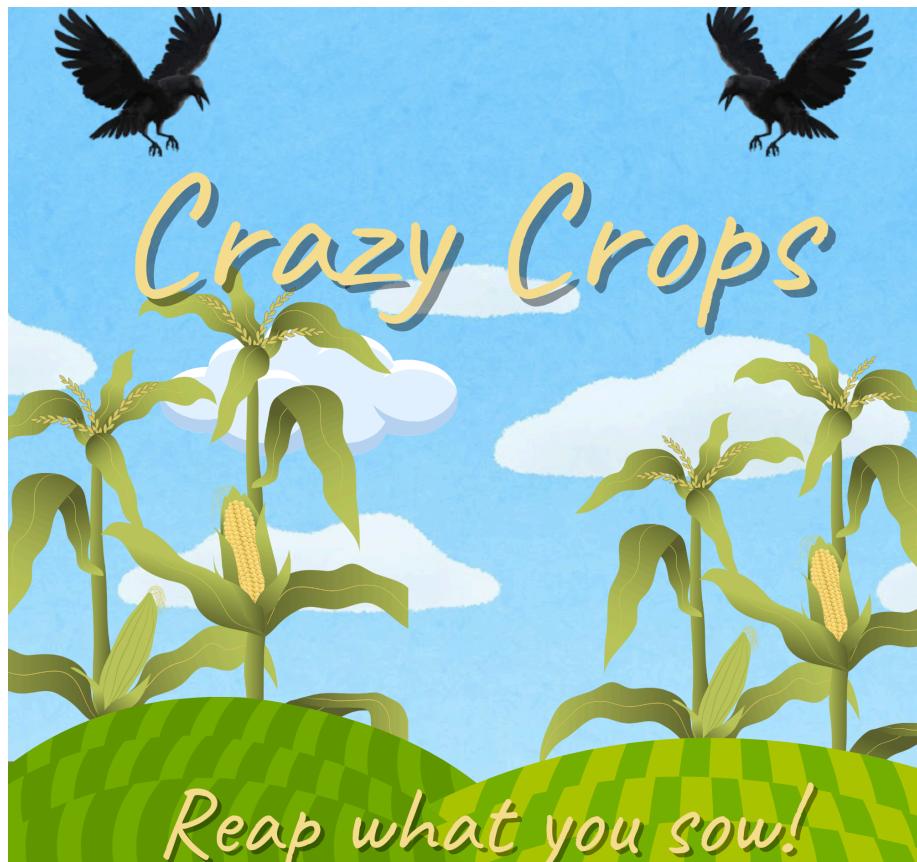


Crazy Crops

Reap what you sow!

Made by: Crazy Crops Crew



Team Members



Name: Thomas Anderson

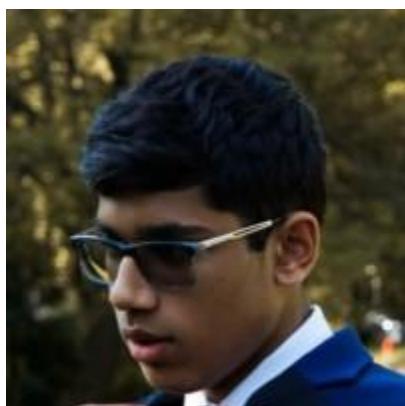
Contact Information: tpa2706@rit.edu, (631) 526-8598,
atommy126 (Discord)

Role: Card creation and phrasing, game balancing,
Design Doc Sections: Playtesting, Rules, Mechanics,

Bio: I am a second year GDD student who enjoys
programming, games of all kinds, and camping.

Things that help me succeed: Work being clearly divided,
the group completing work on time, and good communication.

Things that might cause conflict: Work being unfairly distributed or waiting until the last
minute to work.



Name: Aazeem Vaidya Shaikh

Contact Information: av7304@rit.edu, 857-225-0535
mt-gunboy1551(Discord)

Role: Team manager/Card artist. I delegate tasks and am
also working with Xander Yushchak to construct the art
for the action/crop cards.

Design Doc Sections: Playtest, history, Target Audience,
Competitive Analysis

Bio: I am a second-year GDD major. I like to code, work out, play chess, play video
games, and hang out with friends.

Things that help me succeed: Deadlines. Having an objective and a due date helps me finish assignments in a timely manner.

Things that might cause conflict: If group mates stop communicating or don't complete their work on time.



Name: Brice Woodburn

Contact Information: bjw6356@rit.edu, 443-578-6952

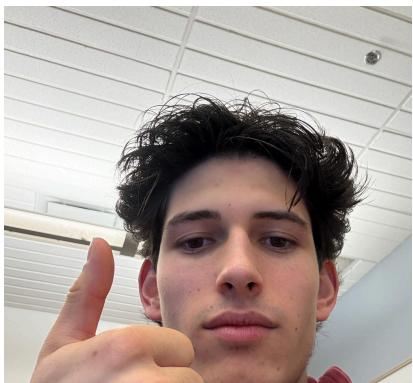
Role: I will manage and keep track of both the rules and the prep sections of the design doc. This included the diagrams and rule book associated with them.

Design Doc Sections: Prep and rules

Bio: I am a second-year GDD student who likes to go to the gym and make cookies.

Things that help me succeed: I work well when the work is planned out ahead of time, and each person knows what they are supposed to do.

Things that might cause conflict: When group members do not submit work on time and don't have the work done that they are supposed to.



Name: Xander Yushchak

Contact Information: xgy1709@rit.edu, 202-600-0193

Role: Physical card creation and card design

Bio: I'm a second-year GDD major who likes to Rock Climb and watch movies.

Design Doc Sections:

Things that help me succeed: Communication helps a lot.

Things that might cause conflict: When teammates don't do their work and don't talk about it



Name: Jaden Dancy

Contact Information: jd6030@rit.edu 929-271-6624

Role: Card designs for tabletop simulator

Bio: I'm a 2nd-year GDD major. I enjoy Video Games, listening to music, and programming.

Design Doc Sections: Theming, Look and Feel,

Things that help me succeed: Clear communication of what tasks the group needs to complete.

Things that might cause conflict: Lack of communication.



Name: Logan Larrondo

Contact Information: rlr2777@rit.edu 845-521-5915

Role: I am responsible for making sure the game is created on TableTop Simulator, making the rulebook look good, artistic design decisions, production costs and Visual design

Bio: I am a second-year GDD student who enjoys programming, 3D modeling, Video games, Badminton, and fishing

Things that help me succeed: Good communication of roles and tasks

Things that might cause conflict: Bad communication especially in discussing responsibilities

Team Photo



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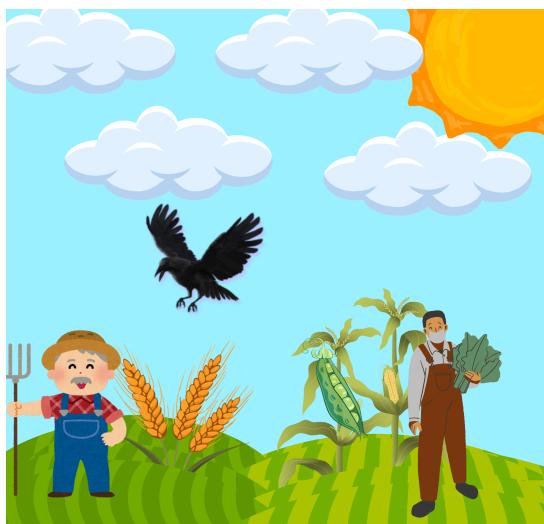
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Summary

Crazy Crops is a turn-based card game that combines strategy and farming. Each player can grow their own crops to earn points, but there are action cards to either help or harm their target. The first player to earn a certain 15 points wins!

Theme

The theme of the game is farming with a lighthearted and fun tone. This is chosen because the simple, lighthearted nature of the cards keeps it fun while not being distracting. Farming is a peaceful discipline, so the colorful and cheerful style works hand in hand. Our design uses bright and vibrant colors to create a playful atmosphere. The colors on each of the cards have a softer color, fitting the peacefulness in our game's visual design. The game focuses on strategy but keeps things casual and easy to enjoy, making it great for parties or playing with friends. Action cards tie directly to the strategic aspect of Crazy Crops, where players can use the mysterious effects to deter other farmers and interfere with their crops.



Genre

Crazy Crops is a turn-based strategy card game.

Setting

Crazy Crops takes place in a farm-themed area, where each player is competing for farmland to grow and harvest their crops.



Objective

The objective of Crazy Crops is to collect enough points to win the game. The win condition is reaching 15 points. You receive points from playing a crop card and waiting for it to grow, and you can also prevent other players from reaching the win condition by playing action cards.

Special & Unique

The concept for this game is completely unique. Muffin Time is another card game that is similar because it also has a simplistic concept, but the multitude of cards makes the game fun. Where we differ is that our game is set on a farm and is themed completely differently, has different types of cards, and is scored using points.



Rules and Mechanics

Rules:

 Crazy Crops Rulebook

Resource Management and Economy

In Crazy Crops, there are crop cards and action cards. The action card category is further broken down into blessing, curse, and weather cards. Throughout the game, players will get to use each of these to aid in their strategy. There are large piles of these cards in the center of the gameplay space, with plenty of variety to ensure a good balance of strategies and actions that players may enact. Players start with two Crop and Action cards, then as the game progresses they get to choose what cards they pick up and use.

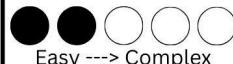
Balance

As we continue to develop the game, add cards, conduct playtests, and change cards, card balancing is an evergoing topic. After collecting data from playtests, we changed small aspects of cards, such as how many points a crop awards or how many of each card is present in the deck. Balancing the game to be fair is difficult, but as we continue to test and iterate upon the game, it will continue to improve and grow more balanced.

Chance vs Skill

There is a good balance between skill and chance in our game. The player experiences luck as they draw cards from one of the piles, not knowing what card they will pick up. The rest of the game is skill. The player must decide what cards to play and when to play them in a way that benefits their strategy to win.

