

Tower Domination

User Feedback Report

Group 09

For the prototypes, we decided to divide the three classes that we plan on having in the game and do a prototype for each one. The three videos presenting our prototypes were uploaded to the following link: [Prototypes](#)

Paulo - Warrior Class Prototype

Since it would make it easier to test with the users, I decided to develop my low fidelity prototype with the help of an online diagramming website called yWorks (<https://yworks.com/yed-live/>). I used a type of structure that was able to turn around as the cards. Below are the cards that I created and the warrior deck.

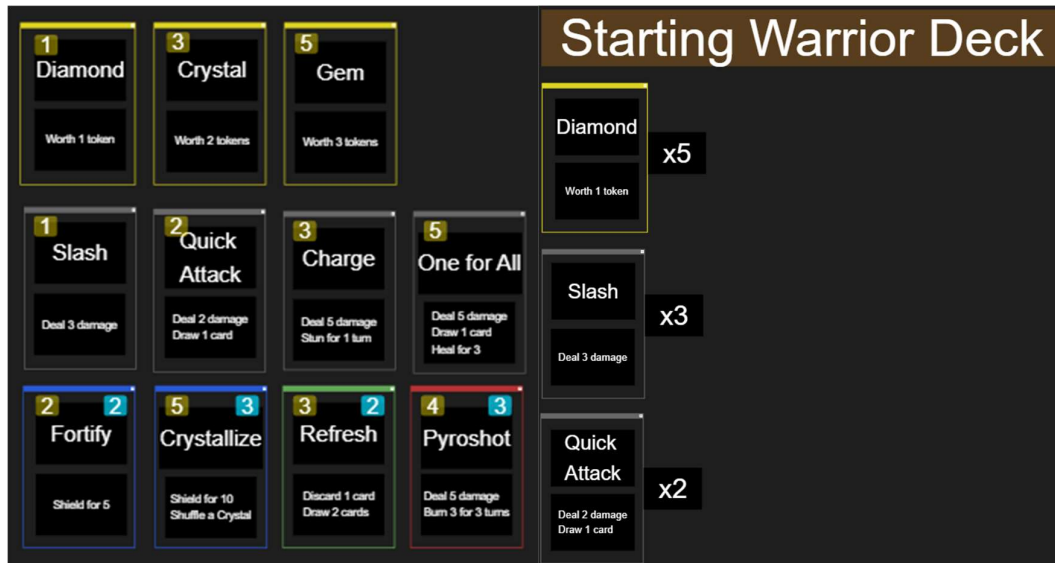


Image 1 : Cards prototyped

Image 2 : Starting deck

I decided to have the different types of cards with different backgrounds. At the top left of the card, there's its cost on the shop and the top right its mana cost. Where the art of the card will be placed, I left there the name of the card and below that, the actions of the card played. I used generic names for the actions of the cards, like *draw*, *deal damage*, *heal*. I decided to call the resources needed to buy cards from the shop *tokens*, as it is seen in the yellow cards.

My prototype was based on the warrior class, so the majority of the cards I prototyped are from the normal category. As it is shown below, on the bottom right, there's the player with their HP, name and mana. There's an enemy in the middle and the shop at the right. At the bottom, there's the player's hand and both the discard and deck pile. To play the prototype, we simply need to play the cards and do the action related (draw a card, change enemy's HP) or buy the cards from the shop (by copying them). The

cards bought and played would go to the discard pile after being turned around. There was one card drawn per turn at first, but changed to three after.



Image 3 : Prototype in the first turn

To playtest, I used two different methods, I either shared my screen and played what the user told me to or gave them the prototype file and they played it themselves at the website.

After the playtesting, the majority of feedback I got was positive. Everyone understood the objectives of the game and managed to kill the enemy. Nevertheless, the users provided feedback to two main aspects of the prototype that they didn't find appealing to be in the game.

For the first two users, the main aspect that they didn't like was the one card drawn per turn. A lot of times, the player would end up with an empty hand and only relying on the top of the deck each turn. This would make the action's player not really a choice, as they only had a card to play. As I also felt it when playing by myself, I decided to change this for the next tests.

