**Introduce your team and their roles.**

**Art Lead:** Jackie

**Design Lead:** Lauren

**Mechanic Lead:** Ben

**Gameplay Lead:** Josh

**QA Lead:** Steven

We really worked as a team overall, all taking part in everything. These roles had more to do with the design doc than anything else.

**Brief description of your game: Title, Genre, Core mechanics.**

FML - workday stress game

FML is a game about the struggles of daily white collar office life. The players have to survive the work day without burning out from stress. The gameplay is a mix of competitive and cooperative as players must team up as “employees” to take down the “boss”, who is also a player. Players roll die to move across a board (the board is separated into spaces based on the hours of the day) and draw cards to determine if their stress levels are raised or lowered. There are three types of cards: “Day” which is drawn between 9:00AM and 5:00PM on the board and usually raises stress, “Night” which is drawn between 5:00PM and 9:00AM and usually reduces stress, and “Item” which can be played anytime the player chooses (as long as it’s their turn) and are usually beneficial. Players play until their stress reaches 100 and they are forced to “retire”. The employees must try and outlast the boss who must try to outlast all of the employees. When one team drops out, the other team wins.

**Summarize the process of game creation. How was it effective? Where there were weaknesses. What would you do differently?**

-Figure out the genres and themes, setting

-Goals of the game, why would you play it?

-Come up with different players (Boss, HR, etc.)

We kept changing our minds on if there should be actual “jobs” or if there should just be a boss and employees. We decided to make “jobs” that give the players certain abilities.

-Make board layout and pieces, cards, mechanics

-Spent a lot of time on cards

-Figure out gameplay, how does a turn work?

-Playtest

-Fix the problems (Not balanced, lose too fast, day takes too long)

-More cards

It was effective because we went step by step on the different aspects of the game and didn’t move on until we finished a certain part. We didn’t try to do everything at the same time. We addressed the problems from the playtest as soon as possible

We didn’t make enough cards the first time and the board had too many spaces. The playtesters said they were re-using cards before they even finished the first day.

If we could do it over, we would playtest sooner and more often to work out more of the kinks faster.

**Summation of game strengths and weaknesses.**

Strengths:

* Theme
* One vs. Many format
* Clear Instructions
* Variety of Cards and Events
* Humor
* Group worked well together

Weaknesses:

* Balance
* Player Roles
* Higher value for luck than skill

**Lessons learned.**

* Playtesting is valuable in getting feedback. For example, when we playtested with just our group, we did not find any of the issues the other playtesting groups found, such as the huge balancing issues and overpowered cards.
* Reviews are mostly helpful, but sometimes people do not give any good feedback. We got a few analysis back that were basically just hate-mail. They did not provide any constructive feedback at all. From this, we learned just how important it is to give feedback to people who are trying to make a game or project better.
* Balancing is very important and something we did not do too well with. We thought it was fine before, but playtesting proved just how wrong we were. Some cards caused stress to go up way too fast, and players were losing the game very quickly. Other cards were overpowered and made some players have an unfair advantage that broke the balance of the game even more.
* Our instructions were very good. We did a great job of explaining how to play the game and set it up. One of our playtesters even said they were some of the best they’d seen during playtesting. I feel like they were a success because we made everything easy to understand and we carefully broke down each step. We also did not assume that the player would know anything about our game, so we made sure to explain everything.
* Team dynamic. Our team worked very well together. Everyone contributed a lot to the project, and we all did the same amount of work. This allowed us to get things done quickly and without any fuss from unruly group members. We all listened to each other's ideas and strived to make the game as best as it could be. Obviously we were lucky, since future team projects may not go quite as smoothly.