Feedback - Michael Bo Gyu Chae

Dragon age is probably the closest to a modern day adaptation of D&D rules, so it makes a lot of sense to try and make a pen and paper version of this game. You were able to capture the core elements of Dragon Age, but some parts of it were a little confusing as to why they were necessary (such as giving 50 gold to the GM when trading items between players).

I think the biggest feedback I can give to you is that the key to making a game fun and interesting is iterating quickly, and refining gameplay often. This is a core Blizzard philosophy as well (we iterate obsessively), and I think that it’s actually ok to cut down on content and prototype earlier to nail down what might be fun.

Grade: 5/5