With the third user, I increased the number of cards drawn per turn to 3. The game played by this user was more fluid and there was not a problem with the top deck mechanic anymore. However, they also pointed out a feature that was not to their

liking. This user didn't like the fact that the card bought would go to the discard pile, as it seemed it took too much time to draw the card you bought. They were expecting that the cards bought to have an immediate impact on the game. Since this aspect was intended, I decided to not change it, as it helps to balance out the cards bought, but I thought of increasing even more the cards drawn per turn for 5 (hand size) as it would make it easier for the player to draw all their deck.

I also decided to do another playtest with one of the users that had already played with the increased cards drawn and they also provided positive feedback regarding this fix. Another interesting aspect that I changed between the games played was the existence of an action phase (where the player could play the cards) and a buying phase (where the player could buy cards from the shop) and their order. Overall, the existence of these phases helped the player to decide between what they wanted to do, as they focused only on the cards that they could play at each phase. Regarding the order of the phases, the player preferred action phase before buying phase, since one of the actions that exist in cards is the *draw* mechanic. This would allow the player to draw more resource cards before buying from the shop.

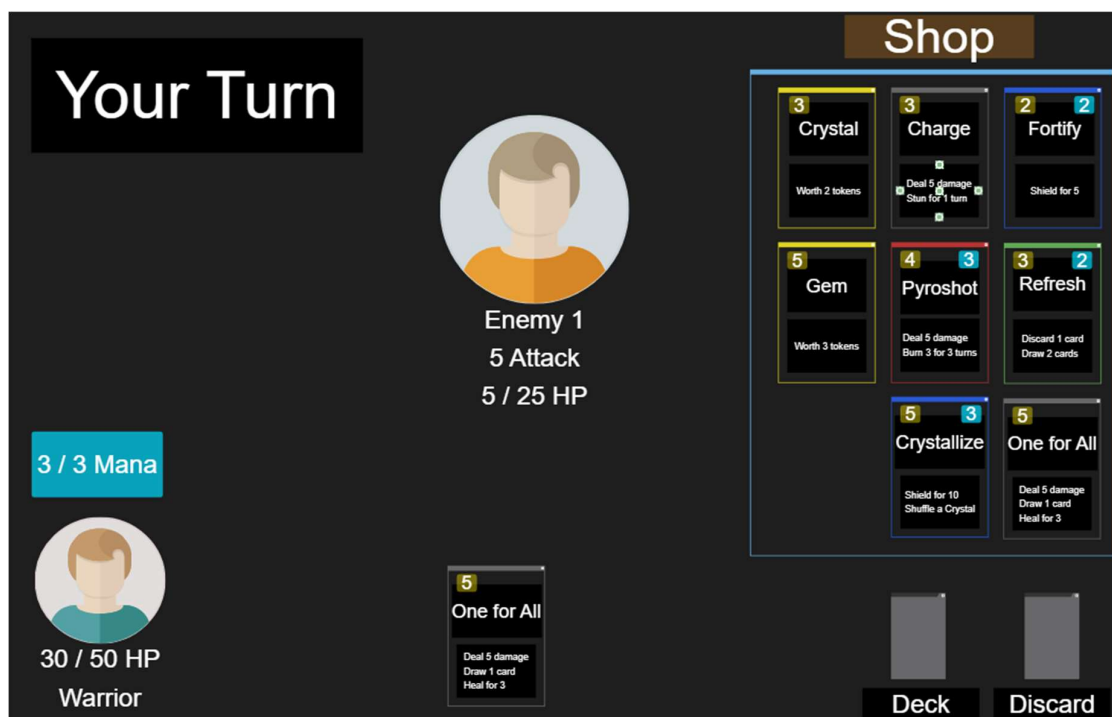


Image 4 : Final turn to be played

Hélio - Rogue Class Prototype

My prototype was made using a website called [yWorks](https://www.yworks.com/). I used this to facilitate testing with other people over the internet.

