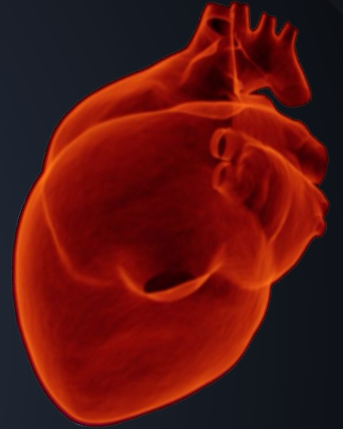


TOUCHING HEARTS



Group 6

- Samir Aoun
- Edin Tataragic
- Chi Hong Chao
- Abhinav Prasad
- Lotten Bristav
- Jinhong Guo
- Zhong-wei Lin



Game Contents

- Brief overview
- Theme, Setting
- Core Gameplay
- Marketing

Process

- Methods used
- Lo-Fi Prototype - Thoughts
- The Gameplay Tests: Goals and Process
- Changes Done
- Next steps

Game Contents



Overview

- Turn based card game for 3-4 players
- Harvest organs with tools to save your important person
- Be the first to save your loved one to win!

Grandma

She's dying, you need to collect:

- Brain
- Kidneys
- Liver
- Eyes
- Lungs



Lil' Timmy

He's dying, you need to collect:

- Eyes
- Liver
- Lungs
- Bladder
- Heart



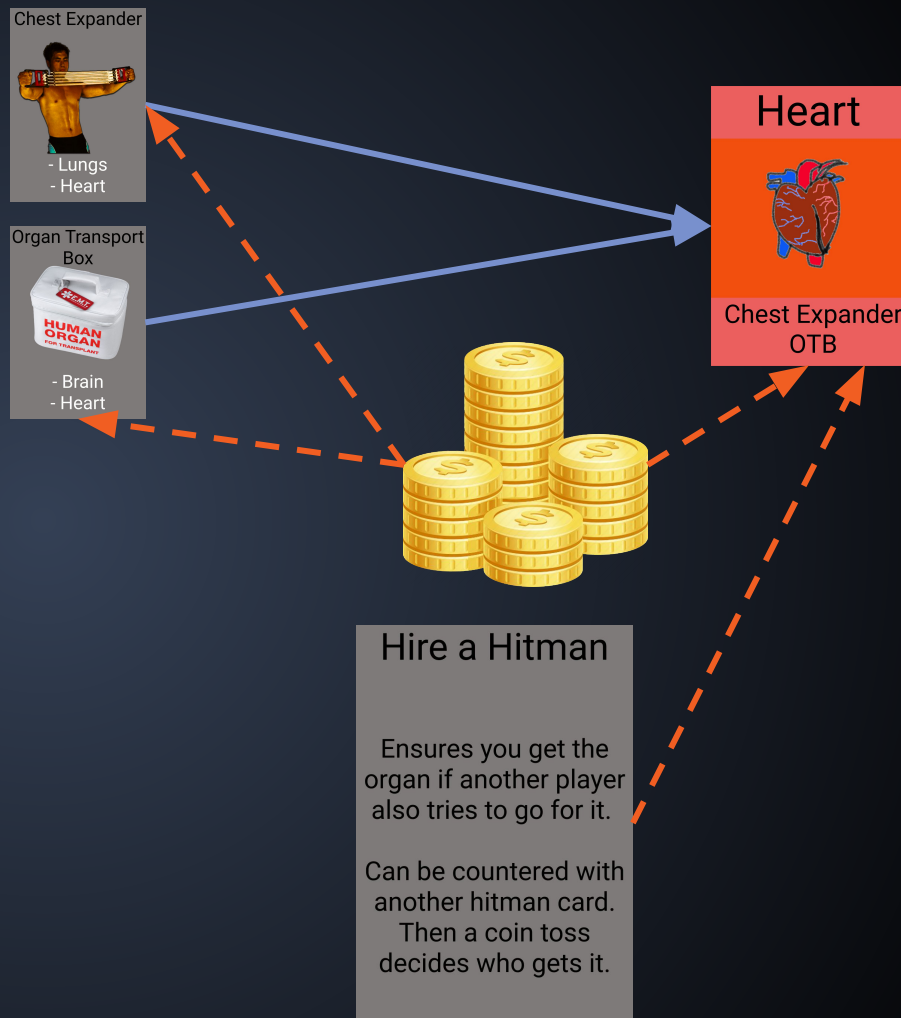
Theme and Setting

- ***Morally questionable*** harvesting and trading of Body Parts, for a ***wholesome*** objective
- Resource Management, with a ***dark twist***