Crazy Crops

Number of Players	Crop Cards	Action Cards	Game Play	Skill Level
4	40	40	 Easy ---> Complex	 Luck ---> Skill

Players turn

A detailed description of the player's turn can be found in the Rule book. Overall, on each player's turn, they will pick up a card of their choosing, play a crop card or action card, and harvest any crops that have finished growing.

Win condition

The win condition is also explained in the Rule book, but overall, the player must reach a certain amount of points, which is awarded by crop cards, before other players.

Example of Play

Game Flow



The player draws a card at the start of every turn. When doing so, they are always presented with a choice, which gives them constant agency. Towards the beginning of the game, players tend to pick up crop cards in order to fill their fields. Once fields are full, players shift towards using more blessing and curse cards to modify the placed crops. As a player nears the point goal, the other players often choose to work together to

prevent them from winning, resulting in a temporary, uneasy alliance. The player closest to winning is usually the target, which adds more strategy and risk when attempting to amass points. Once one player reaches 15 points, the game is over, and they win.



This is a picture of how the game looks after setup. Players should all set up their dice on 1 and have the crop cards in one pile and the action cards in another pile.



This picture shows how the game should look right before the first turn. Each player should take 1 crop card and 1 action card and review their hand as the first turn starts.



This picture shows a turn. The player who is taking their turn is drawing a card to start their turn. After the player draws their card, they can either place crops, place action cards, or do other actions depicted in the rules book.



This picture shows a player is playing an action card to sabotage another player's crop, preventing it from being harvested this turn.



This picture displays the win condition in Crazy Crops. When a player reaches the specified points (check the rules for the point rubric), the game is over. In this game, the goal points were 15 as depicted in the picture. This player reached 15 points and won.

Research

History, Antecedents, and Related Games:

There are not many games similar to Crazy Crops gameplay-wise besides the card game Muffin Time, where the gameplay is a simple turn-based game, but the variety of different cards that each have unique effects makes the game interesting as the game progresses. Some other farming games on the market are Stardew Valley, the board game Agricola, and Clans of Caledonia. Beyond games, the core inspiration of Crazy Crops is farming itself. Farming can be full of surprises, like bad weather, bugs, or crop problems, and these core conditions gave us the inspiration to make a competitive fun game with unexpected turns and events. The competitiveness in the current real estate market in the US was an inspiration as it made our group think about how we could cultivate an intense and competitive environment for killers to thrive in.

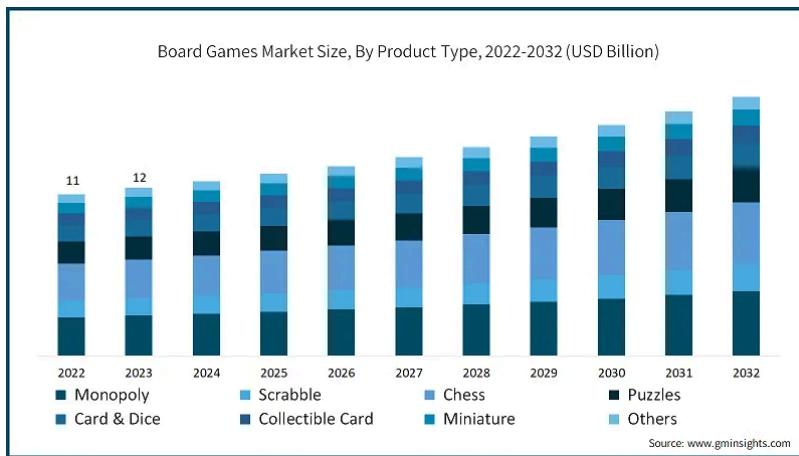


Target Audience:

Crazy Crops is designed for players ages 8 and up, with a focus on families and friend groups looking for a quick and competitive game night experience. The game is easy to learn, making it ideal for children and newcomers to card games, while the strategic depth appeals to older players. It works well in the classroom, at family gatherings, or at casual parties with 2-4 players. Crazy Crops also caters to the 4 types of players from Bartle's Taxonomy. It caters to achievers because they can enjoy collecting rare crops and collecting points to win the game. It caters to explorers because players can experiment with card combos and discover how each card interacts with others. It caters to socializers because players compete against each other and can playfully team up or single out other players. Lastly, the game caters to killers because players can destroy or steal players' crops and use other cards to sabotage their opponents to win.

Market Analysis:

The board and playing card market has been steadily growing in the last 10 years and is projected to grow 8.3% in the next 5 years. Additionally, our research found that 40% of Americans play card/board games online or in person, and 20% of people worldwide play card/board games. There also aren't a lot of popular farming card/board games, and our game is unique compared to the others on the market. The card/board game market is growing, and our game has unique qualities that will propel it to success.



Gameplay

Everyone starts with 1 crop card and 1 action card. Then everyone takes turns drawing 1 card from either pile. (Either the crop card pile or the action card pile) After drawing, the players can play up to one crop card and as many action cards as they want. If a player plays a crop card, it will sit in one of the 3 slots in front of them and take a certain amount of turns to grow. Once it grows, the action will be in effect. Whether that's you gain a certain amount of points, or you get to draw more cards, or something else. If a player plays an action card, that action will go into effect. Action cards include Blessing, Curse, and Weather cards. Blessing cards can help your crops, Curse cards can hurt other players' crops, and Weather cards will affect everyone equally. Every player will take turns doing these actions until someone reaches the specific amount of points to win the game. (The required amount of points varies depending on the number of players.)

Our core mechanic is the Crop Card. One Crop Card may be played per turn, and they take time to grow before their effects come into play. Most Crop Cards give points once grown, which is how the game is won. With the inclusion of Weather, Blessing, and Curse Cards, the aim of the game becomes protecting and boosting your own Crop Cards so that they reach maturity while hindering other players' Crop Cards.

Competitive Analysis

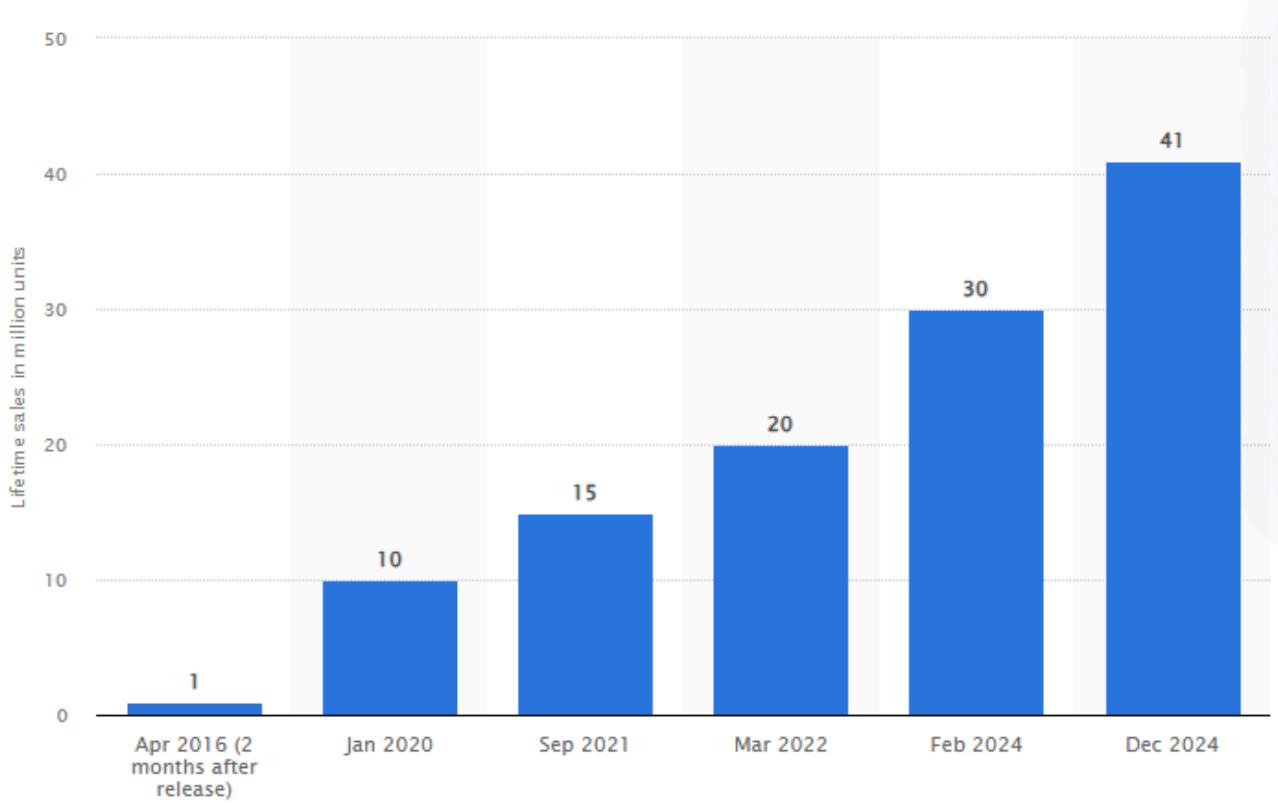
Farming theme games can sell very well, but sales really depend on the format and audience of the game. On the digital side, **Stardew Valley** has sold roughly **41 million** copies since 2016 and made roughly **\$600 million** US dollars. Supercell's mobile game Hay Day has taken in about **\$1.7 billion** in US dollars after being on the app store for over a decade. These games and their revenue show that farm setting games can attain high revenue and also have a large target audience.

Tangible tabletop sales are smaller but still healthy. The farming trading card game **Bohnaza has** sold over **1.5 million** decks in 30 different countries since 1997. This proves that family-friendly card games can have long-term success. **Agricola** sold **60,000** copies in their first 18 months on the market. Bohnaza and Agricola show that the physical games market is smaller than the digital market, but there is still a demand for farming themed board games.

Crazy Crops shares elements with the games mentioned above, but also has unique twists and mechanics, which is why we believe Crazy Crops would have great success on the market. Crazy Crops would plunge into a proven market with a target audience hungry for the next big farming-themed game. The combination of strategy, competitiveness, and family-friendly fun will make Crazy Crops very profitable when it is put on the market.

