

# Balancing Report

Initially I was able to complete the game in 80 seconds, I believe this was mostly due to the fact that I was able to buy the best fire truck after just destroying one fortress, for this reason I think the costs for the trucks should be increased. To decide the costs of each I will try to buy each fire engine straight away and try to complete the game with it.

## Initial playing

Blue-

- Remaining time:10
- Health: Never had to avoid anything as had to refill anyway so would get full health each time
- Comments: Main problem is having to refill after every fortress kill

Yellow-

- Same as blue

Green-

- Remaining time:72
- Health: Never had to go back for health
- Comments: Can take down two fortresses before refilling
- Another thing about the game is that the patrols were pretty much irrelevant when I was considering where to go as my health was so high that I didn't need to concern myself with them.

Because speeds and acceleration aren't that important to the gameplay red is currently better than blue with its range and capacity so that needs to be changed.

## Response to playing

- Increase price for yellow,red
- Increase yellow speed, acceleration
- Decreased health of trucks

The range is too short as you can't avoid projectiles if you have to be so close to the fortresses/patrols as well as the fortresses die too easily so the damage for the trucks needed to decreased

- Increased range of firetrucks
- Decrease damage of trucks

This decrease in health seems to make it easier to get points as the user is attacking for longer, due to this the prices had to be increased again

---Increase price of trucks

The game is now almost guaranteed to run out of time making the game harder since the fortresses now need multiple visits with each truck except the green to kill.

With the addition of the 6th fortress the game became too difficult to complete in the 3 minutes so I had to increase the damage of the trucks

---Increase damage of trucks

## Final comments

Played game for the final time, and found it challenging but fun. There are always tiny tweaks that can be done in the future as it is hard to make the game balanced for everyone as different players will have different skill levels. Considering this game will likely be played on open days for a short period of time, we made sure the game was not too hard, but also challenging for those with experience playing games.