Core Gameplay

- **Resource management**
 - Coins - Buy Tools
 - Tools - harvest organs
 - Organs - complete objective
 - Trading - Exchanging Tools and Organs for coins
 - “Black market”
- **Player Interaction using Action Cards**
 - Disrupt others’ goals and plans
 - “Tip the Cops”
 - “Bribe the Cops”
 - “Hire a Hitman”
 - “Hire a Thief”
 - “Hire a Spy”



Marketing

- Competitors

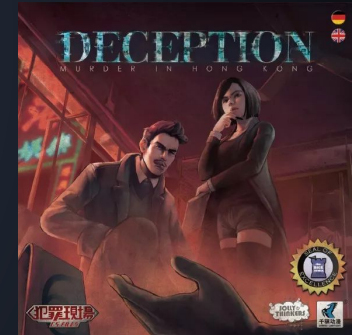
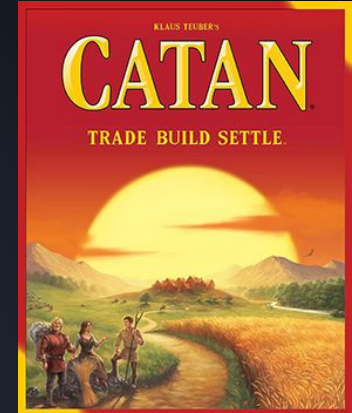
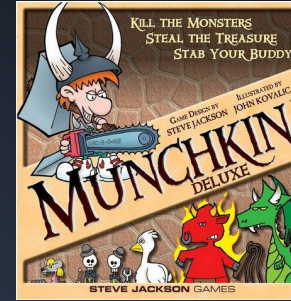
- Resource games - *Settlers of Catan* (similar trading mechanics)
- Goofy games - *Munchkin*, *Cards against humanity*
- Dark themed games - *Deception: Murder in Hong Kong*, *Secret Hitler*
- Mind games - *Bloodborne board game*

- Unique Selling points

- Comedically dark underlying theme
- Complex gameplay - interconnected mechanics -> interesting dynamics
 - Reliant on educated guesswork and planning

- Target Audience

- Those interested in more complex games, willing to accept a steeper learning curve
- Those who like dark humor, bluffing and mind games
- Ages 15+



Process

Ideation

- Structured brainstorming and idea conceptualization
- Sketching and prototyping ideas
- Narrowing down and combining ideas