Statistic credit:

<https://www.statista.com/statistics/1326529/stardew-valley-lifetime-unit-sales/>



Expected Production Costs

Crazy Crops is a relatively simple card game in terms of game components when you compare it to other games. Games like the Stardew Valley Board Game and Agricola have numerous different decks of cards, player tokens, and game boards. For these games, production sales are not as cheap as ours, which only consists of two sets of cards and some dice.

When doing research on shops that can print out custom card decks, they all had one key factor in their pricing. This was that the more decks you ordered, the price per deck would go down. Getting more decks, however, after doing the math, will still yield a higher cost. This pricing scheme can be seen in the table below.

Quantity	Price/deck
No set-up charge	
1-5	\$25.15
6-29	\$18.90
30-49	\$14.10
50-99	\$12.40
100-249	\$9.95
250-499	\$8.05
500-999	\$5.80
1000-2499	\$4.35
2500-4999	\$3.40
5000-7499	\$2.70
7500-9999	\$2.35
10000-12499	\$2.10
12500-14999	\$1.90
15000+	\$1.70
Need 2500+ decks with different designs or a specific customization?	Contact us for quote

Applies to duplicate decks

Chart from Card printing website: MakePlayingCards.com

These prices are for decks up to 90 cards. This would mean that we would need one deck per game box. We must take this pricing into account when deciding on what scale to produce our game, as we will need only one per game box.

Dice is the other large component of our game. This is a simpler item to acquire since there are many manufacturers that sell them in bulk.

This dice set of 100 dice can be bought for \$11 from amazon. We will need 12 of them per



box so this bulk pack can supply 8 game boxes and have some extra dice left over. Additionally we will need 4-20 sided dice per box. These are a little more expensive and after some research it seems like the average price is \$50 for 100 dice. This however can supply 20 boxes.

Overall our game will not have very high production costs. For example if we produce 20 game boxes our card cost will come to ~ \$360 and our dice total will be ~ \$73 with a good amount of 6 sided dice left over. This comes to roughly \$433. This split evenly for 20 boxes comes to \$21.65 per box.

This price is an estimate of how much each box will cost to produce, the majority of the cost coming from the cards. If we can find a cheaper card developer we might be able to cut down production cost so we can increase net profit.

Prep

- Set up
 - Shuffle the Crop Cards together and set them in their own draw pile. Then, shuffle the Blessing, Curse, and Weather cards together and set them in another draw pile. Each player then draws 2 cards from **each** pile. If a

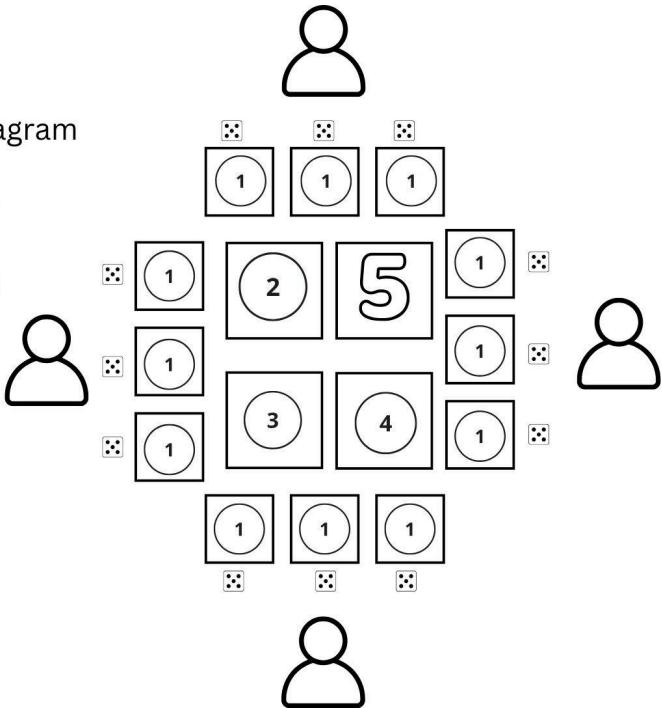
Weather card is drawn in this way, reshuffle it into the deck and draw a new card. Keep cards in your hand hidden from other players.

- Play begins with a d20 roll-off, then continues clockwise.

Crazy Crops - Setup Diagram

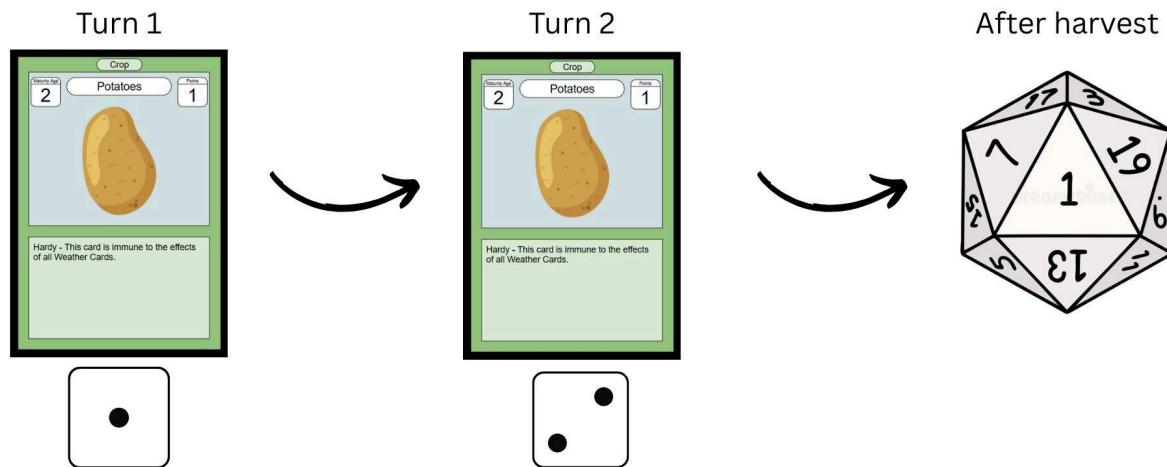
Numbers correspond to numbers on diagram

1. Crop field, place your crops here to start growing them
2. Action card pile, draw from this pile when you want an action card
3. Crop card pile, draw from this pile when you want a crop card
4. Crop card discard pile, place your discarded crop cards here
5. Action card discard pile, place your discarded action cards here



- Rules/turn actions
 - At the start of your turn, increase the Age of each of your Crop Cards by 1. You then draw 1 card from **either** pile.
 - After drawing, you may play cards. Any number of cards may be played on a turn, except for Crop Cards, which are limited to 1 per turn. When a player is finished playing cards, the turn passes to the next player.

Increment dice at the start of your turn to represent their age. Once their age matches the maturity age on the card, harvest them and increment your total points by the point value on the card.

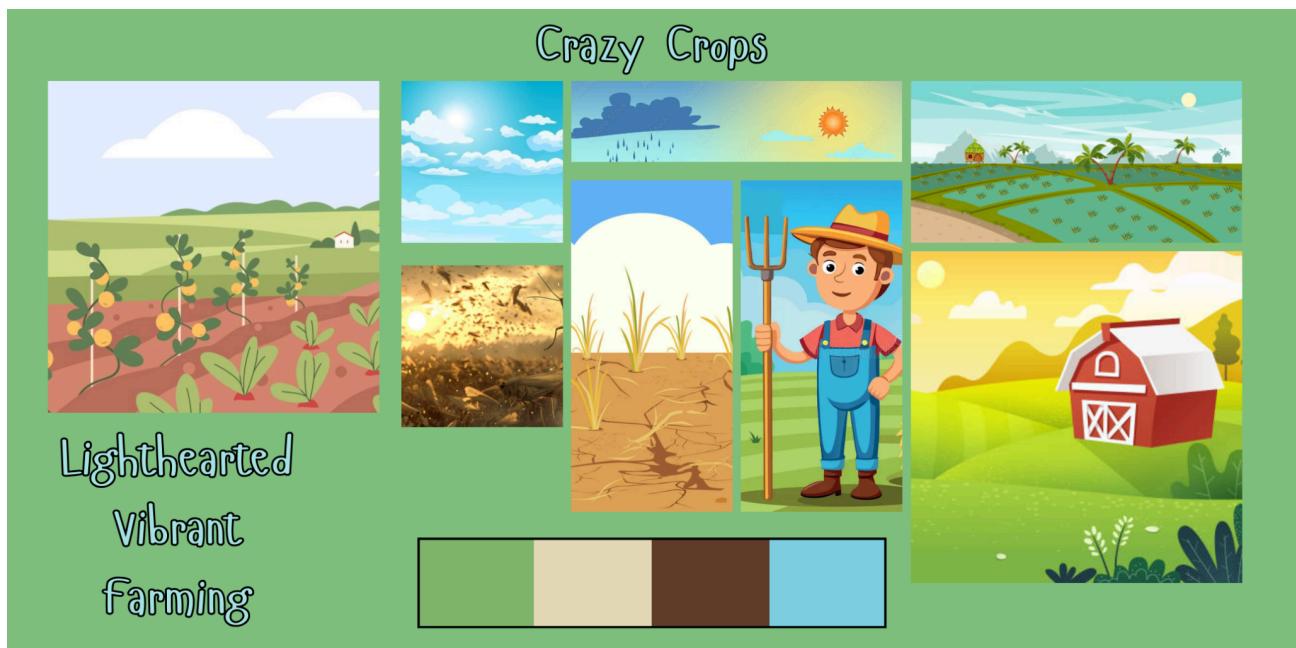


- Core mechanic description
 - Plant your crops on your turn and wait until your cards are ready to be harvested. If you are able to keep your crops alive until they are ready to be harvested, harvest them to gain the amount of points specified on the card.
- Weather Cards
 - Weather cards may be played on a player's turn, and they affect all players equally. If a drought is played, the user will keep the card face up next to the discard pile until it reaches their turn again. This ensures that everyone remembers not to age their crops. If a sunny day is played, everyone draws a card in the same clockwise order. If a locust swarm is played, players can't use it on their dragon fruits unless it's their only crop out.
- Win conditions
 - The first person to reach 15 points wins

Narrative/Dramatic Context

New fertile land has been found, and everyone is rushing to make the most of it. There's enough land for everyone to plant three crops at a time. Compete against the competition to plant the best crops.