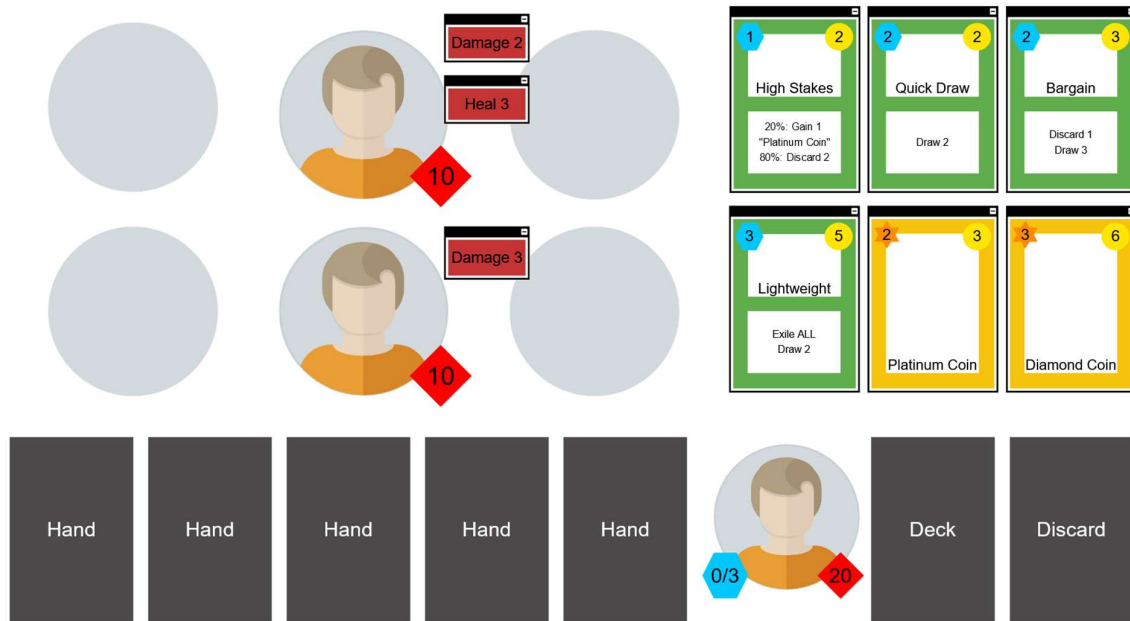


Image 1: Battlefield

The battlefield is divided into 4 zones: enemy area, represented by 6 enemy portraits; shop area, displaying 6 cards the player can buy; hand area, where the player will have their cards; and the player area, where his portrait, health/mana points, and his deck are.

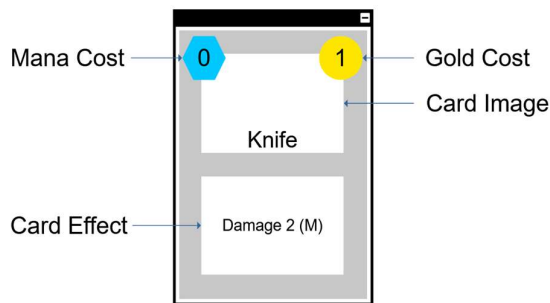


Image 2: Normal card

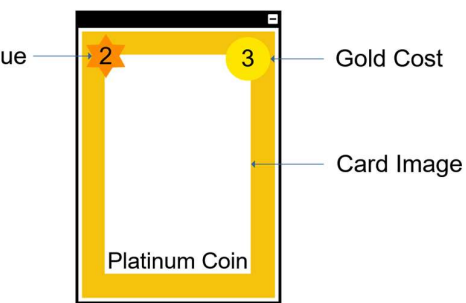


Image 3: Resource card

Each card has a background color depending on its type. Gray cards are normal cards that usually cost no mana and have simple effects, such as “Damage 2 (M)”. This means it deals 2 damage to an enemy in the Melee (M) zone. It can have an R (ranged) or an A (all) instead. Green cards are spell cards that cost mana and have effects specific to the class, in this case the Rogue class. Some of the effects it has go from “Discard”, which sends a card to the discard pile; “Draw” does as the name says; “Exile” removes a card from play completely (from the hand if location not specified); and finally X% cards which have a chance of doing each of their effects. Lastly golden cards are resource cards that do not cost mana and have a set value attributed to them: “Gold Coin” is worth 1 gold, “Platinum Coin” is worth 2 gold, “Diamond Coin” is worth 3 gold. Below is the list of cards I created for this prototype:



Image 4: Card list

For the enemies, they have a simple interface:

