.
3. Hope, Annoyance, Handicap (for weaker players).
4. Feeling of competition i.e. players race with each other.
5. Feeling of co-operation i.e. players help and motivate each other.

It was exciting to see how perseverance involves both contradictory feeling of competition and cooperation.

##### Stage 2: **IDENTIFYING ASSOCIATED FUNCTIONS**

Each constituent emotion was associated with a very clear activity and action:

Objective => Make sequence of cards following a pattern,

HOPE => Sequence is about to be complete i.e. a feeling that yes objective is accessible and I am not out,

ANNOYANCE => Opponent places a card to restrict sequence and planned goal suddenly appears a little extended i.e. mirage effect;

COOPERATION => If opponent is lagging by more than 4, leader has to cooperate or else will lose





COMPETITION => Players compete to get quickest sequences made

SCHADEN FREUDE=> Players arrange row to restrict opponent and smile when that happens

HANDICAP => Sequence restrictions to be removed off player lagging behind.

### Stage 3: **THE GAME**

The game play was enhanced by primarily adding the rule of swipe. A player in his turn can either draw a card from the deck (the regular way), or swap the upturned card in the row with one of the cards in hand. Moreover, if players want to be more future thinkers, they may swap not unturned cards in their row with a card in their hand but for limited times. Furthermore, to bring more impact, the game was presented in Marathon terminology and it was called, The Card Marathon.

### Stage 4: **ANALYSIS AND ITERATIONS**

The rule of swap added dynamism and much more strategy into the game. With added control, players were much more involved in opponent's decision making. This rule made that big shift from luck based to strategy focused game. Also, it was realized that if the score is 3-0, then there is no way that the lagging player can win. Hence, we made the game more difficult for winning player by inhibiting him to make any straights and providing a handicap for the lagging player by removing straight restrictions from him completely. This balanced the skills and both players could continue to play a challenging game.

In a later iteration, we added the restriction that if the leading player wins with a difference of 4 or more then instead of winning he loses the game. This was introduced to add a little more co-operation into the game. Moreover, many a times players started negotiating with each other about removing a card from their row. It was exhilarating to see the way lagging players pleaded the winning players to change the row in order to stay in the game and complete it. Wanna compete in Card Marathon?