Moodboard



Characters

The players pose as farmers in this game. Their motive is to outcompete their rival farmers to prove that they have the



best farm in the land, which allows them to take total control of the newly discovered fertile valley.

There are no concrete characters within the game. Players are given a short blurb in the rules about their motives, providing a blank slate to allow players to mentally insert themselves into the game.

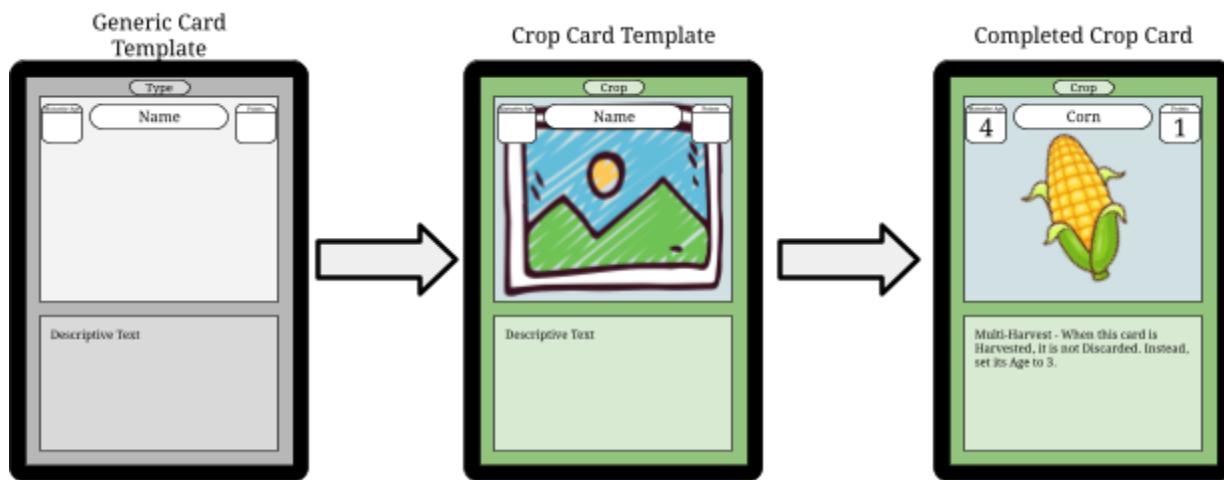
Character cards were considered, but the team decided not to implement them. Characters would not have any mechanical differences, and having players choose characters at the beginning would make setup take longer. It would also add more pieces to the game while contributing little to the gameplay.

Interface

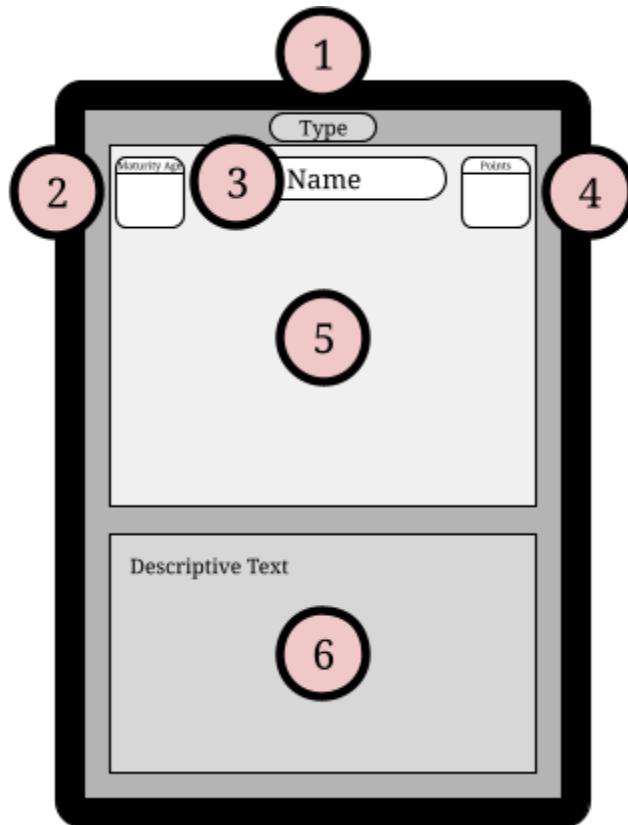
The interface for Crazy Crops is simple and should be intuitive to understand.

- Draw Piles
 - Crop Card Pile: Pile in which crops may be drawn.
 - Action Card Pile: Pile from which Blessings, Curses, and Weather Cards may be drawn.
- Discard Piles
 - Crop Discard Pile: Pile where crops removed from play go
 - Action Card Pile: Pile where played action cards go
- Fields
 - Each player may place up to three crop cards in front of them, in their field.
- Hands
 - Each player keeps their cards in their hand, secretly from each other.

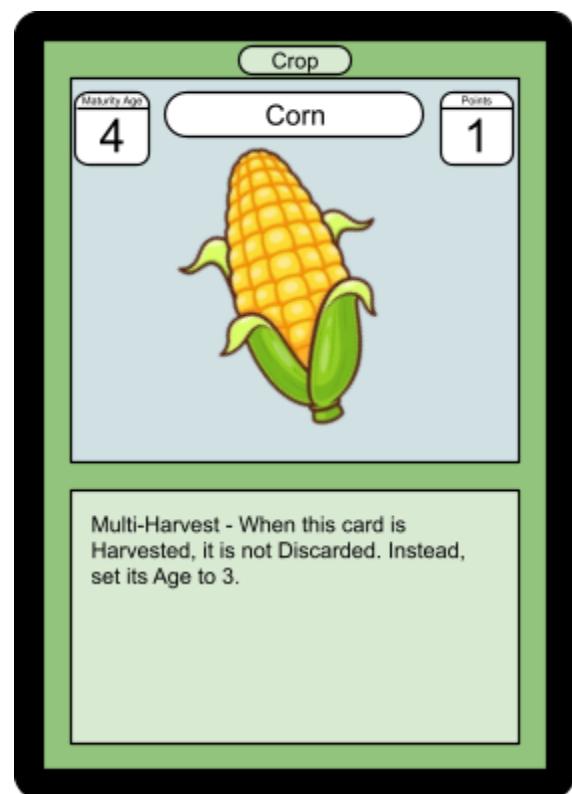
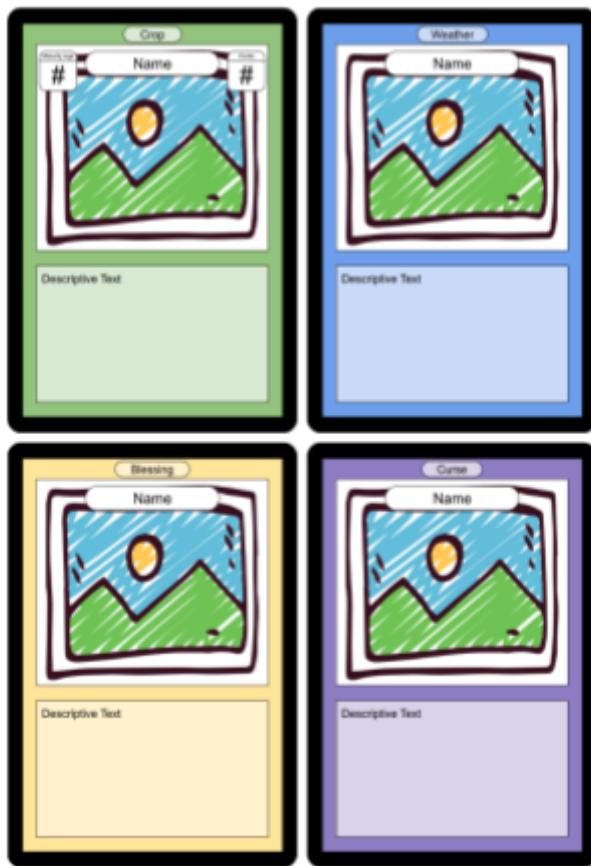
Cards follow a set layout, which slightly changes depending on card type. All cards have their type and name at the top. The card then has a large image, and underneath that is a space for text that outlines that card's specific properties and special abilities. Cards are also color-coded by type: Crop Cards are green, Weather Cards are blue, Blessing Cards are yellow, and Curse Cards are purple. Crop Cards also contain their Maturity Age in the top left and Point Value in the top right.



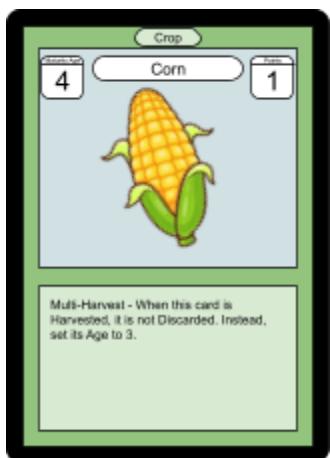
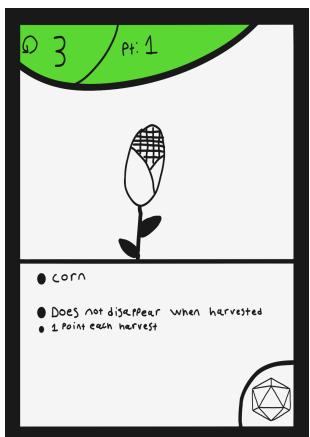
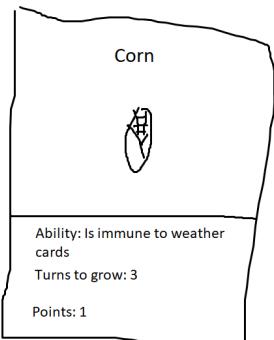
- 1 The card's type (Crop, Weather, Blessing, or Curse).
- 2 The age a crop card is mature. Only Crop cards have this.
- 3 The name of the card.
- 4 The number of points a crop card gives on harvest. Only Crop cards have this.
- 5 The card's image.
- 6 The card's text box for card specific rules and keywords.



