

MAGIC CHESS

TEST REPORT

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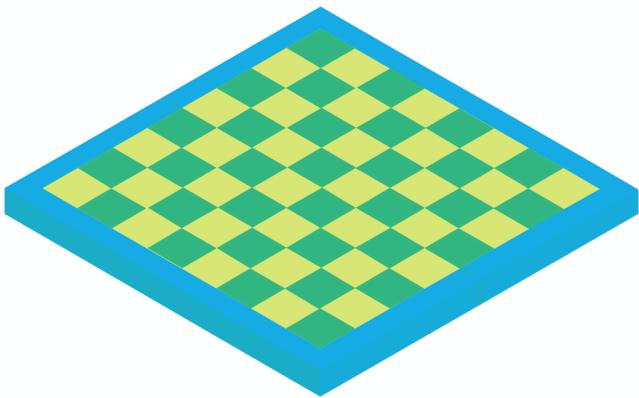
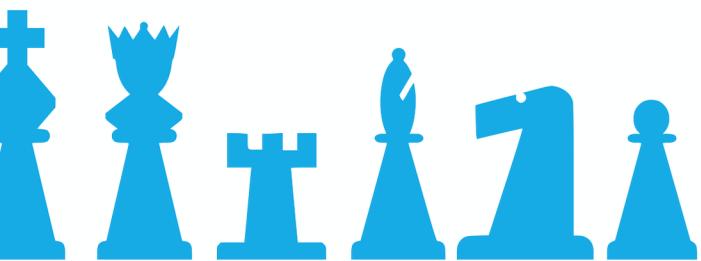
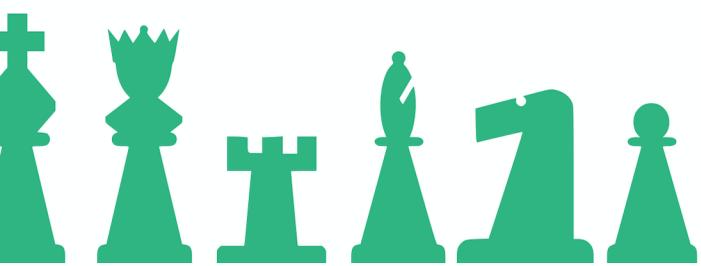




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Introduction

Why this report?

The purpose of this report is to record and synthesize conducted tests and changes made to the game. The goal of this report is to make this game a reality.

1st Testing Session

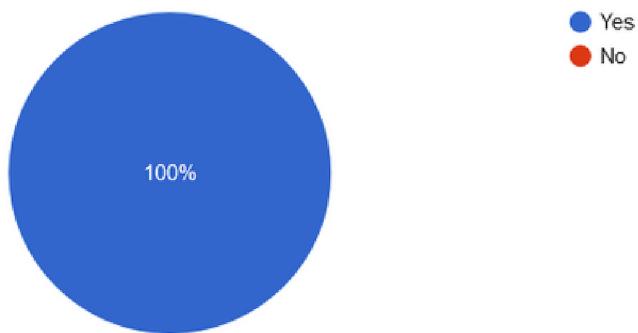
Summary

In the first playtest, I gathered a lot of positive feedback and also constructive criticism. The testing was a live session where testers played against me. Games were recorded and players had to fill out a form at the end of the game.

Form Overview

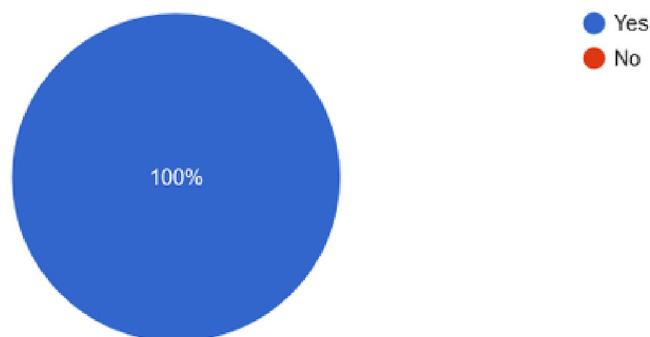
Question 1: Do you play chess often?

