

1. What emotions would I like my player to experience? Why?

Tension, so each game can feel like each player is fighting against something impossible, but win anyway.

2. How can I bridge the gap between the emotions players are having and the emotions I'd like them to have?

I figured; the defending player would start with all the control (Land and traps), then spend the rest of the game slowly losing control (Having to fall back to keep their gunmen safe), while waiting for the clock to tick down.

while the attacking player is forced to race against a clock while nearly any street could contain a trap that could wipe out large sections of troops.

What do you mean by trap them in?

Though it might be a good idea to make sure at least SOMETHING is happening every turn. That way, both players are forced to have little breathing room and needs to think fast and on their toes

3. What experience do want the player to have?

A frustrating but thrilling time

But having the players constantly frustrate each other with smart moves might help convey that feeling of tension

Though, we might want to be careful about making both players feel frustrated. The winner will feel better after, but the loser won't.

By that, I'd think the loser should feel like they only lost by the skin of their teeth

4. What is essential to that experience?

I'd say, each player needs to feel like they are in constant danger of losing and that the other player is the only thing standing in their way

Oh true. And maybe a little luck but not much, luck really pisses me off sometimes in games

It would help balance the game more, but might feel cheap at times

That could be neat if we could figure out a basic enough algorithm for it. I'm cool if the vast majority of my contribution to the game itself is coding. I can do some pretty complex algorithm stuff

5. How can my game capture that essence?

Oh wait. I get it

We're answering all three:

We want a tense and slightly frustrating stand-off.

Then, for the frustration not be purely negative, it's essential for the losing player to feel like they only lost by the skin of their teeth.

And we can accomplish that by including possibly including dice rolls.

...

I'd say dice rolls or a chess like strategy just so we have the openness to do so later

6. What will surprise players when they play my game?

I'd say, the defensive player would be surprised by the random units the aggressive player pulls each turn.

While the aggressive player gets surprised by the traps left around the board.

Also, the original idea I had was that the attacking player draws a certain number of unit cards from a deck each turn. And that each turn, the attacking player can choose to discard a certain number of the cards he WOULD draw, to pick a specific specialist unit. That way it's a gamble, but lets the player feel a little more in control of their own forces

How do you feel about that?

If they draw like normal, they MAY get the specialist they need. But they may also just get a bunch of normal troops and be screwed. In story, It's like the general of the attacking forces is telling the troops filing in to make way for someone he needs.

Cost needs to be high so as to not make the attacking player OP

But otherwise, we may run the risk of making the attacking player feel "at the mercy of the deck."

Maybe use the cards to expedite getting them. And have another, harder way to get them as well. So they kinda have to choose the risky short path or the sure fire long path

I imagined waiting for a lucky draw to be the long path while paying a high cost in troops to be the short path.

Cause remember; the specialists can do neat stuff, but they CAN'T control territory. Only basic troops can do that.

7. Does the story in my game have surprises? Do the game rules? Does the artwork? The technology?

I think the nature of our characters is a surprise

8. Do your rules give players ways to surprise themselves?

The rules don't surprise the players, but the abilities and how the players can use their units can surprise them

9. What questions does my game put into the player's mind?

Oh wait. Maybe; keep the question in the players mind "how can I adapt to this situation now?"

Yeah pretty much just strategy is what I think players would be thinking

10. What am I doing to make them care about these questions?

We're putting the players under constant tension and forcing them to adapt to each other

11. What can I do to make them invent even more questions?

that one is really strange.. I guess more features makes them realize things later in the game that may have a strategy to it

12. What is valuable to the players in my game?

What is valuable to the players in my game?

For both players I imagine it's territory.

For the defensive player, their own gunmen become extremely valuable, as any lost are gone for good.

For the Attacking player? Their specialists I guess. They can't secure territory, but they can at least do stuff more than move and attack

13. How can I make it more valuable to them?

Right but is there any real incentive to keep fighting rather than wait a bunch of turns and stocking up and then fighting after like many turns stocking up?

I don't know if taking territory should increase the number of troops per turn though.

Turtling I think could be easily punished by the defending player. maybe by having the gunmen have the ability to attack all troops in a single space at the same time. So if the attacking player attempts to keep stacking troops on a space in prep for a push, it's a gamble on their part.

But maybe, there are key buildings around the board that give bonuses to whoever controls them

Wait, that might be something. Cause that would put even more value on specific territories for BOTH players.

The attacking player would want it and the defending player would want to keep it out of the other guy's hands.

14. What problems does my game ask the player to solve?

I think for this one:

It's asking the defensive player "how do you defend a large territory with only a few skilled units"

While it's asking the attacking player "How do you take a large territory when most of your troops are dumb and weak?"

15. are there hidden problems to solve that arise as part of gameplay?

The hidden problems are the new strategies employed by the players and same for the next question

16. How can my game generate new problems so that players keep coming back?

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