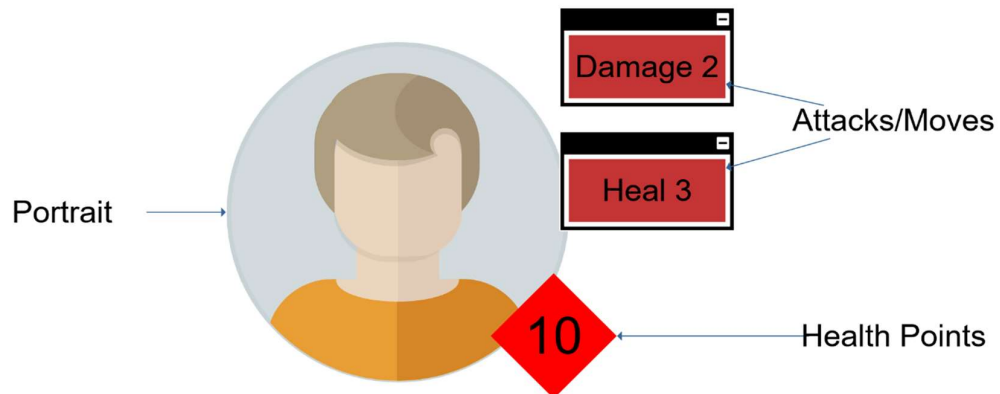


Image 5: Enemy interface

The player has a similar interface:

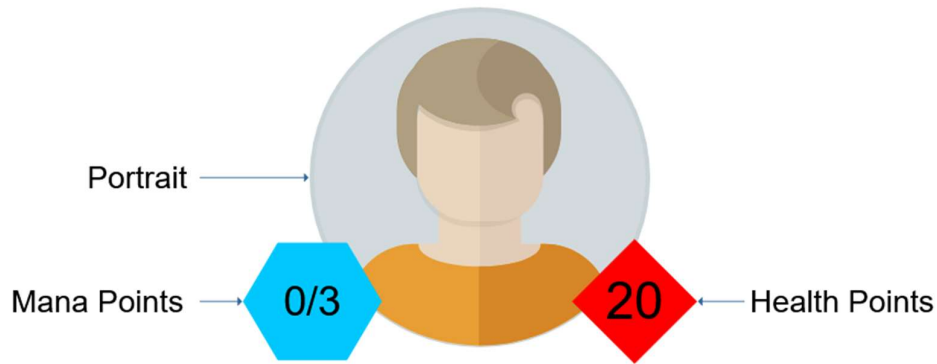


Image 6: Player interface

Since the website does not offer a shuffle mechanic for the cards, I rearrange them myself in a pseudo-random way.

