**IPT101**

Playtesting Session Report

Members (indicate full name – designated role):

1. Intia, Daneil Jauze P. – Artist

2. Lareza, Joram M. – Foley

3. Mahinay, Joshua T. – Designer

4. Tolentino, Sean Emmanuel A. – Programmer

1. DESCRIPTION

Profession Rivals are strategic turn-based board game for 4 players. The students aim to achieve their dream job like Software Developers, Teacher, Engineering, Accountancy. Players aim to become the top player that reach the top spot while stopping the opponent players to reach him/her using the benefit cards and struggle cards.

1. PLAYTESTERS

* Name: Ivy Mangalili

Age: 21

Gender: Female

Currently playing game: Mobile Legends

Genre of the game: Multiplayer Online Battle Arena

• Name: Alexis Jacinto

Age: 21

Gender: Male

Currently playing game: Genshin Impact

Genre of the game: Action role-playing game

• Name: Kenrick Christian Pinlac

Age: 21

Gender: Male

Currently playing game: Wild Rift

Genre of the game: Multiplayer Online Battle Arena

• Name: Catherine Lapiceros

Age: 20

Gender: Female

Currently playing game: Mobile Legends

Genre of the game: Multiplayer Online Battle Arena

• Name: Dannah Lei Marcos

Age: 21

Gender: Female

Currently playing game: Mobile Legends

Genre of the game: Multiplayer Online Battle Arena

• Name: Maika Jasmine Hidalgo

Age: 21

Gender: Female

Currently playing game: Color Game

Genre of the game: Puzzle-solving

• Name: Yvosh Martin

Age: 21

Gender: Female

Currently playing game: Call of Duty: Mobile

Genre of the game: Multiplayer First-Person Shooter Battle Royale

1. ALTERATIONS

* Imposed Time Limit:

The updates implemented in "Profession Rivals" involved modifying certain game elements. Initially, when we developed the game, the development team designed a board with 20 paths and included an additional 3 steps required to reach the top position and become the "king of the hill." However, during gameplay, it became evident that the game's duration was excessively long. As a result, we made changes by reducing the board to a 12-path layout and adding 3 more steps to achieve victory, making the game shorter.

* Decreasing of Cards:

Another alteration we made pertained to the game cards. We decreased the number of cards, particularly focusing on those that were considered overpowered. To address balance issues, we also introduced new benefits that players could utilize, enhancing the overall equilibrium of the game.

* The updates made to the game

Removed: New Addition:

8-path ways Special Cards for Each Job

Steal 3 (4 pieces)

1. ANALYSIS

* In the initial stages of "Profession Rivals," a substantial portion of the player base, particularly newcomers to the game, are in the process of familiarizing themselves with the game's mechanics, dynamics, and the specific effects associated with each in-game card. As the game progresses, players tend to accumulate experience and understanding, allowing them to develop their unique strategies and techniques for navigating the game effectively. These strategies are often centered around the ultimate goal of achieving victory and ascending to the esteemed position of "king of the hill" or securing the top spot within the game's hierarchy.
* CONTRAST AND COMPARISON

1. Delivery Objective:

Profession Rivals: The basic goal of the game is to become the king of the hill or reach the top spot of the board while stopping the other player to reach you.

1. Existing / Previous Game:

Game such as “Yu-Gi-Oh Cards”, “UNO”, and “Ludo” where the Ludo is reaching the top spot while other players is stopping you, Yu-Gi-Oh Cards doing the facedown card like the trap card or defense card to make yourself protected from the other attacks, and Uno cards flow of the game and passing the attack from one another.