3 answers



Question 2: Were the instructions of the game easy to follow?

3 answers



Question 3:

If not, what can be improved to make them clearer to you as a player?

1 answer

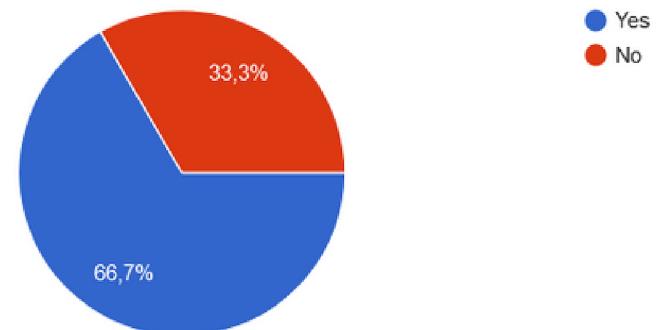
I think for a hands on prototype it's clear enough. Obviously when it's digital it'll be easier to follow.

1st Testing Session

Question 4:

Was this a game you were searching for at some point?

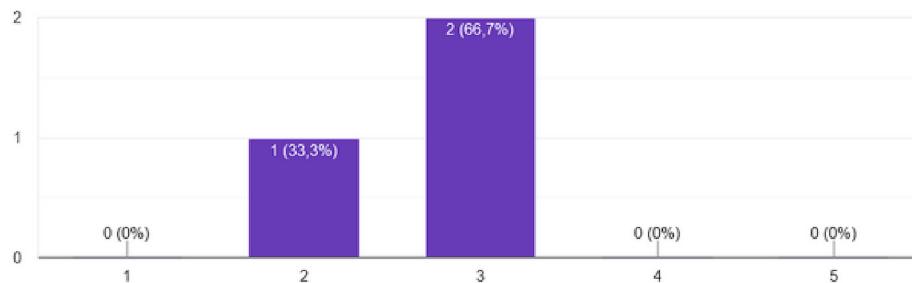
3 answers



Question 5:

How did you find the game length?

3 answers



Question 6:

What elements of the game did you enjoy the most? Please elaborate in detail.

3 answers

The weirdness of it makes it really fun to play and rage at.

The magic abilities and hexagon style perfectly change the game so that it feels fresh and unique. Hexagon shaped board let me experiment with how the pieces move. Magic moves are a once in a pieces lifetime escape in most scenarios but because everyone can do it (and even then, some moves can cancel out others making it even more fair for example black king returning a move).

How different and diverse the moves are for each piece

Question 7:

If you have any additional suggestions/remarks about the game please leave them here.

2 answers

Pawn exploit is kinda broken lmao

Promoting pawns would be nice. Maybe a secondary magic move for the king to move diagonally like bishops but only one square. Adding castling

1st Testing Session

Form Reflection:

Question 1: From the first question, it is evident that all playtesters are familiar with the concept of chess.

Question 2: From the second question, it is evident that the manual I made is easy to understand and follow. It does not confuse players. It should be noted that all players had some experience in playing chess prior to the playtesting, which may have influenced their comprehension of the manual.

Question 3: I got only one suggestion from players regarding the possible improvements of the manual and the instructions, which was about a digital version of the game, where you can see those instructions on the screen.

Question 4: This question aimed to see whether a game of a similar genre is actually sought after in the target group. 66% of the responses indicated a positive answer, while 33% did not, which shows me that the concept of the game could potentially be something that chess players are looking for.

1st Testing Session

Question 5: The next question examined players' opinions on the length of the game. They were asked to evaluate it on a scale from 1(too long) to 5(very short). The responses indicated that 66% of the players found the game length to be appropriate, responding with a number 3. Only one player found the game to be a bit longer, responding with a 2. Important to note s that the games had an average duration of 40 minutes.

Question 6: This question asked about players' preferred elements of the game, which, after looking at the responses were the magic moves, which make the game unique to play. Furthermore, testers said that the hexagonal shape of the board let them experiment with the pieces.

Question 7: The last question asked about players' suggestions and feedback for further improvement. The feedback I got was mainly about pawns and their promotion and also about the king's movement and possibilities for castling.