Layouts for all card types



Concept Art



We had many drafts when trying to make a design for our cards. For our first design, we just had to have a placeholder, so we quickly sketched something up in Microsoft Paint. After using that design for a bit, we added more color and made it rectangular. Another addition was the die section, where the die would go that would determine the crop's age. Then we finally made a finalized version in Krita with everything we learned from before. We decided to leave out the die spot because we decided that it doesn't matter where you put it. We then put the digital cards into Tabletop Simulator. We drew up a rough version of the physical cards to have for the playtests. But soon afterwards, we printed the finalized digital versions to use as our finalized physical cards.

Playtests

Playtest 1

Date: Mar 20, 2025

Goals:

- Get through our first playtest.
- Test the balancing of our cards. Specifically, we wanted feedback on the dragon fruit as it was our most game-changing card.
- Receive feedback on the readability and learnability of our rules.

Survey form used: [Crazy-Crops-Survey-Link](#)

Notes:

- The Game felt slow. Most playtesters rated the pace as slow or moderate. So we want to add new cards that can make the start of the game more enjoyable
- Some players found the rules unclear in certain situations.
- Dragon Fruit felt overpowered because it gives 6 points, while most crops only give 1. We will have to balance it out as more cards are added.
- Rain card felt useless – Especially when not paired with Dragon Fruit. This was very different from our expectations.
- All players said the game was fun strategically and would play again.
- The age starts at 1. Potatoes grow instantly.

- The cards need more specific language
- Playtesters held cards a lot more than players in the internal playtest did.
- Crops should start at age 0 or required age should be increased by 1.
- Multi-harvest cards need to be stronger or rarer.
- All cards are worth one, other than dragon fruit. More card variety is needed.
- Playtesters kept playing after the first person won. “Too invested in the game” Shows our game is very enjoyable. This is good!
- Change dice to slider?
- The bonus draw on weather rule was ignored, and the game still played well, so it will be taken out.

Key Takeaways:

- More variety in cards are needed.
- Card text needs to be more clear and uniform
- The rules or cards need to be tweaked to fix the age discrepancies.

Next Steps:

- Create new cards of all types.
- Rewrite existing cards to be more clear and concise.
- Rewrite rules to fix age rules.

Playtest 2

Date: Apr 8, 2025

Goals:

- Get feedback on card designs.
- Test the balancing of our cards. Many new cards were added, so more balancing information and niche scenarios may need to be resolved.
- Receive feedback on the readability and learnability of our rules.

Survey form used: [Crazy Crops Playtest Survey 2](#)

Notes:

- The players took a while to get through the rules, they should be shortened where possible.
 - Blessing and curse sections can probably be combined.

- Most players found the rules easy to read and understand.
 - Individual players would occasionally miss or forget rules, but the group as a whole remembered and corrected individual players' mistakes.
- The current cards are see-through, thicker cards with backs are needed.
- The start of the game still seems slow, more cards on start would speed it up.
- Players often forgot to draw at the start of their turn, emphasizing drawing rules might help reduce this.
- One player harvested off of their turn.
- Players got competitive and wanted to keep playing after running out of time.
- The players did not finish the game, but one player was at 14 points.
- Some cards feel too situational, these cards should be changed or more cards should be added to complement them.
- All players said the game was fast-paced or somewhat fast paced.
- The overall balance was rated around a 4/5.
- All players rated the card designs 4/5.
- Two of the four players' favorite cards were Seed Pods.

Key Takeaways:

- Cards need to be thicker and have backs to prevent seeing through them.
- Players seem to want to draw more cards. This could be done by increasing starting draws, adding more cards that allow draws, or changing overall drawing rules.
- The rules can be simplified to make them quicker to read.

Next Steps:

- Change the rules so players start with more cards.
- Create more cards that let players draw cards.
- Condense the rules where possible.
- Reprint cards on thicker paper with backs.

Playtest 3 (TTS)

Date: Apr 10, 2025

Goals:

- Get feedback on card designs.
- Test the balancing of our cards. Many new cards were added, so more balancing information and niche scenarios may need to be resolved.
- Receive feedback on the readability and learnability of our rules.
- See how the game performs on tabletop simulator for people unfamiliar with the game.

Survey form used: [Crazy Crops Playtest Survey 2](#)

Notes:

- The rules take a long time to read through.
- The players took a while to get started, though this may be due to players being unfamiliar with TTS.
- Much less communication and talking between players compared to the physical game
- Players often forgot to draw at the start of their turn.
 - This appears to be a trend, the rules should try to emphasize the drawing rule more.
- A few unexpected card interactions occurred:
 - The Crows curse can destroy Dragon Fruit, as the Crows do not target anything.
 - This should be explained in a FAQ section in the rules.
 - The Redirect curse does not affect the Crows curse, as the Crows do not target anything.
 - This should be explained in a FAQ section in the rules.
 - However, the Shield blessing does protect against the Crows curse, as it provides immunity to the entire effect of a curse
- Chains of reactive cards occurred, where a Wither curse was redirected and then shielded.
- All Dragon Fruit crops were almost immediately killed, which led to a longer game with closer point values.
- Wheat is far too weak of a crop, it should either take less time to grow or give more points.

- The cards were low resolution. The small text near the age and point values for crop cards was unreadable. Cards need to be upscaled and reimported to fix this.
- All players rated the game's pacing as average.
- 3 of 4 players rated the balance at a 5/5, and the last rated it a 4/5.
- 3 of 4 players rated the card design at a 5/5, and the last rated it a 4/5.
- Two of the four players' favorite cards were Crows. One player said their favorite was Corn because they enjoy the strategy that the regrow mechanic creates.

Key Takeaways:

- The TTS version of the game played extremely closely to the physical game.
- Card resolution needs to be increased to improve readability.
- The rules can be simplified to make them quicker to read.
- Certain card interactions should be clarified in the rules.

Next Steps:

- Change the rules so players start with more cards.
- Create more cards that let players draw cards.
- Condense the rules where possible.
- Re-import the cards at a higher resolution.

Playtest 4 (Blind)

Date: Apr 12, 2025

Goals:

- Get feedback on card designs.
- Test the balancing of our cards. Many new cards were added, so more balancing information and niche scenarios may need to be resolved.
- Receive feedback on the readability and learnability of our rules.
- See how the game performs without a facilitator present to answer questions.

Survey form used: [Crazy Crops Playtest Survey 2](#)

Notes:

- All players rated the game's pacing as slow, at a 2/5.
- 2 of 3 players said the game was somewhat unbalanced, at a 2/5.
- 2 of 3 players rated the card design at a 3/5, and the last rated it a 4/5.

- All three players' favorite cards were Corn.
- Cards that target Mature Crops are useless without other specific cards. This has been noticed in other playtests, these cards should be changed or more cards that allow their use should be added.
- One player said that the crops seem unbalanced in a turn to point ratio. This is largely untrue, 4/6 of point producing cards average 1 point per round. Wheat currently averages .5, and Dragon Fruit averages 1.5.
- Too many effects that destroy crops. The quantities of these cards should be reduced or more protective cards should be added.
- Players want more cards at the start and more ways to draw extra cards
- Two players want a nerf to Corn. This is interesting, as corn is slightly worse than blueberries.
- A player wants a clarification on whether Reap and Weevils can be played on opponents cards. A rules section on what “target” means should be added.

Key Takeaways:

- Players continue to want more cards, so they should begin the game with more cards. More ways to draw cards should also be added.
- A rules section should be added to clarify what target means.

Next Steps:

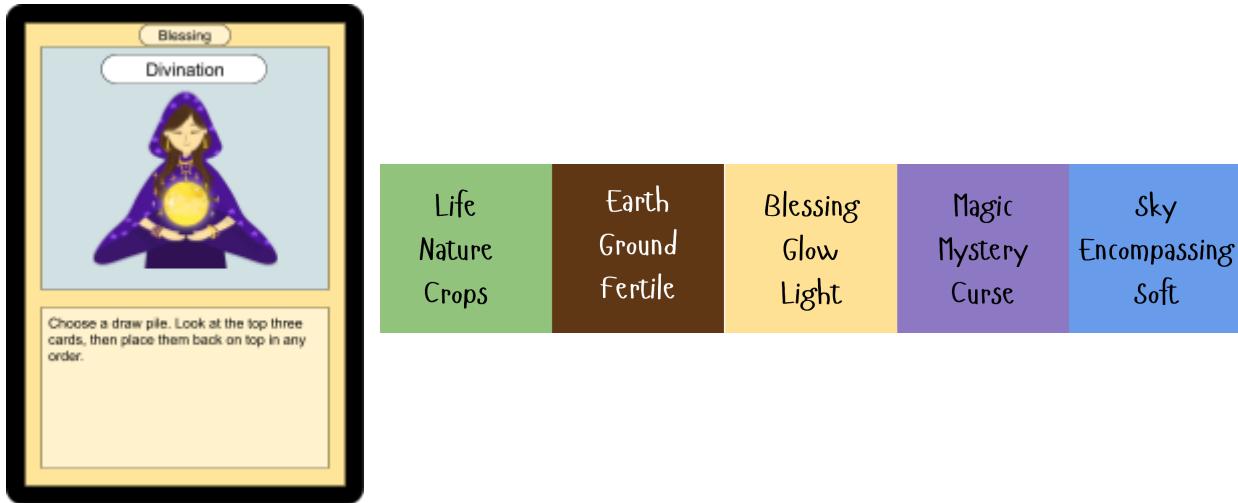
- Change the rules so players start with more cards.
- Create more cards that let players draw cards.
- Condense the rules where possible.
- Add a rules section to define what a target is.

Look & Feel

Colors

The curse and blessing cards represent the general perception of heaven being light and golden while evil wizardry is dimmer and purple. We used a similar idea in the crop cards being green to align with fertile lands and grass, while weather cards are blue to fit

the sky reaching over all players. Combining these concepts with our lighthearted designs led us to the current structure of our cards.



Our game's layout (see Prep) allows the players to have their crops laid out in a simple and easy to understand row, which makes it clear to the players what crops they have in play and what other players have in play. The various colors make the difference in card types clear as well, with the type also at the top of every card.

