**1st Week (Done on 14/4/2023)**

For the first week we only had one group meeting very late on Sunday as we were busy with other assignments and work. We have decided that each person would generate one game idea and showcase to each other what the game is about the next week. Here is my game idea that I will be suggesting to my groupmates.

**General Scope**

This game is a board game where players are in a space station invaded by monsters which is going to explode. The space station is filled with high-tech gadgets and tools that can be used to aid or sabotage other players. Players must quickly get to the spaceship to escape and survive. (Ending tile)

Game is played in a n x n (preferably 6 x 6 but may increase as player size increases) modular board game where each square tile other than the starting tile and ending tile needs to be shuffled and pieced together faced down to form the board. Starting tile begins on the bottom left side of the board and ending tile is on the upper right side of the board. There is a deck of tech cards for players to use which may be used for saving yourself or another player or even harming another player!

The game can also include a explode meter which determines when the space station will explode and everyone who is not teleported away will die/lose. The space meter has 10-15 bars and once every player has moved one turn the space meter goes up by 1 bar.

Example of board:   
**A picture containing screenshot, square, rectangle, line

Description automatically generated**

**Game Rules & Instructions**

1. Each player would draw 3 tech cards from the deck and decide who to move first.

2. Players put their character on the starting tile.

3. Only on the first turn, the adjacent tiles are revealed for all players, and they can vote for a change of tiles, just in case both tiles are danger tiles.

4. The player moving can only move to adjacent tiles of their character.

5. When the player moves to a tile which is not shown, flip the card over and show what type of tile it is.

6. Tech card can be played anytime by any player whenever the player moving has moved.

7. First player who reaches the spaceship tile (ending tile) gets first place and subsequent players get their places too.

8. Keep track of the explode meter as once reached the space station explodes and those not teleported will lose!

**Ideas on tiles and action cards**

Landing on each tile may have special effects which may be beneficial or harmful.

Tiles:

1x Launch Bay – Starting tile for the placers on the bottom left.

1x Spaceship – Ending tile for the places on the upper right.   
8x Normal tiles: These tiles do not have any special effects and players can move through them without any consequences.

4x Observation deck – allows players to view all adjacent tiles.

6x Monster encounter – Player moves back 2 position he was in. Afterwards, replace the monster encounter tile with another tile faced down.

4x Teleportal – Allow players to teleport to another teleportal tile, if no other teleportal tile exists, this tile has no effect.

4x Tech Cache – Allow players to draw a tech card even if they have 5 tech cards already.

2x Critical System – Increase the explode meter by 1.

4x Electrical Hazard – Players are stunned and would not be able to move on their next turn as well as using their tech cards.

4x Unstable floors – The player that lands on this tile can either choose the tiles in the same row or the same column being affected as well as the direction. When decision is made, the tiles shift one step to the direction chosen and a new tile will replace the tile being removed. Ensure that the column or row chosen does not affect the starting or ending tile.

4x Quantum Entanglement – Choose 2 tiles in the same row or column and swap their places. The tiles chosen should not be the starting or ending tile.

4x Gravity Shockwave – Players that land on this tile gets bounced off to a chosen adjacent tile, afterwards the effect of the adjacent tile will be applied if any.

1x Blackhole – Player encounters a blackhole and has a chance of being sucked into it. Roll a dice to determine to result, old means the player is sucked into it and even means the player remains.

Tech Cards:   
5x Plasma Rifle – A powerful weapon that eliminates monster in its path. Can only be used on the wielder himself.

5x Gravity Gun – A powerful weapon that pushes or pulls another player or the wielder himself into an adjacent tile.

5x Radar Sensor – Scans the surrounding adjacent tiles of the user. (Take a quick peek)

5x Disruptor Field – Disrupt one player’s move for one turn.

5x Force Field – Protects the user from all dangerous tiles and other player’s tech gadget.

**2nd Week (Done on 21/5/2023)**

For the second week, we have decided to use Ching Heng’s game idea called “Etheria”. To summarize the game, “Etheria” is a competitive board game where players aim to earn the most points by bidding for noble cards, trading resources, and participating in special events. Each player belongs to one of four factions and strategically navigates through phases to maximize their score. We have play tested the game on 20/5/2023 at Ri Sheng’s house with some paper rectangular cards with the type of noble, resource, and event written at the front. As we playtest through the game, we encounter some problems such as not having enough resource cards on each player hand, punishment for losing a bid is too low, trading occurs too frequently, reaching the end game takes too long. This are the major problems along with some minor problems like unbalanced event cards for noble actives.

1. Insufficient resource cards on each player – Originally, each player draws 5 cards at the start of the game and draws 2 more cards once their turn ends. We play tested with this originally and found out that by round 4 no one has enough to bid for more cards unless the draw event cards that allows one individual to draw more cards which is a bit unfair, and luck based. Now we decided to increase the starting card number from 5 to 6 so that players can participate in bidding if high-cost nobles come out, where they can choose to “All-In” or save for later nobles. Starting with 5 cards would mean lesser chance or meeting the requirements for bidding of higher nobles in the first round. Now we changed the rate of players getting resource cards from 2 resource cards for the player who ends his turn to every round after the first, all players draw 3 cards at the start of each round. Firstly, card number increases from 2 to 3 which means more participation in bidding which we play tested it and it worked perfectly, as there are fewer rounds where nobles were skipped. Secondly, it is more consistent as all the players get their resource cards at the same time instead of getting it after their own turn. This is fairer as for example, after finishing my round and that round, I chose not to bid, so I won’t lose anything and get 2 resource cards which would obviously be more than the other players ahead of me, hence I would have a higher chance of winning the next few bids until the next round. Hence changing it to a more consistent way of getting resource cards. We also play tested it and found that when more players participate in bids for high nobles it is more thrilling and exciting as the point difference is lowered compared to someone who is just dominating other players.
2. Punishment for losing a bid – So this is another major issue as we play tested the game the first time. We found that the punishment for losing a bid is a bit too low especially for higher nobles. The punishment was discarding 1 card for each player who participates in bids and loses regardless of the noble being bided. We changed it so that as the noble cost/rank goes higher the punishment would increase as there is not much risk if a player just loses one card with a chance that nobody bids for that high noble and he himself gets it. So, we changed to losing a bid for faction heroes would discard 3 cards, losing a bid for dukes would lose 2 cards and the rest would be 1. So, for higher nobles, the reward goes up, and the risk should also go up, so we made it that way which we play tested and its more fun and exciting when bidding for expensive nobles.
3. Trading too frequently – So this is stated by Mr Oon himself that the trade takes too much time if each player gets to trade after each player’s turn. We play tested this and it indeed took too long so we have changed it to the players can trade once for each round from round 3 onwards. This makes the trading more balanced out as well as not taking too much time. We decided the round number 3 to start trading because that is when players get nobles from any faction which would make people want to trade for their own faction noble. We play tested this and it was just right as not much time is taken and the trading was not too little and not too much.
4. Reaching the end game takes too long – This is a problem that we haven’t decided how to solve yet. I suggested to them that we should remove some low-ranking nobles (dukes and below) to make the total number of nobles be lesser. Because to reach the end game, the deck of noble should be entirely drawn, and each player would tally up their points. On the play testing day, we had 64 nobles which we never played finish, so I have decided to lower the number of nobles to 40 to 48 which is much lesser hence faster to end.

To summarize this week was for play testing and we fixed a lot of problems that affects the game. We are just left with some minor problems such as the naming of low-ranking nobles have duplicates as well as the abilities of event cards and nobles.