Creation

- Golden path
- Prototyping in tabletopia

Evaluation

- Self playtest
- Playtests + evaluation iterations

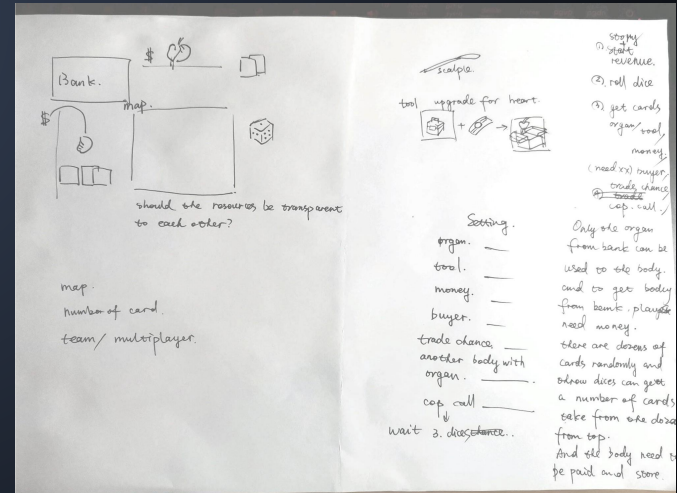
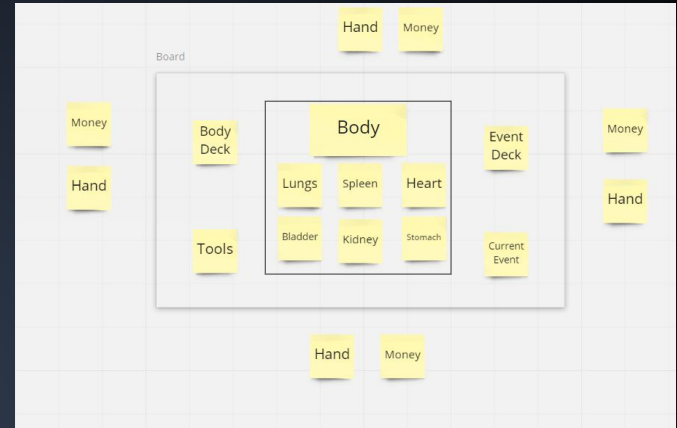
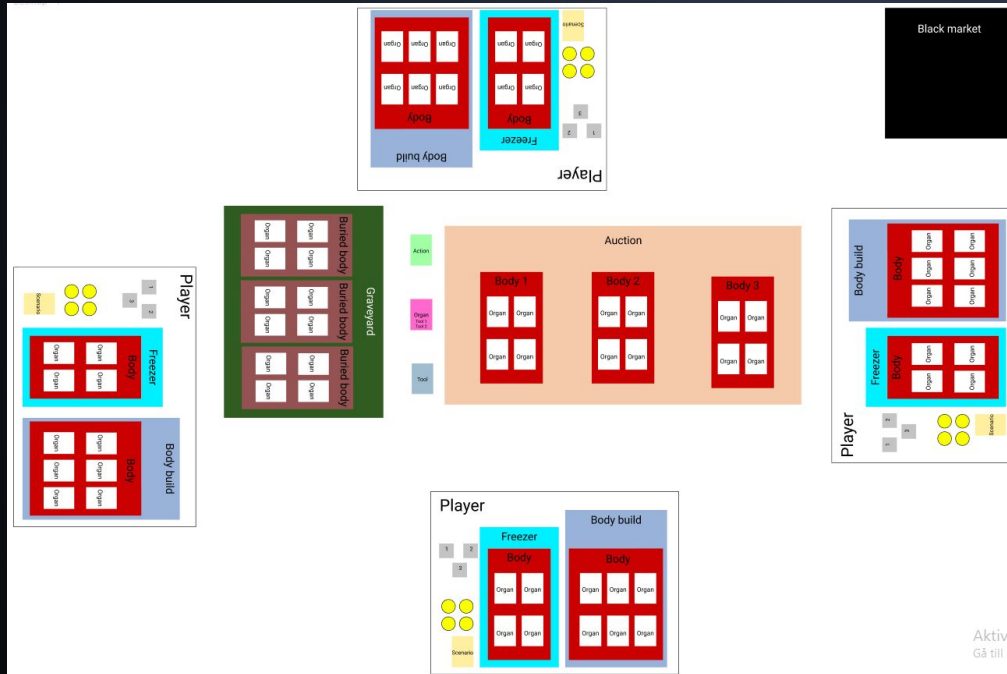


