

Changelog #1, 2/18

Setup

- First playtest was done virtually using 'Roll20'. Main focus is on simply how the units interacted with each other and whether the game actually functions how we imagine it to.

Changes

- Sniper very overpowered on the board and completely took over gameplay
 - Other units underutilized
 - Suggestions: NERF the movement down to 6 tiles, or completely remove or reform the unit from the game
- Overall the range of all the units was too large for the size of the board (which was scaled down previous to first playtest)
- Changes to unit layout- sniper was too overpowered and easy to have more than one on the board.
 - Solution: more of the regular soldiers- 3x1x1x1 (originally was two snipers, two soldiers, and one of both tank and engineer)
- Change to gameplay- increase the RNG of the game by including dice
 - D6 for number of units able to move per turn, will result in more dynamic gameplay and influence of RNG that isn't overbearing or unfair.
- Tank should be slower moving than the other units, but should have more health to make up for its slow-moving nature.
- Gameplay is a bit repetitive - maybe consider using event cards?
 - Once the game is more fleshed out add some event cards that could *spice up* gameplay
 - A tile has a 'loot box' on it that could allow a player to draw an event card

Changelog #2, 3/6

Setup

- First in-person playtest, using basic grid with variable size and simple 3d printed units.
- Focus is on the gameplay loop, how 'interesting' the game is, and how easy it is to replicate certain aspects of the game physically.

Changes

- Addition of extra units (6—>8 units, 1 tank, 1 sniper, 1 engineer, 5 assault troopers)
 - Thus change die from D6 to D8 to incorporate the addition of extra units
 - Starting corner changed to 4x4 from 3x3 to incorporate addition of extra units

- Tank can take 'two actions' as in can move two spaces, or turn and move one space
- Added 2 more zones in the corners to capture, corners of the map were underutilized and game could end fairly quickly if there was only a singular zone in the middle of the map to capture.
- Official decision to make board 25x25", and have symmetrical obstacles placed across the board.

Things That Worked

- Gameplay loop is fairly stable, and the game does not last too long (20-40mins)
- There are different strategies a player can take, whether offensive or defensive or how units are split up/moved at the beginning of the game.
- Beginning game is a bit slow, but end is often impactful and fast-paced.
- Dice rolls for number of units moved is incredibly effective in adding RNG and making gameplay more varied.

Changelog #3, 3/20

Setup

- Final playtest, first playtest with official pieces/board (with art and concept finalized)
- Last check to ensure all parts of the game work properly and are balanced

Changes

- Addition of power-ups on the board
 - Player can either choose to kill one unit on the board, or revive one unit. This is like a 'chance card' that can be used at any time in game, and once it's used it cannot be used again.
- Clarification on shooting mechanics and 'wall-clipping' of shooting
 - Shooting rules are based on the 'center' of a unit. So a unit must be able to clearly see the center of another unit to shoot it.
 - Created some confusion, change rules to reflect this

Things That Worked

- Gameplay was engaging, strategic, and involved lots of skill and patience/decision making.
- All units were evenly/fairly used and did not overpower one another.
- Finished board and pieces made the immersion of the game so much better and gave the actions within the game feel more purposeful and meaningful.