1st Testing Session

Game 1

In the first game, what made an impression on me was that magic moves were not used a lot. Both me and the tester were trying to become familiar with the basic movement of the pieces. We were not sure in what scenarios to use the magic moves. This game seemed fairly quick as I was able to end it due to the king being trapped and unable to use his ability because the queen is alive.



This works out well because it proves it is possible to make an early checkmate and avoid having to first burn the king's ability in order to win.



1st Testing Session

Game 2

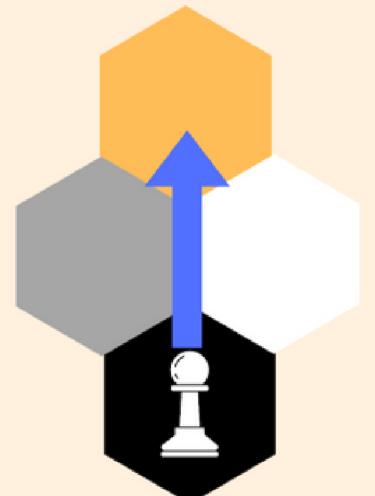
In the second game, the magic moves were more actively used. during the game and in the form it was pointed out that the pawn's magic move keeps half of the board well-protected, thus making the game stale.



To fix this issue I decided to change the pawn's magic move able to be used only if that hexagon is free. This will open up the board for both players which will give them more opportunities to execute their plan.

MAGIC MOVE:

A SOLDIER CAN HOP ON THE TILE DIRECTLY IN FRONT OF IT.
IT CAN MOVE TO THAT POSITION ONLY IF AT LEAST ONE OF THE FRONT TILES IS NOT OCCUPIED.
THIS MOVE CAN BE EXECUTED IF THE SOLDIER HAS NOT MOVED BEFORE.
SOLDIERS CANNOT TAKE WITH THIS MOVE.



1st Testing Session

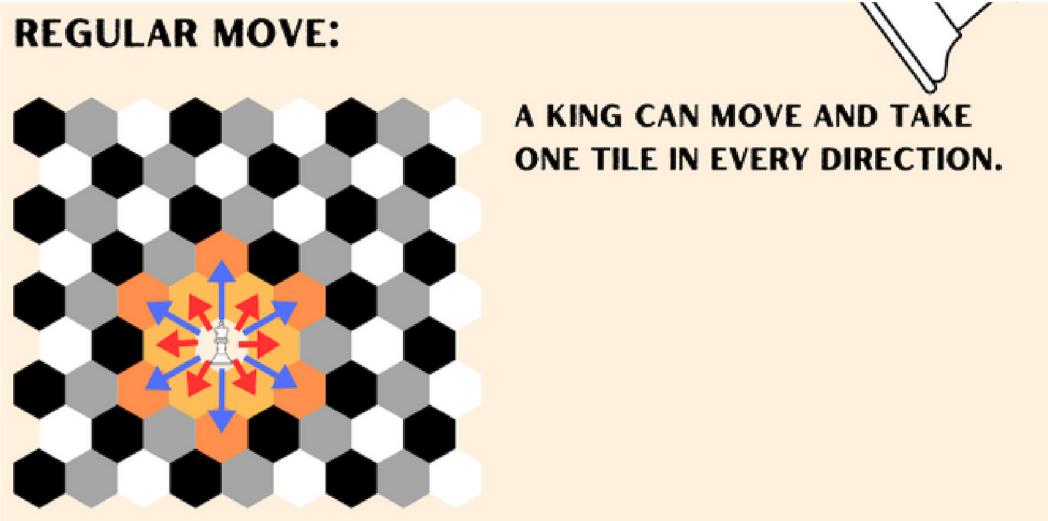
Game 3

In the late stage of game 3, I was left with no pieces and my king was being chased by the opponent's queen. When putting the queen next to my king while she was protected by another piece. I had nowhere to go as the queen had me trapped in checkmate even though I was not cornered to the edge of the board.