Ideation

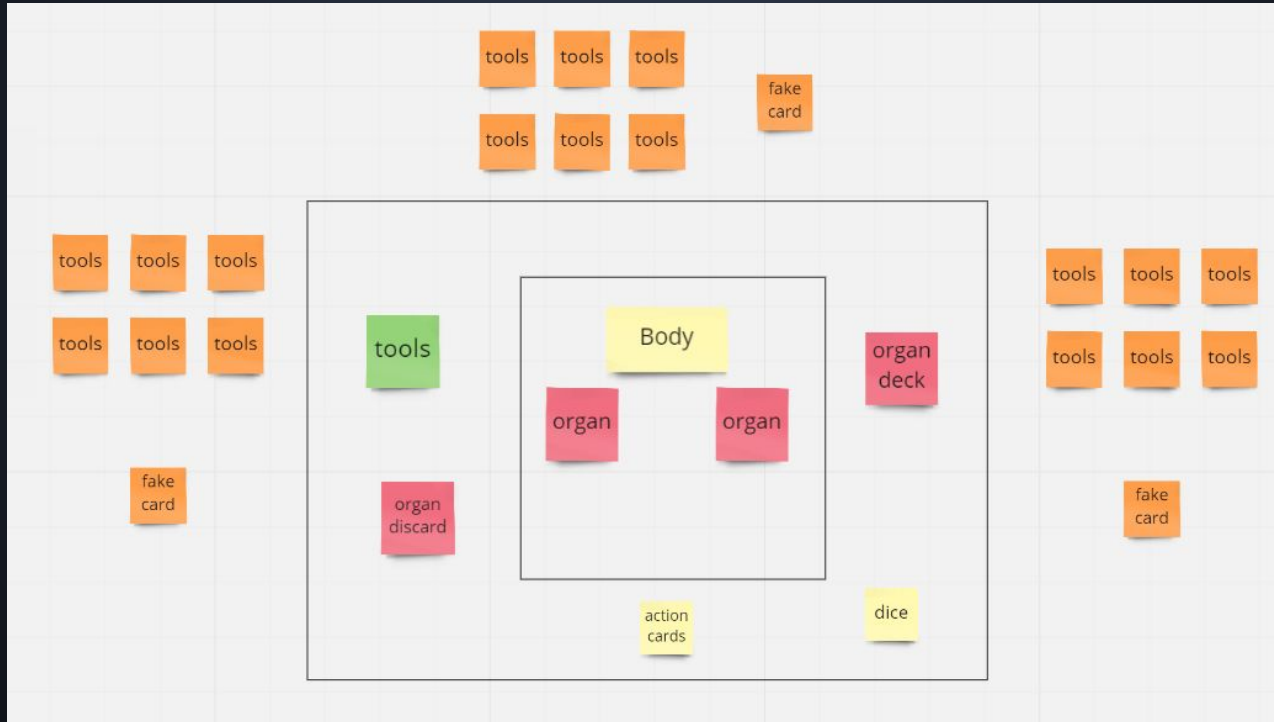
- Structured brainstorming
 - Themed brainstorming
- Idea conceptualization
 - Create a concept



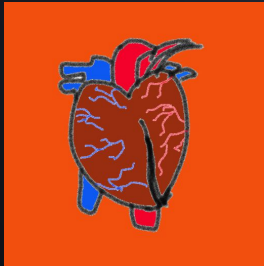
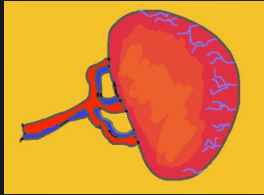
Sketching and low fidelity-prototyping



Narrowing down and combining ideas



Prototyping in Figma, Tabletopia and self playtest



Playtests



First day of playtesting



Second day of playtesting



Problems occurred

- Much difficulty with *clarity*
 - Confusion regarding rules
 - Action / Harvesting rules
 - How to use the Fake Card
 - Tabletopia, Drawing cards
- Players avoiding interacting with each other
- Hoarding of tools and always being at the hand limit
- Too much information
 - Borders on Analysis Paralysis, depending on player



Changes

- Added rules, play areas and modified card text for clarity
 - Ex. Tools stating what organs they can be used for.
- Added an extra organ
 - Going from 2 to 3 means more options and reduced tool hoarding -> **faster pace**
- Overhauled the economy
 - Card/Organs buy and sell prices -> **better balance**
 - Starting resources - Faster pace in early game & reduced tool hoarding
- Added 2 types of player tokens
 - One to show who's turn it is
 - One for the players to indicate what organ they are trying to harvest
- Hand limit
 - Two different hand limits tried during playtests -> prevented hoarding cards



Next Steps

- **Rule Book** - Complex gameplay requires clarification of rules for all players
- **Aesthetics** - add to the scenarios and narrative. Choose a path of either dark or humourous as we now have both
- **Visual design** - Add to the theme, reduce visual excise
- More playtesting



THANK YOU!

Questions?