

Sushi Rat Revolution

Debrief

By: Team 4/Sushi

Aedan Ramos

Sarah Wang

Joy Pan

Kaylee Morales



About our game...

Sushi Rat Revolution is a **2-4** player game.

Players compete to gather supplies for **creating sushi**, all while trying to **avoid the rat** **stealing** their materials.



Our experience goal

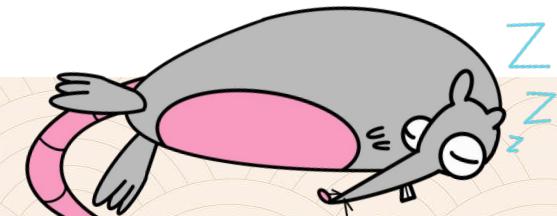
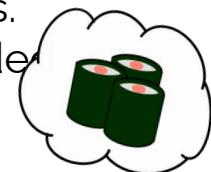
- Make the players feel 'fear', but also 'joy'.
- Slowly changed to 'joy' and 'competitiveness'.





How we modded Up The River

- tile system required too much overhead.
- Thus, we made the board circular, and had the 'waterfall' chase players around.
- Round board removes emphasis on movement-based gameplay, allowing more options for wilder core loops.
- Round board motion reminds us of revolving sushi



How we tried to meet our experience goal?



Rat Problems...



The Rat

In order to create a sense of **foreboding terror**, we added **The Rat** that steals player ingredients when he lands on them



Kitchen

Initially, in order to collect ingredients players entered 'The Kitchen,' keeping them safe from the rat. This **slowed gameplay** immensely.

...Require Rat Solutions



steam roll

To make sure that the players were wary of the Rat, we made the Rat '**steam roll everyone**'; meaning the Rat **took everything from them**.



d4

In order for players to actually **complete their orders**, we decided to let the Rat use a **d4**, and the players use **2 d4**.

Ratstination

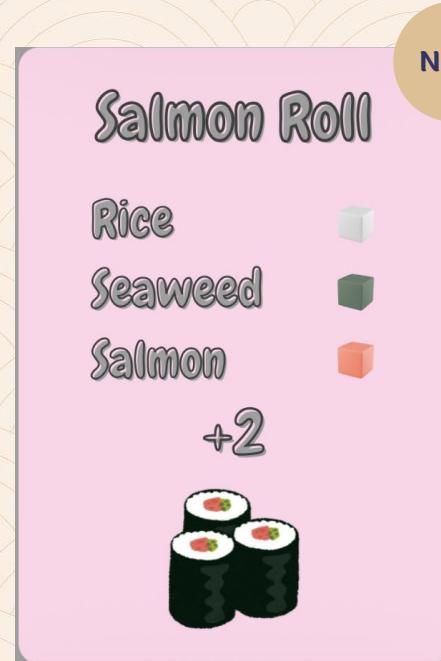
NEW



Lazy Susan

We found the rat movement by the token is hard to operate, so we put the rat on the lazy susan to **rotate**

NEW



"Order Up"

Encourage players to be alert even when it isn't their turn, we incorporated, an "uno" like mechanic that simulates a restaurant.

Opposing players can **steal ingredients** if the player hasn't announced their order.

Episode 3: Revenge of the Rats



Cards

This system makes the rat's movement and player interactions **feel more dynamic** and less predictable.



Action Spaces

The addition of action spaces on the conveyor **ensures more strategic decision-making** for players.

How did our Playtests go?



Our playtest feedback!