1st Testing Session

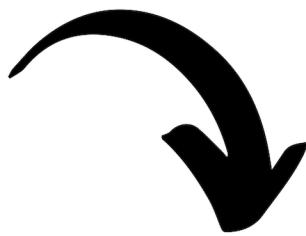
This situation drew my attention to the king's mobility and how weak his regular move is making it easy to checkmate. With this in mind, I wanted to give the king more power by buffering his regular move to be able to move on tile along the edge.



1st Testing Session

Game 4

Game 4 was a checkmate when I used the mage's ability to revive my dead queen and use it to checkmate my opponent.

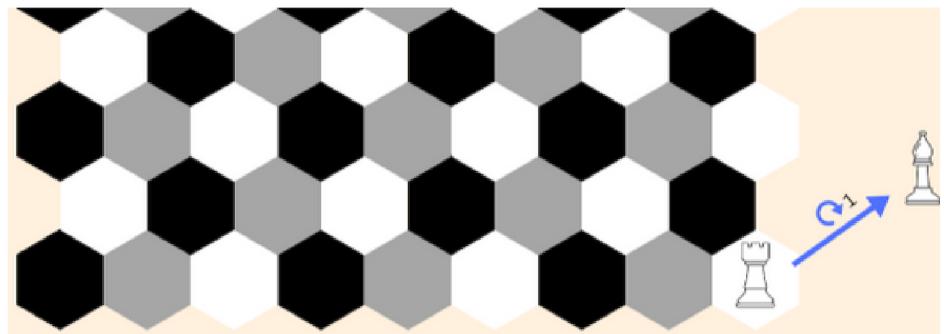


This move resulted in a checkmate



1st Testing Session

In my opinion, this makes this magic move more powerful than the rest since it can be a direct factor in ending the game more than a supporting tool. This is why I decided to make the revived piece unable to put the king in check. In addition to these changes. The mages's ability felt clunky and weird to use. This is why I decided to change it. Instead of spawning a piece, the mage would change into a dead piece for 1 turn.



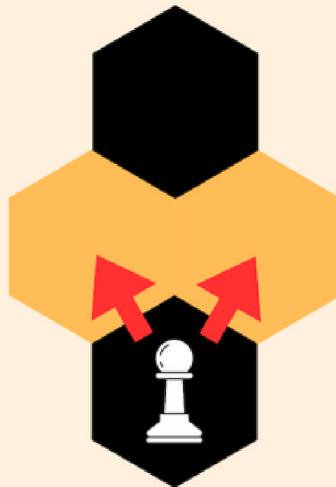
**MAGES STARTING ON WHITE:
CAN TURN INTO A PIECE THAT
IS ALREADY TAKEN FOR ONE
TURN (YOU CAN USE THAT
PIECE'S MAGIC MOVE BUT
CANNOT PUT THE KING IN
CHECK WHILE TRANSFORMED).**

1st Testing Session

Additional Changes

In addition to changes explained above, I decided to make changes to soldier promotion. Now, instead of only promoting to another piece, a player can instead choose to grant additional use of another piece's magic move. I have done this because I want to avoid making the game too similar to chess.

REGULAR MOVE:



A SOLDIER CAN MOVE AND TAKE ON THE TWO TILES IN FRONT OF IT. REACHING THE END A SOLDIER CAN EITHER BE TRADED TO REVIVE A DEAD PIECE OR RECOVER AN ABILITY OF ANOTHER ACTIVE PIECE.

Unaddressed issues

Something I noticed during the testing is that it was hard to keep track of which magic moves were available. Of course, in a digital version this would be much easier to solve. However, I was not able to find a solution as of now when playing the game as a board game.

1st Testing Session

Conclusion

In conclusion, I gained a lot of useful feedback from the players during this testing session. The changes I have made were inspired by the games which were played. After these adjustments, I do not expect to have other major changes done in regards to the game mechanics in the foreseeable future. I think the adjustment fixed major issues that I was not able to predict had I not organized such a play testing session. Despite this, organizing a bigger playing session which could provide me with many more insights and potential issues was not possible, as that requires physical presence and time from each of the players. Thus, I did not schedule a second one. In the future, I would like to have made a digital demo version of the game which can be played anytime anywhere and then gather feedback from more users with different backgrounds and experience in chess. So far, the information I received regarding the game's mechanics, which is sufficient at the current stage of development I am in.