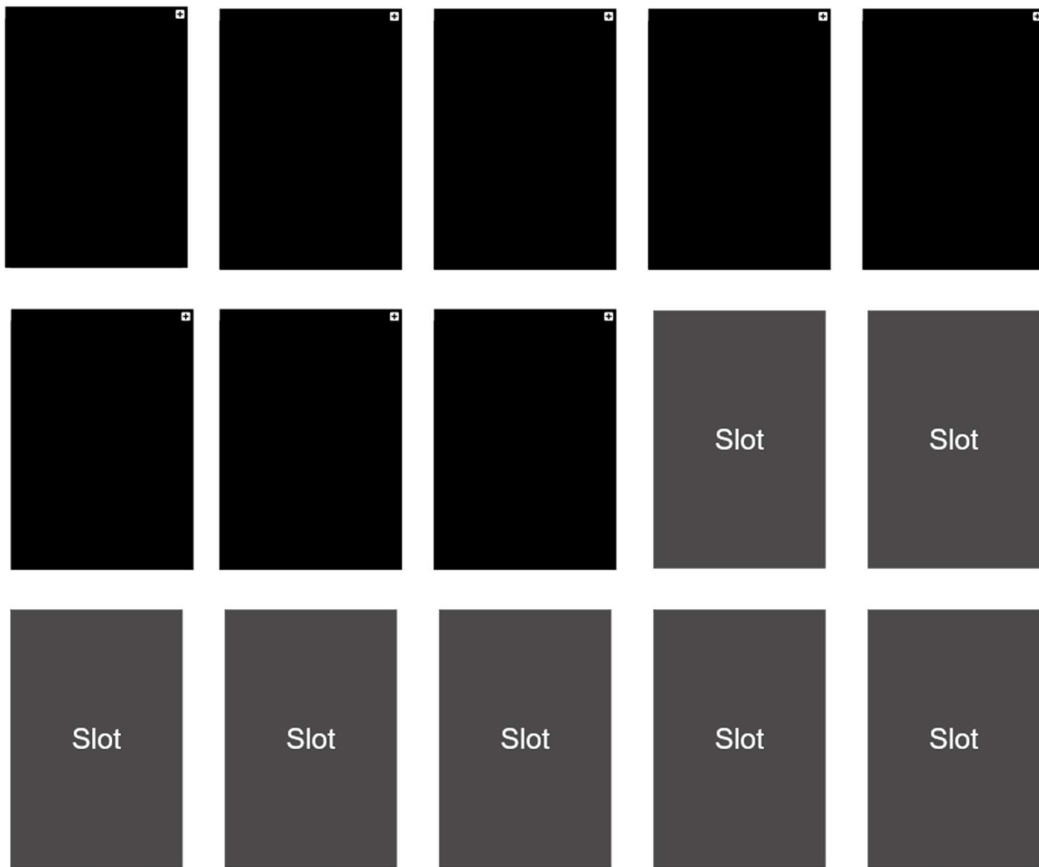


Image 7: Area for the cards currently in the deck and discard pile

I tested this prototype with 2 people, each playing the game twice. The first time, I had a single draw per turn and we quickly found out that it made the game way too slow to play. After the first turn, the player would always use the card they drew, or if they drew a resource card, they would keep it and do nothing for the entire turn. After that, I changed to a “replenish the hand” type of draw, where the player drew until they had

5 cards in their hand. Another feedback I had was how the enemies were too difficult, to which I reduced the amount of Damage and Heal the enemies were able to do. On the second playthrough for both users, the game went much better and their overall experience was improved.

Miguel - Mage Class Prototype

The first iteration of my low fidelity prototype was made with paper cutouts and card sleeves. Using this method I prototyped some cards and tested out a few starting deck combinations.

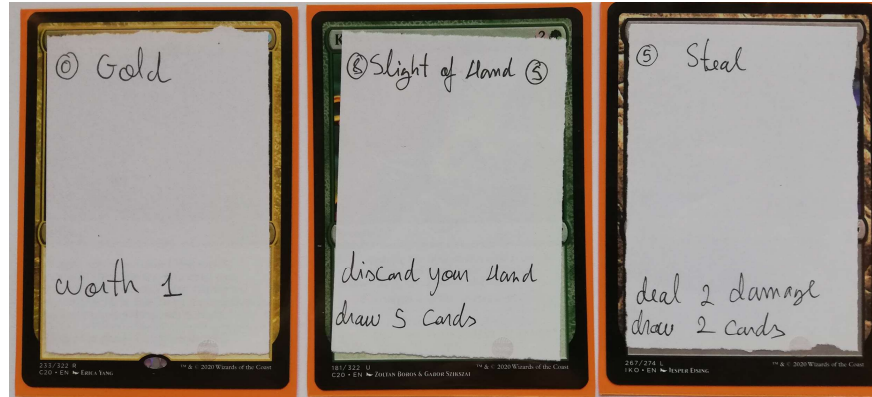


Image 1: Physical prototype

However once i started testing with the shop and more card types the limitations of the format became clear, i had to do each card at least 5 times to get a good feel for it during testing which would be very time consuming in the long run.

Seeing this I moved to a digital approach using Tabletop Simulator, this method not only made it easier to test with large card quantities it also made user testing online possible using the remote play together feature which allowed me to stream the game to a user even if he did not have the tool.

For this prototype what I mainly focused on testing was the Wizard or Mage class, its starting health and mana values, its starting deck and some cards made with its theme in mind. During this I also tested some enemy actions and the shop offers/supply.

To do this I made a set of cards similar to the ones i had previously made in paper and s fwe cards for the enemy actions finally i used some counters to keep track of resources such as health and mana, the final iteration of this approach can be seen in the image below.

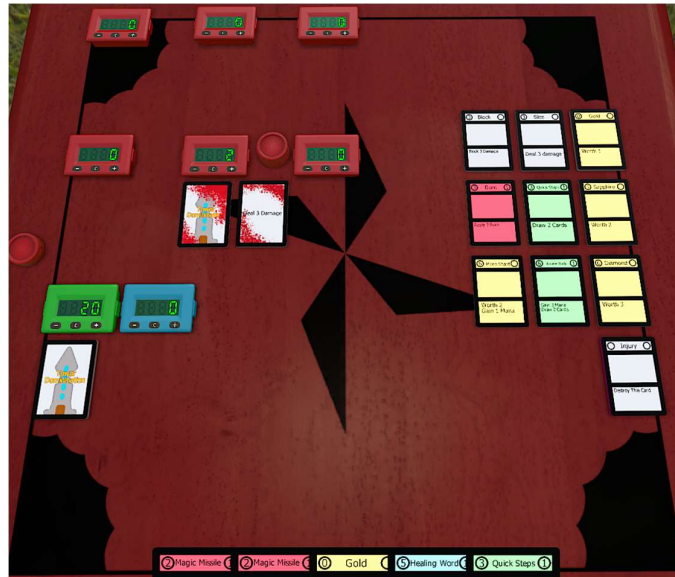


Image 2: Tabletop Simulator

The player would start with a deck of ten cards, 20 hp and 3 mana, he would gain one mana per turn and there was no max amount set. the shop had 3 fixed treasure cards and 6 cards that would change with the level, There were up to 6 enemies 3 melee and 3 ranged each having a deck with their actions, every turn they would reveal the top card and that would be the action they will take for the turn, the player could see this and prepare accordingly.

For the player cards i used the placeholder format below, the color indicates the type of card, yellow = treasure, green = utility spell, red = offensive spell, blue = defensive spell, gray = normal card.

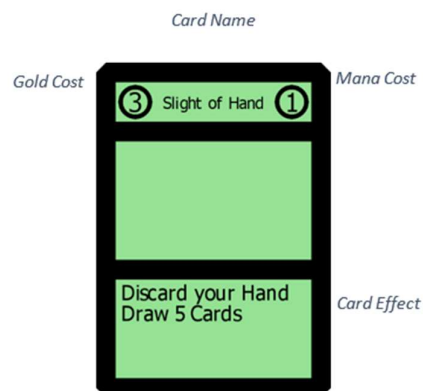


Image 3: Example card

During the various iterations of the prototype I tested the following list of cards:

5 Absorb Elements 3	3 Arcane Bolts 2	8 Arcane Study 1	3 Block 0	3 Burn 1
Block 5 damage Draw 2 Cards	Ranged Deals 3 damage to up to 2 targets	Gain 3 Mana Draw 2 Cards	Block 3 Damage	Apply 3 Burn
5 Charge 0	6 Diamond 0	8 Fire Ball 5	0 Gold 0	5 Healing Word 1
Deal 3 damage Draw 1 Card	Worth 3	AoE (all enemies) Deals 2 damage Apply 3 burn	Worth 1	Heal 3
0 Injury 0	3 Mage Armor 1	2 Magic Missile 1	8 Mana Drain 5	8 Mana Gem 0
Destroy This Card	Block 4 damage	Ranged Deal 3 Damage	Block 3 damage Gain 1 Mana for each block you have	Worth 3 Gain 2 Mana
3 Mana Potion 0	6 Mana Shard 0	3 Meditate 1	3 Quick Steps 1	3 Sacrifice 1
Gain 1 Mana	Worth 2 Gain 1 Mana	Gain 2 Mana	Draw 2 Cards	Destroy a card to Gain 3 Mana
3 Sapphire 0	3 Slice 0	3 Slight of Hand 1	5 Steal 0	
Worth 2	Deal 3 damage	Discard your Hand Draw 5 Cards	Deal 2 damage Draw 2 Card	

Image 4: Card list

During the first iteration the players starting deck consisted of 5 gold cards 3 damage cards and 2 mana cards, the player would start with 5 cards in hand and draw only one card per turn, however this approach was dropped after playtesting due to user feedback.

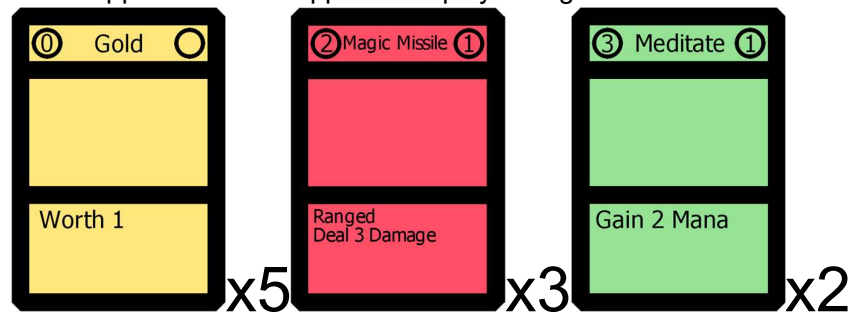


Image 5: Starting deck 1.0

Drawing one card per turn and having no reason not to play their entire hand to buy cards or deal damage left the users with 0 cards in hand from as soon as turn 1 and playing only with the top card of the deck.

With that in mind further tests were made with the user drawing up to five cards every turn. Now users had more options during their turns and drawing up to five cards every turn meant they could reshuffle their deck sooner making buying cards more enticing. Seeing that during the first two turns there was almost always a time where the user did not have enough gold in hand to buy cards, and since all the mage cards require mana he would run out of the resource by the second turn.

To prevent this I tried changing the starting deck to the.

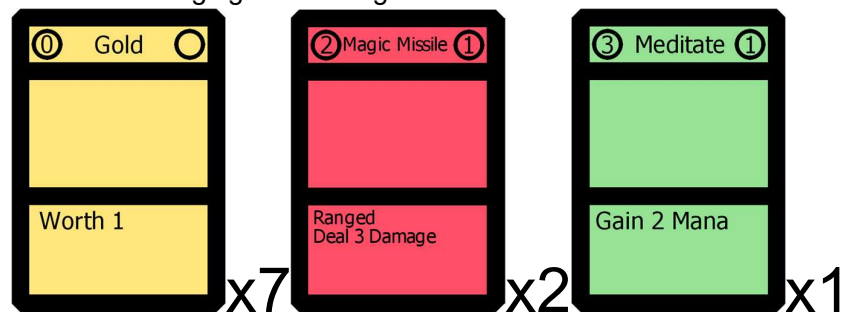


Image 6: Starting deck 2.0

This approach proved successful as the starting gold was no longer an issue during the following tests. However while testing with a member from our focus group he noted that the user had no way to prevent taking damage from enemies and that the combat seemed almost like a race to see who killed first which did not allow for spending time focusing on deck building. So for the next iteration the starting deck swapped the mana card for a healing card since in previous tests users always had enough mana with even mana to spare since only 3 out of 10 starting cards spent mana.

This last starting deck iterating was the following:

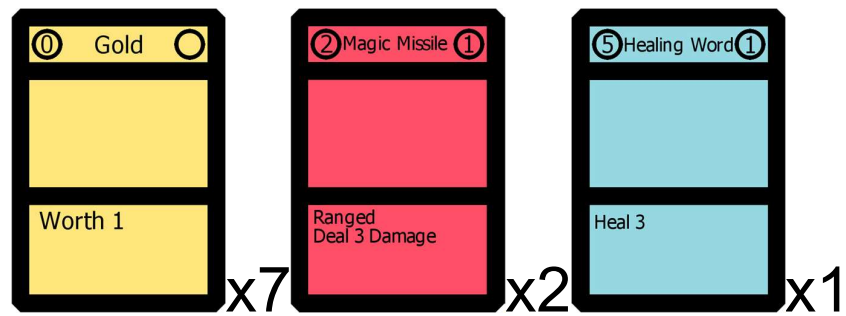


Image 7: Starting deck 3.0

I also tested many shop variations for the first 2 encounters but ended up with the following format:



Image 8: Shop

With the enemies I tested some actions they could use, to do so I created a deck with simple cards with the amount of cards dictating the probability of one action.

I tested the following enemy actions:



Image 9: Enemy actions

Since no user commented on the enemy actions I did not change them during the iterations. As for an example of an enemy deck the weakest enemy tested had the following cards

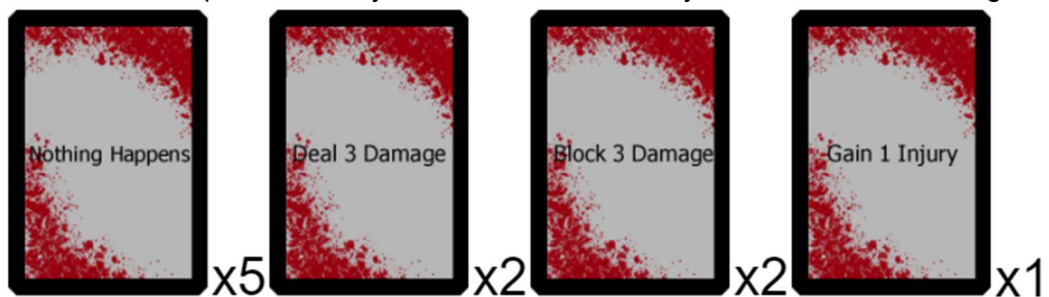


Image 10: Enemy deck