Each color in our cards corresponds to a certain emotion that we wanted to bring out in the players. As we only have one visual element in our game we wanted the cards to have a certain feel to them. This would make our game feel a certain way when someone plays it. Each color plays a role in providing this emotion. As shown in the diagram above we picked each color with a goal of invoking that emotion when people look at the cards. For example the light green was picked to represent nature which brings out a feeling of spring and adventure. This feeling will hopefully make the players more involved in our game and make it seem like they are actually there.

Fonts

Caveat semi-bold is the font we chose to use throughout our documents for headers and inspiration images, like our mood board. This font was chosen due to its playful cartoonish look since we want our product to appeal to all ages, appearing lighthearted

and fun. Since this is a naturally small font, we made the decision to increase the size and the boldness to improve readability.

Noto Serif was chosen for the main content for the rest of the game. This font is a serif, which helps to improve the readability of the smaller text on the cards. It also holds an inviting, yet still official tone, which helps the game and documentation to feel more professional.

Look and feel in Rulebook

These color and font considerations were also used in our rulebook. Springtime colors including different shades of pastel green and blue were used as the background to signify the prosperity of spring while not being too bright to distract the reader from the main content that is the rules. On each page there are also some clip art of crops that are featured in the game. These are brighter as they are out of the way from the main content and are used to brighten up the page with their vibrant cartoony style.

Future Work

In order to fully develop our game and make it into the final playable version we need to print the cards in color and print using a high quality paper. Another thing is to add a back to the cards so that they are not just white. This would also prevent the cards from being seen through, which would improve the game and prevent cheating. One solution to both of these issues is finding a thicker material to print on to give the cards a better feel and to prevent seeing through the cards.

Complete Package

In order to ship our game we would need a couple of things. First we would need a playmat with designated spots to put the cards and also art on the playmat so it is nice to look at. After that we would need to make a box and have art for that. Mostly the things we need to make in order to ship the game are quality changes and formatting the game

to fit inside of a cardboard box. We would also need a large variety of the game's different card types. Lastly, we just need the bag of dice and the rules/instructions sheet.

Minimum Viable Product

Our MVP would consist of 5 crop cards: Wheat, Corn, Blueberries, Potatoes, and Dragon Fruit, 4 Weather cards: Rain, Drought, Sunny Day, and Locust Swarms, 3 Blessing cards: Fertilizer, Double Draw, and Shield, and 3 Curse cards: Withering Touch, Reap, and The Famine. Our game would also need 12 dice to help players keep track of their crop cycles and their scores. We would also need the instructions/rules sheet so the players know how to play the game. If we ran out of time and couldn't complete everything, we would mainly just need the crop cards and if we had time teh weather cards.

Director's Cut

If we finished production and had an extra month, we'd work on adding and designing new cards to add more strategy to the game. We could also work more on the art of the cards to give it a more fun feel and theme. This would give the art, and game as a whole, a stronger sense of unity. Art could also be created for the rules sheet to theme it closer to the rest of the game, possibly by making the rules sheet look like seed packets.

There are currently enough cards in the game to make the experience enjoyable and fun, but more cards would add more variety and make the game more interesting. With more cards, we can even add new mechanics and work more on the design side of our game. A potential idea was to introduce aura blessing and curses, which would persist on their target until removed. This would have added more complexity to the rules and card creation, but with another month they could have easily been added.

After Publish

If the game was a success and we wanted to expand upon it, the first step would be to make more cards for the base game. This would likely include new cards, such as aura cards, and modifications to existing cards, such as giving crops subtypes, like tree or root

plant. This modified game would be re-released as a remastered version of the base game.

To continue to expand, card expansion packs could be released. These cards could simply just add more content in the style of the base game, or could be uniquely themed, such as space or high-fantasy cards. The art style could also change drastically between expansion packs to provide contrast to the base game cards. More advanced expansions could also be created that add entirely new mechanics to the game, such as farm building cards.

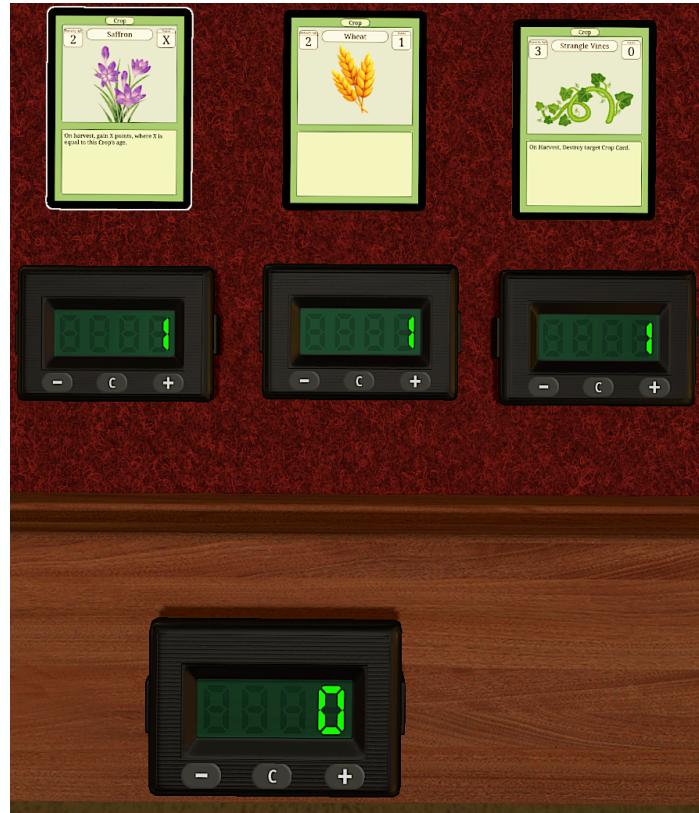
Development in Tabletop Simulator

Cards

The cards component of the game is kept consistent through both the physical and Tabletop Sim version.

Dice

The dice from the physical game have been switched out for digital counters in the Tabletop sim version. This decision was made to afford the user some convenience of having a larger and more self explanatory interface to interact with. In Tabletop Sim, these counters are able to serve the same purpose as the dice in the physical version with the added bonus of not having to flip through the different sides of the dice. This is especially helpful for players who do not use dice much, as they will only have to press a plus or minus to add or deduct points.

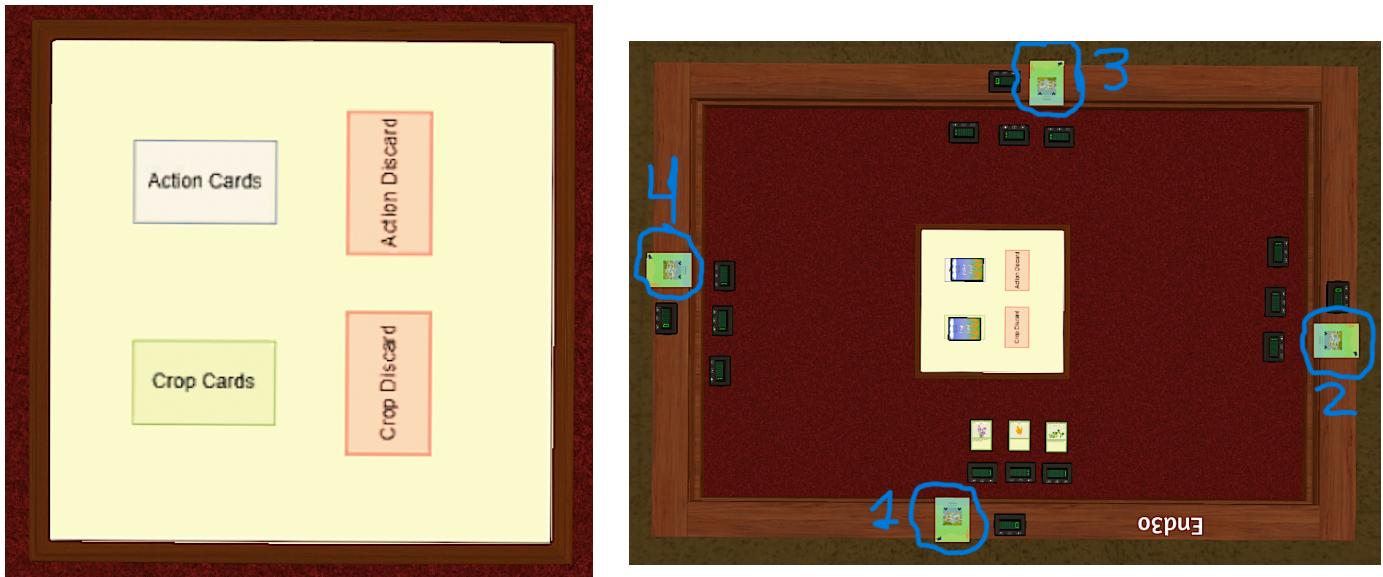


<~ Crop growth counters

<~ Total Score tracker

Other additions

In the tabletop version of the game we are able to have a simple board in the center of the table that signifies where the action and crop cards piles should be placed as well as their discard piles. This was included to help players keep the playing field organized at no additional development cost. There are also multiple copies of the rulebook, one for each player. This affords the player the convenience of not having to share the same booklet.



Appendix A: Brainstorming

At the start of the game, players can draw **one** action and **one** crop card. At the beginning of the player's turn, they can draw **one** card, either an action or a crop. During their turn, they can place **one** crop card and **unlimited** action cards.

Aura/lingering cards - blessings and curses that remain until removed?

Weeds - Curse - Curse that blocks a crop slot?

Umbrella - Blessing - a blessing that makes you unaffected by a weather card

Redirect - Curse - change the target of the current blessing or curse

Crows - Curse - destroy all age 1 crops

Quick Cast - Blessing - play alongside a blessing or curse to make it reactive

Weevils - Curse - destroy target, Mature crop

??? - Crop - Age required 2, can be harvested for points equal to age value

How many cards should be printed out/ put in Tabletop Simulator for the playtest?

- We decided to reevaluate all of our cards to determine how many of each card need to be printed.

How should we balance the ratio of common, rare, and exotic cards?

