Submission Worksheet

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IT265-002-S2024 - [IT265] Game Design Document

Submissions:

Submission Selection

1 Submission [active] 4/25/2024 12:38:13 PM ▼

Instructions

^ COLLAPSE ^

Update or make a copy of your Treatment Document and consolidate your changes and mechanics along with any historical info.

Branch name: GDD-Reflection

Tasks: 7 Points: 10.00

● **Document** (2 pts.)
^COLLAPSE^

● **Task #1 - Points: 1**

Text: Include link to latest document

^COLLAPSE^

#	Points	Details
Checklist		*The checkboxes are for your own tracking
☐ #1	1	Ideally, it should be updated since the treatment assignment and have more conceptual details and mechanics documented
☐ #2	1	Ensure link is accessible

URL #1

https://docs.google.com/document/d/1Oj6GA2-MzZgOsZEHIRXeQ0mMgV_eiL__pPVfgWlR0B0/edit?usp=sharing

● **Reflection** (8 pts.)

Task #1 - Points: 1

Text: Note Changes

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Summarize what changed since the treatment (doesn't need to be specific value changes, just high-level info)
☐ #2	1	Why did or why didn't things change since the last document (what went into the choice to change/keep things)
☐ #3	1	Mention anything else noteworthy

Response:

The biggest changes that have been made were more mechanical balancing between avatar effects and reaction effects. Due to the nature of my game, these things will always have to be changed because of the constant stream of new perspectives that have differing opinions on how the game is balanced and trying to find a good middle ground for as many people as possible.

Task #2 - Points: 1

Text: Playtest observations

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Summarize observations from playtesting
☐ #2	1	Note which affected changes in the project vs comments/approvals of existing features
☐ #3	1	Approximately how long did the average session take?
☐ #4	1	How many players participated?
☐ #5	1	How many players would your project support? (what range i.e., 2-4)

Response:

The biggest observations from playtesting were opinions on effect balancing whether it was avatars or reaction cards. Some people felt like the color they played was too weak while others felt like those same colors were fine after they played it. Reaction cards have gotten generally good reception with effects being changed from my observations rather than player feedback to tidy up certain effects and make them easier to understand and execute. Approximately, games lasted close to 25 minutes when both players went down to the wire. Some games have been as quick as less than 10 minutes but the longest recorded game I've tested was 34 minutes. The game hosts a maximum of 2 players and I was able to find groups of two people consistently if I wanted to run tests on my own I'd ask my parents to help me out by playing with me.

Task #3 - Points: 1

Text: Physical Prototype

Checklist

#	Points	Details
☐ #1	1	What role did the physical prototype play for you?
☐ #2	1	Do you feel it helped or hindered your vision, why?

Response:

The physical prototype allowed me to actualize my vision and the fact that it supported the image in my head near flawlessly pushed me to continue with working on the idea I already had.

Task #4 - Points: 1

Text: Presentation

Checklist

#	Points	Details
☐ #1	1	How do you feel about your project post-presentation?
☐ #2	1	Did anything come to mind that you felt you needed to change or things you felt really fit? Briefly list and describe.

Response:

After my presentation, I felt a lot more confident in my idea because after everyone else had presented I figured out that I am the only one to have presented a game with this type of concept of a 1v1 trading card game. Verbalizing my ideas in front of a large group of people with different ideas and design philosophies made me feel a lot more confident in my own ideas and hearing people's questions and comments allowed my change ideas to come a lot faster and have a clearer idea of what needs to be looked at.

Task #5 - Points: 1

Text: Physical vs Digital

Checklist

#	Points	Details
☐ #1	1	Do you feel like your project would be better as a physical game, or digital game, or doesn't matter? Why?
☐ #2	1	Summarize any challenges you faced or anticipate facing during the digital prototype

Response:

I think that my game would work just as well regardless of if it is physical or digital. The general gameplay loop is

simple enough to understand in person and implement digitally. I have the means to constantly update effects and rules both in person from my "rulebook" and online through updates when my physical rulebook is updated. The problem that I faced when trying to digitize my game was trying to scale down my vision to fit a minimum-size version of the game. Having an abundance of options to translate the game to Unity was not as bad as I thought but I had to make sacrifices on what to cut for the sake of compactness.

Task #6 - Points: 1

Text: Post-Course

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Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Do you feel like you'd carry forward with the project beyond the conclusion of the course?
☐ #2	1	If so, as a physical or digital medium and why? If not, what turns you away from potentially pursuing it further?

Response:

I will carry on developing this game after the conclusion of this course. I will carry it on as a digital medium after the groundwork is laid down digitally.

End of Assignment