

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-game-design-document/grade/dmp>

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

Submissions:

Submission Selection

1 Submission [active] 4/29/2024 6:51:10 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 ^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Ideally, it should be updated since the treatment assignment and have more conceptual details and mechanics documented
<input type="checkbox"/> #2	1	Ensure link is accessible

URL #1

https://docs.google.com/document/d/1UJFmgNNPetbes9pMPa7Psl_Mm64DWzNnXF5SFk8qedl/edit?usp=sharing



Reflection (8 pts.)

Task #1 - Points: 1

Text: Note Changes

Checklist

*The checkboxes are for your own tracking

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

Response:

I feel like I have planned out the game pretty well, and such, not many changes have been made yet. However, one thing I plan on changing for sure is the location of the secret spaces. There is a lot of incentive to get a piece on the spot ASAP, and currently, white has a much stronger move than black if they wanted to push their pawn directly onto it. White is able to immediately move their pawn on the secret spot, which allows for the activation of the queen. If black wanted to do the same, since it is mirrored, they have a much weaker move, because instead of activating the queen, they expose their king instead.

Task #2 - Points: 1

Text: Playtest observations

Checklist

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

Response:

In general, the playtest went pretty well. The game is for 2 players only, and all the games were very different, and both players experienced both negative and positive power cards which turned the game back and forth. The average game time was very different, anywhere from like 5min, to a draw where both players decided to just quit since it wasn't worth playing it out. Because of this, I want to add some alternate win condition, like maybe a rule where after 20-25 turns, the player with the most material point wise wins the game in order to prevent stalemates and drawn-out games as a result of the random cards.



^COLLAPSE ^

Task #3 - Points: 1

Text: Physical Prototype

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	What role did the physical prototype play for you?
<input type="checkbox"/> #2	1	Do you feel it helped or hindered your vision, why?

Response:

The physical prototype was very nice, because it allowed me to fully explore my game, and to see how it really felt like. Since the physical and online copies are going to be nearly the same, it really allowed me to tweak the game according to what I saw in the gameplay, so that I can code it right the first time instead of needing to change code later. Of course, I will likely still need to change a lot of things, but it's always helpful to get some feedback before starting, so that you can make the best possible first draft.



^COLLAPSE ^

Task #4 - Points: 1

Text: Presentation

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	How do you feel about your project post-presentation?
<input type="checkbox"/> #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:

When I was presenting, I realized that the name of the game, and what it meant, was not exactly the clearest. It might be helpful to change the name to something that isn't a niche play on words, or maybe add a little slogan that makes the name reflect the games mechanics a little better. Other than that, I felt good about my game's presentation, as I had nearly everything fleshed out to what I wanted it to be, and I was able to summarize everything appropriately, and I took the lack of questions afterward as reason to believe that I presented everything in a way that everyone understood. I also feel like my game stood out, since it was one of the few that was a "FANTASY MMO COMBAT GAME" or something along the lines of that.



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Task #5 - Points: 1

Text: Physical vs Digital

Checklist

*The checkboxes are for your own tracking

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

Response:

While both versions would be good, I do think that the online one would take the edge over the physical one. Being digital allows the computer to keep track of all the player secrets, so that the player doesn't have to keep thinking about it on their own. Also, sometimes on the phy7scail copy, a player would not properly take into account the power cards effect. The digital version would mitigate all the human error, and allow everyone to just worry about playing the game and having fun.



^COLLAPSE ^

Task #6 - Points: 1

Text: Post-Course

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Do you feel like you'd carry forward with the project beyond the conclusion of the course?
<input type="checkbox"/> #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 be completing the digital version of the game. I feel like it's good, tangible experience that I can easily show off, and also, I just find it fun. I plan on working on it together with a friend, as I also think that would be more fun.

End of Assignment