- 5 commons, 3 rares, and 2 exotics.

More card ideas:

Card idea - target player can't harvest on their next turn

Card idea - target player can't plant on their next turn

Card idea - Protection - become immune to the effects of all curse cards until the start of your next turn

Card idea - Counterspell? - Target blessing or curse has no effect on anything

Card idea - ??? - Regrow a crop that gives no points, but instead an extra card on harvest

Card idea - Apples - regrow crop needs age 6, resets to 5, gives 3 points

Card idea - Oranges - regrow crop that needs age 4, resets to 3, gives 2 points

Card idea - germinate - age 1 crops all increase by 2

Card idea - ??? - Destroy all regrow crops

Card idea - spell cycling - take a non-weather card from discard

Card idea - ??? - Take the plant card from the discard

Card idea - Frost - destroy all age <3 crops

Card idea - Slash and Burn - Destroy target Crop Card. Increase target age by 1.

Theme rules like the back of a seed packet?

Should the points go to 20 so they can be synced with the 20-sided dice?

We also want the game to be somewhat short to keep players engaged.

Appendix B: Lenses

Lens 1: Lens of Flow (#21)

Questions:

- Does my game have clear goals? If not, how can I fix that?
- Are the goals of the player the same goals I intended?
- Are there parts of the game that distract players to the point that they forget their goal? If so, can these distractions be reduced or tied into the game goals?
- Does my game provide a steady stream of not-too-easy, not-too-hard challenges, taking into account the fact that the player's skills may be gradually improving?
- Are the player's skills improving at the rate I had hoped? If not, how can I change that?

Our game has a lot of flow to it and is based on that concept. With the cards being simple and easy to understand, the players don't have to spend a lot of time understanding what they want to do. The game has a consistent pace and a clear goal to reach, making it flow very well.

Lens 2: Lens of Fairness (#37)

Questions:

- Should my game be symmetrical? Why?
- Should my game be asymmetrical? Why?

- Which is more important: that my game is a reliable measure of who has the most skill or that it provides an interesting challenge to all players?
- If I want players of different skill levels to play together, what means will I use to make the game interesting and challenging for everyone?

Players of different skill levels have a chance to win without eliminating challenges. They'll need to strategically know when to use their cards, but starting on the same playing field with the same goal, as well as weather cards, balance out the game to allow all levels of players to enjoy the game.

Lens 3 Lens of Problem Solving (#8)

Questions:

- What problems does my game ask the player to solve?
- Are there hidden problems to solve that arise as part of gameplay?
- How can my game generate new problems so that players keep coming back?

With the large variety of cards at the players' disposal and their ability to play the cards of their choice, the game presents a high level of strategy. Some of the cards are destructive to players, so players must figure out ways to avoid suffering the consequences or deal with them as they inevitably come.

Lens 4: Lens of Chance (#36)

Questions:

- What in my game is truly random? What parts just feel random?

- Does the randomness give the players positive feelings of excitement and challenge, or does it give them negative feelings of hopelessness and lack of control?
- Would changing my probability distribution curves improve my game?
- Do players have the opportunity to take interesting risks in the game?
- What is the relationship between chance and skill in my game? Are there ways I can make random elements feel more like the exercise of a skill? Are there ways I can make exercising skills feel more like risk-taking?

Being a card game, the order that the cards are drawn are truly random. This leads to each game being a unique experience that may require different strategies to do well in. This gives excitement to the game, as not knowing what cards each player has adds uncertainty and investment in the outcome. The players take risks often, such as by hoping to draw a certain card or by assuming that their opponents can't or won't take actions against them. This game has a good distribution of chance and skill, as you must work with the cards you get to win while stopping other players, which may even result in forming alliances or trusting other players.

Lens 5: Lens of Fun (#5)

Questions:

- What parts of my game are fun? Why?
- What parts need to be more fun?

Our game has a wide range of variability, which makes the game very fun. For each type of card(Crop, Blessed, Curse, Weather), there are multiple different types of cards,

allowing players to create unpredictable combinations, fostering a unique and competitive game experience every time the game is played.

Lens 6: Lens of Essential Experience (#2)

Questions:

- What experience do I want the player to have?
- What is essential to that experience?
- How can my game capture that essence?

Overall, we strive to make our game a fast-paced, fun experience for all ages. Our game relies on the players taking quick turns to make the game feel fast-paced. Not only does this reward a feeling of excitement, but the core mechanic of our game, the crops cards, will resultantly go through their growth cycles faster, allowing the player to do more with them.

Lens 7: Lens of Triangularity (#40)

Questions:

- Do I have triangularity now? If not, how can I get it?
- Is my attempt at triangularity balanced? That is, are the rewards commensurate with the risks?

Crazy Crops provides the player the options to gain points with lower risk by having faster but lower point cards, which are usually less likely to be slowed down by curses or weather cards given the shorter time to grow. On the other hand, players can take more

of a risk with more valuable cards, where they'll get more points once the crop grows, but there's more time where other players can stall or stop the growth of those crops.

Lens 8: Lens of Reward (#46)

Questions:

- What rewards is my game giving out now? Can it give out others as well?
- Are players excited when they get rewards in my game, or are they bored by them? Why?
- Getting a reward you don't understand is like getting no reward at all. Do my players understand the rewards they are getting?
- Are the rewards my game gives out too regular? Can they be given out in a more variable way?
- How are my rewards related to one another? Is there a way that they could be better connected?
- How are my rewards building? Too fast, too slow, or just right?

The rewards given out through the game are the points that the player needs to win. Points are given out at a fair rate, as the common crops give fewer points but can be gained more often, while more rare crops take longer to grow, but the reward is larger once they're harvested. Another example that could be a reward is crops themselves if a player uses an action card to harvest someone else's crop.

Lens 9: Lens of Visible Progress (#55)

Questions:

- What does it mean to make progress in my game or puzzle?
- Is there enough progress in my game? Is there a way I can add more interim steps of progressive success?
- What progress is visible, and what progress is hidden? Can I find a way to reveal what is hidden?

Making progress in Crazy Crops is gaining points from harvesting crops. Currently, this is visible through the player tracking their score on a D20. Progress is also made at each turn as the crops mature, which is tracked on 6-sided dice. Other players can assess and stall or advance progress through curse cards and weather cards, which provides a good amount of progress within our game.

Lens 10: Lens of Secrets (#29)

Questions:

- What is known by the game only?
- What is known by all players?
- What is known by some or only one player?
- Would changing who knows what information improve my game in some way?

Crazy Crops makes use of secrets to add more to the strategy elements of the game. All players can see each other's fields, crop ages, and current point values. However, each

player keeps their hand secret from the other players. This creates a system where players who are doing well or may be doing well soon are clearly known as threats. This allows players to decide whom they want to play cards against and who is safe to ignore. However, due to hidden hands, players who appear weaker can suddenly jump in power by playing a powerful combination of cards.

Lens 11: Lens of The Player (#19)

Questions:

- In general, what do they like?
- What don't they like? Why?
- What do they expect to see in a game?
- If I were in their place, what would I want to see in a game?
- What would they like/dislike about this game in particular?

In a card game like Crazy Crops, players would like the ability to make clear actions to get closer to victory or deter their opponents, which is provided heavily through curse and blessing cards. Players wouldn't like a lack of ability to come back from behind in a match, as it'd make the game feel as if it ends earlier than it actually does. The abilities within Action Cards help prevent this with ways to slow down someone who may be leading by a significant amount of points. Players would expect a balance between luck and strategy, which further ties into the players' desire to be able to rally from behind in a game. Players may dislike that they could be targeted in a game with different action cards from other players but there are defensive mechanics within the game that can make such a situation less overwhelming.

Lens 12: Lens of Cheatability (#95½)

Questions:

- Can players cheat at my game? How?
- If players can cheat, will anyone notice?
- Do players trust my game?

Players would be able to cheat through changing the dice of their crop's maturity or their points, but other players would be able to see and notice to keep them accountable. Being that our game is turn-based, the focus would be more shifted to the player whose turn it is, which can draw attention to any possible cheating that may have occurred throughout the round. I believe players would trust the game's integrity with how blatant it would be for a player to cheat, as all the core elements of the game are shown on a table in the ideal setup.

Lens 13: Lens of Goals (#32)

Questions:

- What is the ultimate goal of my game?
- Is that goal clear to players?
- If there is a series of goals, do players understand that?
- Are the different goals related to each other in a meaningful way?
- Are my goals concrete, achievable and rewarding?
- Do I have a good balance of short- and long term goals?
- Do players have a chance to decide their own goals?

The ultimate goal in Crazy Crops is to reach 15 points through harvesting crop cards, which is clearly shown in the rules. This ultimate goal can be achieved through a series of smaller goals of harvesting crops to get points or other crop cards. For example, a player's goal can be to harvest their Seed Pods card, which will get them more crop cards. Harvesting one of the drawn crop cards can get them more points, adding to the

ultimate goal and victory. This structure provides smaller goals to reward the player and let them decide how they'll approach gaining points to reach the 15 point goal.

Lens 14: Lens of Accessibility (#54)

Questions

- How will players know how to begin solving my puzzle or playing my game? Do I need to explain it, or is it self-evident?
- Does my puzzle or game act like something they have seen before? If it does, how can I draw attention to that similarity? If it does not, how can I make them understand how it does behave?
- Does my puzzle or game draw people in and make them want to touch it and manipulate it? If not, how can I change it so that it does?

Our game is a card game, so most players will naturally want to draw cards from the stacks to have a beginning hand. The specific amount of cards is in the rulebook but the concept of drawing cards is inherently expected from a stack of cards. Most players would also want to initially hold the dice, whether it be to change their top value or to roll them.

Lens 15: Lens of the State Machine (#28)

Questions:

- What are the objects in my game?
- What are the attributes of the objects?

- What are the possible states for each attribute?
- What triggers the state changes for each attribute?

In Crazy Crops, the objects are the cards, dice that track the crop's maturity and dice that track a player's point total. Crop Cards have the attribute of maturity, which changes states increasing each round. The Crop Cards have numbered states of maturity until they're maxed out and able to be harvested, with the dice's number changing to match the maturity. The point dice change states as crop cards are harvested giving the harvesting player the specified # of points on the card.

