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Post-Mortem

When I set out on this project, I wanted to create a fun party game that rewarded skillful gameplay and encouraged players to not just rely on luck. In sticking with the theme of Halloween, I thought about where most of the strategy went into trick-or-treating, and I wanted to convert those over to a board game. I knew that I wanted players to move around a board and collect candy. I also knew that I wanted to incorporate some of the random events that are usually associated with Halloween, such as a bag ripping or a bag getting full and how trick-or-treaters deal with those sort of events.

The board both went wrong and went right; it went right because it turned out better than I expected it to in the beginning of the project but fell short of what I wanted in the middle of the project. When I originally thought of my game board, I imagined a very basic layout that wouldn't inspire very many dynamics during gameplay. By the end of the project, while the design was still simple, the layout worked well enough to give player multiple options during gameplay so that each playthrough would be different enough, even without the random events that are caused by the cards. The cards themselves turned out fairly well and had enough variety to keep the game interesting, although some of them may have been too influential; the cards weren't much of a problem in any part of the project.The rules went fairly wrong, as there was much missing from them at every stage of the project. Every playtest revealed several rules that were missing, ranging from infrequent cases such as when one player receives 2 bags of candy, to crucial cases such as how does getting candy from a house work. By the end, a lot of the larger ones were ironed out, but many of the smaller ones are likely to be missing. The organization of the rules turned out to be problematic as well, with these new additions fitting well into several completely different sections of the rules.

The physical construction of the board followed a similar course to its design. In the beginning, I assumed that I would just use paper for the board or maybe cardboard. By the end, I used chipboard and had a fairly compact board. I would have loved to have made the board look more polished, but I underestimated how long making all of the physical pieces would take. To me, everything else turned out fine. The character cards were small but fit their purpose well and the other physical pieces turned out better than I initially expected.

I learned that while my art is still lacking quality, it can still be sufficient for what I need. I did learn that improving some of those lacking areas would have helped with the quality of my design substantially. I learned about how to physically construct a game board and, while I didn't use every step necessary to make a board, I learned that it isn't as daunting as I originally thought. I also learned more about resources that are available on campus, so those will be useful for future projects.

If I could do this again differently, then I definitely would have spent more time playtesting and making my rules more organized. On top of that, I should have done

more playtest where I sat out entirely and only corrected at certain points during the playtest. All of the playtest would be more geared towards working on certain segments of the game from the beginning, instead of doing so from the middle of the project.

       As for the game, I would have spent more time working on the design of the board, both the physical construction and art on the board. I also would have attempted to keep my original idea of having custom values for the individual houses. If I could have figured out a simple way for doing that, then that would have been nice.