Timestamp	FULL Name	DiscordHandle	Was this your first time? Was the game new? Why was setting up messy, neutral, or hard?	Were the rules clear?	First thoughts about theme, ed., or components?	Was there anything you found confusing? (rules, art, etc.) Were there moments of fun?	Was it fair?	Any other comments/feedback?	Did you feel lost?	Did you feel joyful?	
9/18/2023 20:33:01	Jesse Jacobson-Moroney	stakeC19	Yes	3. Stocking values were confusing but there aren't a ton. Components changed rules.	Very fair	No	Yes		Yes		
9/18/2023 20:38:05	Sarah Wang	sarahsarah	No	2. The ingredients were a bit hard to set up, but not the rules.	Not-relevant fd. Except for the salt, no reason.	The rules were always changing (salt), but the values - Yes	Yes		Yes		
9/18/2023 21:17:03	Jay Pen	jayspen	No	2. Neutral	No	Quite interesting but it would be more fair if we eat. Rules are nutritious enough, need a handfull or over Yes	Yes		Yes		
9/21/2023 16:07:04	Alex Choy	alex_choy	Yes	3. The setup was a big headache of the setup rules. Yes	I enjoyed the theme, this was a prototype so the art is "starched".	The ingredients being represented by pieces. I liked Yes	Yes		Yes		
9/21/2023 16:22:03	Jesse Jacobson-Moroney	stakeC19	No	3. It wasn't needed great in the rulebook	None	No	Yes		Yes		
9/21/2023 16:27:06	Jesse Jacobson-Moroney	stakeC19	No	3. same reason	Good	No	Yes		Yes		
9/21/2023 16:13:24	Rishabh Wang	wangris	Yes	4. Some pretty simple multi-stratifying the cards	Good/Harmo	The player neutral pieces get mixed up. N/A	No		No	Not really. The salt was in. For sure. Complicating art	
9/21/2023 16:18:06	Ashley Singh	ashlynsingh	Yes	5. Simple components, easy to place	Yes	I thought it was nice, interesting and fair!	No		Yes	Same!	
9/21/2023 16:18:06	Prachi Pansare	prachi.pansare	Yes	6. The game is clearly made and the pieces are.	Yes	I love the theme! I would want more tangible pieces. I was confused if the ingredients are one-time use. I also	Yes	Very fun-game!! I would definitely play	Yes	I felt anxious when the art. I was pretty happy to end	
9/21/2023 16:20:06	Alexander adakut	adakut	Yes	7. easy	Yes	I like the blocks of multi-ingredients and how they're built (the figures and the pieces could be a little) I also	Yes	Yes of the salt	Yes	including/satisfying!	
9/24/2023 10:07:01	Rosalyn Jimenez	strikedollie	Yes	8. pretty confusing at first but the photo helped a lot, yes but it took me a second	I love that the little squares are sand-like colors!	I also I think the salty making and where you could collect Yes	Yes	I think the little characters in the boards, not too much	yes		
9/26/2023 09:08:14	Thomas Head	tome2020	Yes	9. The rules explained the setup through the art very well	I think the elements combined together are really gr.	I think the board is definitely less overall than this is all Yes	Yes	As usual the salt area is fine. Yeah! I liked making the R			
9/26/2023 11:02:03	Haley	stale	Yes	10. Easy	Mostly Clean. I got the goal!	I think the salt cut theme is really cool and fits	Mostly a lot confused around the specifics of the art. As	Yes	I didn't feel like it fits. Yeah! In the moments art		
9/26/2023 11:02:03	Prahak James Jaiswaria	Spicy_J (jaiswaria)	Yes	11. I think at the beginning, it was a little hard but the	Mostly, the picture not signs	I really liked the theme and creativity!	I found the rules at first a bit confusing as I didn't really understand the mechanics of the players. Nonetheless	Close to make my final pick			
9/29/2023 23:02:20	Frost (like the core values)	frost4444	Yes	12. The power colors made sense the color-themed. No	All great, love the theme.	How many pieces of frost I was supposed to take no. No	Yes	Yes, Not necessary	Some		
9/30/2023 21:21:03	Malinelle Zhou	mijou	Yes	13. Frost is a little hard to count since there are two. Yes	Very nice, I like the aesthetic :)	The main thing was recommended, some right-side aspects Yes	Yes	Not how you see but I did. Yes. The art though very			
9/30/2023 21:21:07	KCT LaPorte	Lan_in_her_c_gamer	Yes	14. Neutral/ hard the rules made it hard to differentiate. Yes	Very nice, the different ones very interesting	Whether the set used from you if as a player no. No	Yes	I thought the gameplay was pretty nice. Not really	Yeah! I like sand art ate		
10/1/2023 11:20:16	KCT LaPorte	Lan_in_her_c_gamer	No	15. Sausage was mostly brown	It was so charming and adorable	No it was pretty clear	No				
10/1/2023 11:20:31	Sophia B	multiback	Yes	16. There was a picture but the picture was kinda no	But D	Not really	Yes	The artwork and theming works so well	Only if the art	Only looks at the art	
10/1/2023 11:26:14	Zach Kim	zachkim123	Yes	17. I think the picture helped a lot! Different art I could be	Very nice, very physical	The coding "Color-up" before another player picks	No		No	Bad pictures bring me	
10/1/2023 11:26:17	Alexis Cunca	mcunca2020	Yes	18. Very simple board for our the colors is so printed	Yes	I found the playful & funny red salt! I think it's adorable. What if players called "order up" before starting that No	Yes	When the art approached. When the art displayed	When the art approached		
10/1/2023 11:26:27	Alexis Cunca	mcunca2020	Yes	19. Very simple board for our the colors is so printed	Yes	I liked the item collection & "smelling" a Yes	Yes	I felt anticipation of joy!			



Playtesting outcomes vs. our experience goal(s)

Playtesting Outcomes:

- Playtesters wanted more variety in Sushi Order Cards to keep gameplay engaging
- Players felt that the Rat was moving too fast, but we got to a comfortable spot for the Rat movement.
- Add movement to the Rat that goes left and right.

Experience Goal(s):

- Players did feel joy when completing orders!
- The Rat can be fearful, but annoying/impending doom.
- Players did feel competitive!



What we would do next with our design



Kaylee

Add more Sushi
Order Cards!



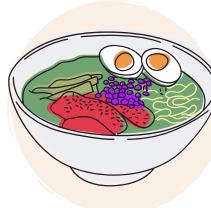
Joy

Add more actions
on the conveyor



Aedan

Implement
competitiveness using
the rat as a vessel



Sarah

Add left/right
movement cards
for the rat

Our “Yelp” takeaways and what we learned



Aedan

“It is important not to get too attached to mechanics if they don’t serve the experience goal”



Kaylee

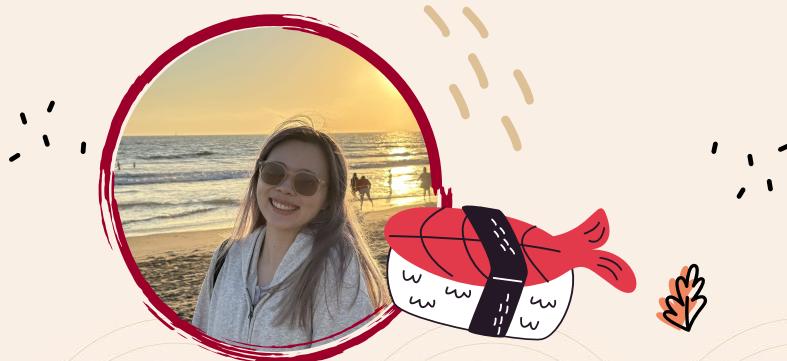
“Balancing the Rat mechanic was crucial. It had to be threatening without fully overwhelming the players.”

Our “Yelp” takeaways and what we learned



Sarah

“There had to be clear communication when decided to implement something, like the Lazy Susan.”



Joy

“Cooperation is interesting and fun. Without any of the members, we can't complete such an interesting game.”

Thank you everyone!