Appendix C: Change Log

5/4/2025

Added link to card making website in Development costs section

4/27/2025

Made general revisions of the document

4/25/2025

Added section on Tabletop Simulator development

4/22/2025

Added link to the full card document

Added turns and the updated rulebook in Tabletop

Worked on upscaling cards for tabletop

4/20/2025

Updated logo on the first page of the document

Added next steps to the playtest section

Did research on and added the expected Development Costs section
Added pictures of the dice to the rules book so that new players know what the dice look like.
Group met at the designated meeting time to finish final changes on the design doc part 3 and discuss options for card printing.

4/19/2025

Added to Future Work, Complete package, and MVP

Added Lenses 11-15 to Appendix B

Group met to conduct a playtest and also take pictures to depict game flow.

4/18/25

Researched similar games to obtain knowledge to write the competitive analysis section
Constructed the competitive analysis section

4/17/2025

Move the picture of the playtest to the Example of Play section

Added more content to the Future Work sections

Added appendix E content assets

4/15/2025

Added images for the progression of card art

Chose, used, and wrote about font choices

Added images and theme to the rulebook

Added more content to the Look and Feel section

4/14/2025

Added data from playtests 2-4.

Added more visual support for interface design, including card outline and flow diagram.

Added more design decision information to the character section.

Added “Look & Feel” section.

Expanded on the Theme.

Made rule clarifications and added images to the rules sheet.

Created a reminder card for the turn order.

Added how the game caters to players.

Added more inspirations to the history section.

4/10/2025

Changed images to current versions.

Reformatted playtest section.

3/30/2025

Edited Prep and added information on weather card situations.

Added pictures to give an idea of the look/feel of our game.

Filed out roles and profile information.

Expanded on the game's characters.

Added/solidified the game's mechanics.

Added questions for Appendix B.

Expanded on the target audience.

Added playtesting data.

3/27/2025

Added card layout info to the interface section.

Added lens numbers.

3/23/2025

Fill out the information for the second deliverable.

3/20/2025

Notes from the first playtest.

Added ideas to Appendix A.

2/27/25

The team worked on the design doc and discussed the analytics of gameplay.

2/25/25

Document created.

Fill out some personal information in the team members section.

Appendix D: Playtesting Forms

Playtesting Form 1:

https://docs.google.com/forms/d/e/1FAIpQLSc8dvGWxh684_GZTzkWGkmQeN-l7BkUpR9tz-TiYo8tnQUzbg/viewform?usp=sharing

- Used from 3/20 to 4/5

Playtesting Form 2:

<https://forms.gle/NHSRXSFKsUy2zjUr8>

- Used from 4/6 to present

Appendix E: Content Assets

Current Assets

Current assets that are included in the box:

(Numbers on the picture correspond to numbers next to the items below)

(see picture below)

1. The Dice
 - a. The top group are standard 6 sided dice that the players use to keep track of the maturity age of their crops that are currently planted
 - b. The bottom group are 20 sided dice that each players use to keep track of their points throughout the game
2. Crop card pile
 - a. These are all of the crop cards. They come in their separate pile so that the players do not have to sort the cards when they get the game.

b. Crop card example in color



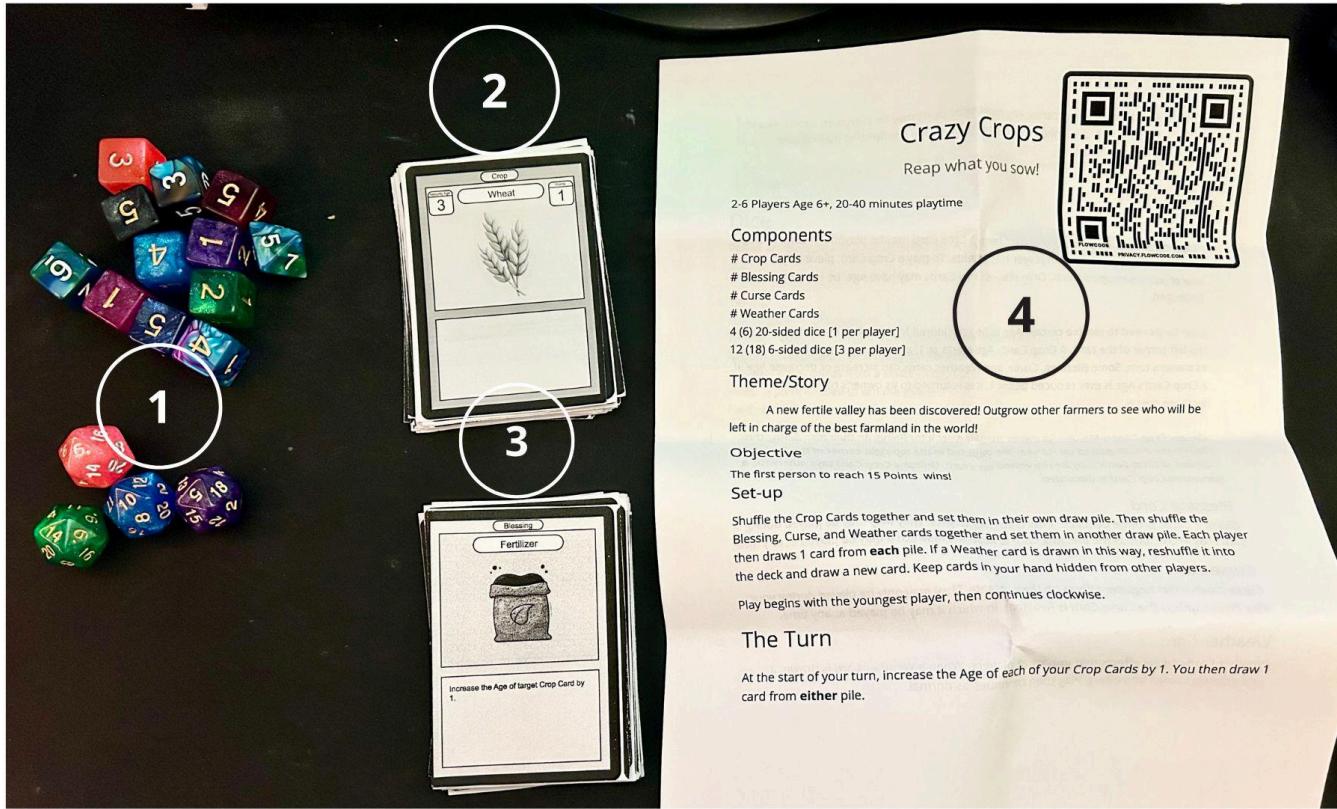
3. Action card pile

- These are all of the action cards that are included in the game. They include blessings, curses, and weather cards.
- Action card example in color



4. Rule book  Crazy Crops Rulebook

- This is the rule book that is included in the game. It has all the information that the player needs to play our game. The box has two copies of the rule book so that more than one player can be reading the rules at one time. This makes the experience more enjoyable and produces good first impressions on our players.



Full card sheet:

Link to the full card sheet that contains all cards and how many there are: [Cards](#)

Printable card sheet:

Link to the printable card sheet with correct numbers of each card and aligned backs: [Printable Cards](#)

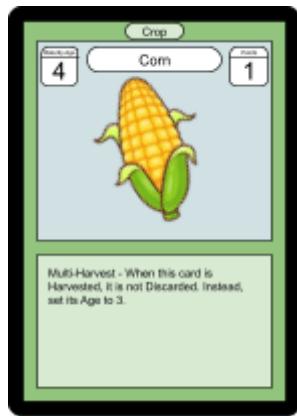
Future Assets

Final assets that are going to be in the box:

1. The dice
 - a. These are going to stay the same because they work and look professional.
There is no need to change something that has been working and looks like a final product
2. Crop card pile
 - a. These are going to change a lot. Right now they work very well but still have a few issues with them. First off, they are not in color so our next

order of business is to print all of the cards in color. This is to make them look professional and high quality.

- b. Next, they need to have a back to them. As they are now, the back is just plain white. This is an issue because not only do they look bad, the players are able to see through the back of the card and know what is next in the draw pile. We will make a back for the cards and then glue it together with the front so that the cards are twice as thick. This makes them more high quality and fixes the transparency issue.
- c. Final crop card example



3. Action card pile

- a. The action cards will get the exact same revamp as the crop cards. They will be printed in color and have a back added to them. This is important so that all the cards have the same theme and look like they belong together.
- b. Final action card example



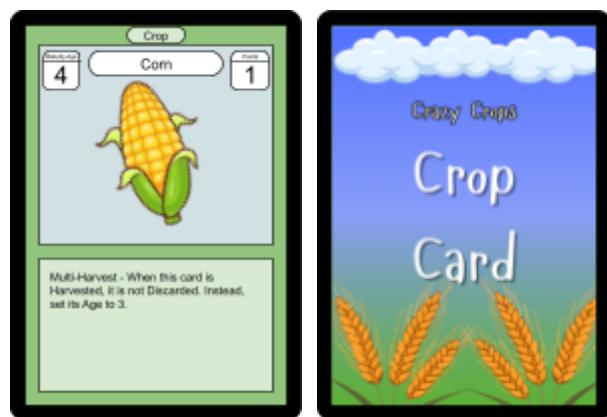
4. Rule book Crazy Crops Rulebook

- a. This rule book will need some changes as well. Firstly the QR code that links to the feedback survey will need a label, and be moved to the end of the rules. This is because the players will need to know what the QR code links to so they know what they are scanning, and it will be moved so that it is not distracting from the main page of the rules. The players do not need to even care about the feedback form until they are done playing the game so having it at the end of the rules keeps it out of the way but also in a spot that the players will find.
- b. Next we will add a section that explains how to deal with unique situations, like when chains of reaction cards are played.
- c. Finally we will make the rules more concise to cut down on read time. This is because from our playtests we found that players thought the rules were too long and didn't want to read them.

Final Design Choices:

Final card designs:

Final Crop Cards:



Final Action Cards:

