

Game Development Methodology

(2020/2021)

Group 9

Tower Domination - Workshop Report

Goals

With this workshop, we set out to talk to our focus group and go into more depth about our game, and what we intended to accomplish with it. The main objective was to gather the players' opinions about our ideas for the game, get some ideas from the players themselves and for them to get a feel for the experience of what playing our game would look like.

Procedure

Our workshop was divided into 3 phases: gameplay, discussing and interview. The workshop began with a small reintroduction to our project, and a layout of how the workshop would work. Firstly, we divided the 4 people into 2 groups to play a few matches of Dominion (online). We chose Dominion instead of using our prototypes because we felt like an already established game that shared similarities with what we intend to make was the best way for the players to get an actual feel for the experience we aim to create. One group had 2 players and a developer, and the other had 2 players and 2 developers.

In the Dominion matches, the players on both groups understood the concept of the game fairly quickly, and used different strategies during the game. We played for 90 minutes, which was followed by a discussion of the direction we wanted to take for the game. We talked about the combat mechanics, in particular the shop and the drawing action. During this time, the players gave us their feedback and opinions on certain aspects of the game.

For the interviews, we asked the players to think of features they would like to see implemented into the game, as well as what they thought would hinder it.

Results

The feedback we got in the discussing and in the interviews was very enlightening to us. One of the players commented on how the shop was disconnected from the attacking portion of the combat, stating that having the shop and the enemies at the same time created 2 distinct objectives that weren't necessarily connected in the best way.

An idea multiple players had was the addition of instant effects / buffs in the shop, besides simply having cards. These would be bought and would do something without actually adding a card to your deck. One other player suggested having "upgrade" cards, which would improve an already existing card in the deck, instead of adding a new one. We thought this was a very good idea, since it allows us to reuse assets, while making the game progression easier to manage since it adds consistency.

In terms of visual cues, one of the players showed us an easy way to represent the target area of the spells, while not cluttering the card composition. Another visual aspect that was

mentioned was to have a small number next to the deck and discard piles, stating the amount of cards, something that was first noticed during the Dominion matches, which suffers from this issue.

Another suggestion we got was that of a card that would allow the player to see the next 2-3 enemy actions in advance so that he could plan accordingly which would complement the strategist approach. On the opposite we also got a suggestion for a card that would destroy one card in hand (deck management) and in turn grant a copy of a different random card with the same cost as the card destroy, this random acquisition we believe would interest players that like the random aspect of typical rogue likes and could even be used in a variety of cards.