Lesson learned

Players always enjoy the time when they are playing their favorite games. However, for developers, usually, they experienced a hard time during the design of a game. To design a high-quality game, developers not only have to be excellent engineers to meet the technical demands, but also have to be psychologists to understands the requirements of players. To summarize the lessons that we have learned in the development work is a shortcut to improve developers’ professional skills, which is helpful for future game development. The most important lessons learned from the project have been listed as the follows:

1. A new mode can become a new game. The card game “Gwent” sources from “the Witcher”, which is an action role-playing hack and slash video game developed by CD Projekt RED and published by Atari. These two games used the same background story, same characters and even same images. When the developers tried to change the game mode from action role-playing to collectible card, a new game was created. Changes always spark new ideas.
2. Unavoidable bugs. Never think about that developers can successfully debug their code in one time. The compliers always report that the number of bugs still exist in the code. Once you fixed them, more bugs appeared again. If developers can test their code earlier and more frequently, they can find and fix bugs sooner and easier. It is a good habit to write down the mistakes that you have made in previous programming work. In this way, you may avoid the same mistakes in your futhure game development.
3. To consider game design from the position of new players. Since developers established the rules and designed the characteristics of the game, they should be regarded as the professionals of the game. In this situation, they tend to consider the game from the position of game experts. However, new players do not have the same background knowledge as the developers. Some design and changes will make them feel difficult to start the game. Excellent game designers always know the most effective way that allows beginners to be familiar with a game.
4. Have an executive plan. Developers always have a due date on their programming work. To set milestones for different development periods should be helpful for developers to finish their works with a high-quality as well as within the budget and schedule. When you have reached the milestones, you will understand the elements that really make the game work. Once you reach the goal, you achieve confidence which will drive you to start your further development work. In this way, you will know better about what you want your game to be.
5. Know your limitations. Developers work within the boundaries of their technologies rather than trying to do something out of their capability. In most situation, big budgets, long schedule, and freedom from creative constraints are seductive traps. Don't fall into them. Don't think too big ideas. Balance should be the goal.

Future work

So far, there are five decks of cards in our Gwent game: the Northern Kingdoms, Nilfgaardian Empire, Scoia’tael, Monster decks come with The Witcher 3: Wild Hunt while the Skellige deck comes with the Blood and Wine DLC. We will try to develop some new decks from other games once we get the copyrights authorized by the corresponding companies. This kind of development will allow us to attract different game fans to join our Gwent. Besides, we have started designing new game cards. Hopefully, we can add them into the next version of our games. Also, based on the feedback from our game players, we will try to balance some cards or abilities which are over or under power. All these changes will be seen on our next update.