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Adriano, Jessica Raye – Sound Engineer

Hidalgo, Maika Jasmine – Artist

Jacinto, Alexis Rovic John – Programmer

Marcos, Dannah Lei – Game Designer

1. DESCRIPTION

"Against the Ruins" is a 5-player elimination game where 4 archaeologists aim to gather resources and collect 4 hidden relics in ancient ruins. The fifth player, an ancient guardian, tries to stop them by introducing challenges and obstacles. The game's flow is controlled by event cards and dice rolls, adding an element of chance. Players must use strategy and luck to succeed in this archaeological adventure.

1. PLAYTESTERS
   1. Name: Alexis Rovic John Jacinto

Age: 20

Gender: Female

Games Played: Simulation Type (Stardew Valley), Incremental (Cookie Clicker), Deck Building and Analogues (One Step from Eden), Roguelike (Hades), Strategy (Into the Breach)

Skill Level (Casual, Intermediate, Hardcore): Intermediate

* 1. Name: Dannah Lei Marcos

Age: 19

Gender: Female

Games Played: Mobile Legends

Skill Level (Casual, Intermediate, Hardcore): Intermediate

* 1. Name: Jessica Raye Adriano

Age: 20

Gender: Female

Games Played: CODM

Skill Level (Casual, Intermediate, Hardcore): Intermediate

* 1. Name: Maika Jasmine Hidalgo

Age: 20

Gender: Female

Games Played: Puzzle Games

Skill Level (Casual, Intermediate, Hardcore): Intermediate

1. ALTERATIONS

* Reduction of Trinkets and Danger

A major issue from the start is the immense number of dice being rolled. While it is necessary due to the nature of this game, it becomes overwhelming quite quickly. One of the first suggestions, which led to the reduction of the number of dice was to also reduce the maximum danger that can be acquired. Having a maximum of 5 danger was a good idea at first, but quickly became “I’m at danger 3, I should be careful just a little bit.” One extra danger did not do much; it just made the Archaeologists more reckless, which, considering the game balance of the time, was extremely beneficial.

* Increased Card Clarity

Another issue was card clarity. It was practically non-existent. To be fair, the cards were written on paper cutouts, and planning for a long prototyping with handwritten cards was a bad idea, but ultimately it has been decided that to avoid this, as well as the poor readability of cards, future cards will be printed.

1. ANALYSIS

One of the major issues was the massive number of Trinkets that the Archaeologists can gain, as well as the lackluster cards of the Ancient. This version of the game did not have any relics, and as such there is no overwhelming counterbalance that can be used against the Archaeologists. Contrasting to this would be all other card games which have fleshed out cards, as well as minimized values to make it easier for players.

On that note, a similar game which has massive numbers is Yu-Gi-Oh, with values reaching thousands and sometimes even more.

The general player experience was taxing, considering the first version carried all the flaws of the prototype and none of the experience that we would have in the future. The rules were also unclear, which just added to frustration and tiredness that was accumulating from the beginning of the game.

[compare/contrast it to the existing/previous mechanics (maybe from your game or other games). Tell the player experience and discuss loopholes that are found]

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1. PLAYTESTERS
   1. Name: Alexis Rovic John Jacinto

Age: 20

Gender: Female

Game: Deck Building and Analogues (One Step from Eden)

Skill Level (Casual, Intermediate, Hardcore): Intermediate

* 1. Joram Lareza

Age: 21

Gender: Male

Game: MLBB

Skill Level (Casual, Intermediate, Hardcore): Hardcore

* 1. Joshua Mahinay

Age: 20

Gender: Male

Game: Farlight

Skill Level (Casual, Intermediate, Hardcore): Hardcore

* 1. Name: Kenrick Christian Pinlac

Age: 21

Gender: Male

Currently playing game: Wild Rift

Genre of the game: Multiplayer Online Battle Arena

Skill Level (Casual, Intermediate, Hardcore): Hardcore

1. ALTERATIONS

* Card Changes

This was one of the latest playtests conducted, and as with card games whose core is a numbers game, changes can and has been conducted. A lot of cards have been revamped, adjusted, made more expensive or cheap, or outright removed.

* New Mechanic: Heist

A problem with a previous playtest was the confusing card mechanic to obtain the relic, which was added a few versions back. While the card makes sense, its existence in the board and no clear instructions on what to do made it practically unusable, which, in the current rules, would have made sure that the Ancient always wins. Thus, this card (which was called Relic Bag) was switched out for Heist, operating on a similar principle, but also quite different.

* Relic Mechanic Changes

With the previous change, the Relic system needed a moderate change. Previously, Relics were just… there. Is it exposed, available, used, or what, no one knows, not even the developers. Thus, the Exposure Mechanic (taking the name from a mechanic removed a couple of playtests back) was born. Simply put, a relic is hidden from the Archaeologists until used, and will be permanently Exposed when done so. This makes it clear that a Relic is available, and not just something existing in the vast fabric of the mind.

1. ANALYSIS

This set of playtesters were the some of the earlier playtesters as well, which made the game way faster and more manageable even with the rule changes. One loophole that we’ve noticed was the strength of an ability called Adrenaline, which added a permanent dice to the player that holds it. While it is minor, an Ancient spreading its attacks would be quickly caught off guard with that player’s increasing number of dice due to potential Heists and other beneficial cards. Some of these would have been corrected with the newest set of cards, but only time and experience can tell.

In comparison to the previous versions of this game, this game felt much better due to the removal of other mechanics and little changes that occurred throughout.