

BALANCING FOR GOLD



First, let's eliminate these bad habits.

Balance for a player, not for
yourself.

Signs you are balancing for yourself.

A lot of the problems which arise while testing the game are issues you have only seen the first time.



Signs you are balancing for yourself.

Players keep quitting/losing the game at a certain point. This can lead to.....



Signs you are balancing for yourself.

You do not conduct playtests with new players every week. Thus you are testing with people who know most of your game and know how to beat it.



So, where do we start?

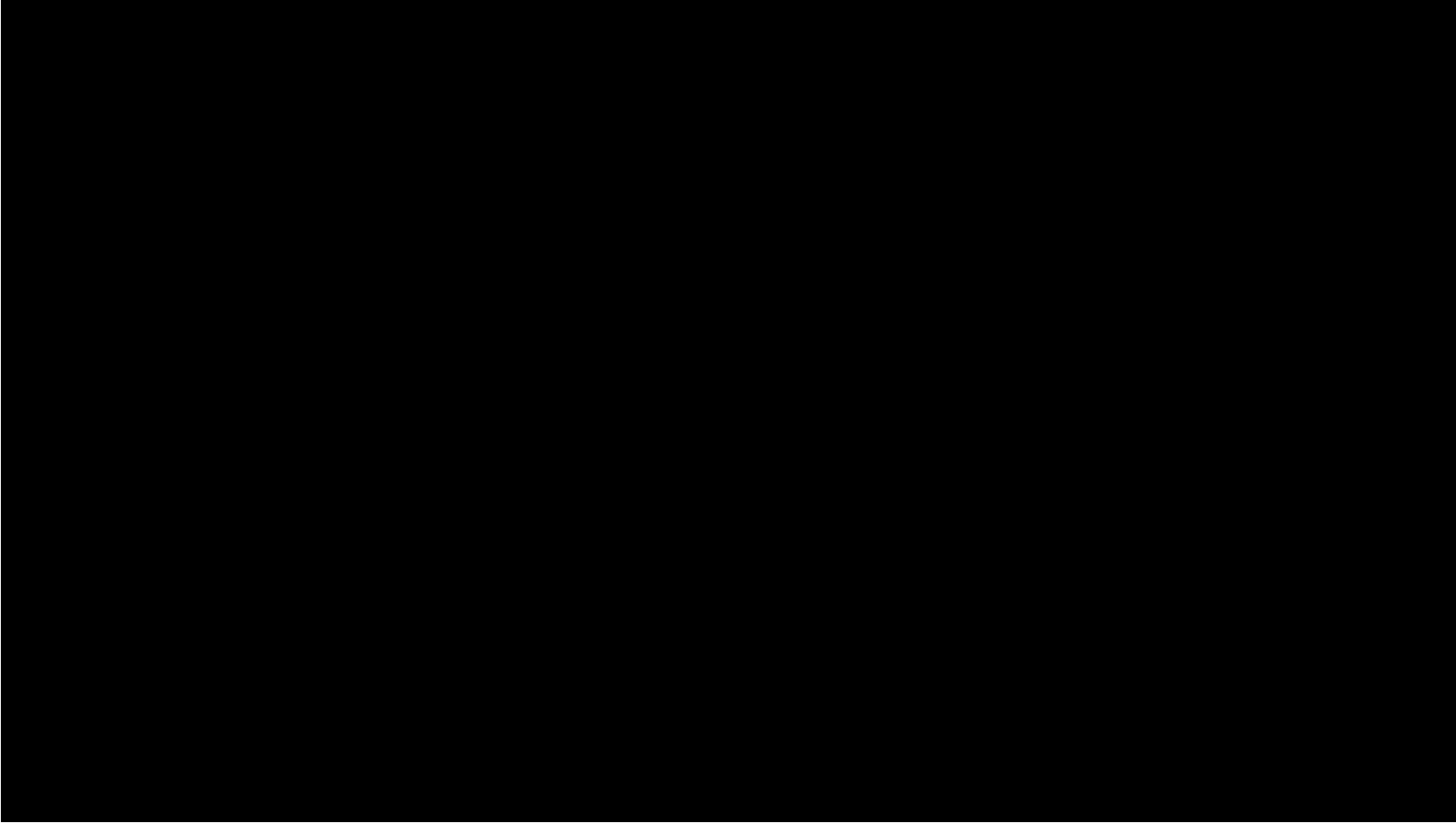
1. Don't play to win.

Try every method under the sun to lose. It's fun and also will open up your eyes to the million ways things can go wrong in your game.

2. Don't cut a feature thinking it does not work. A lot of times it's the balance which is off.



3. Frustration does not equal Difficulty.



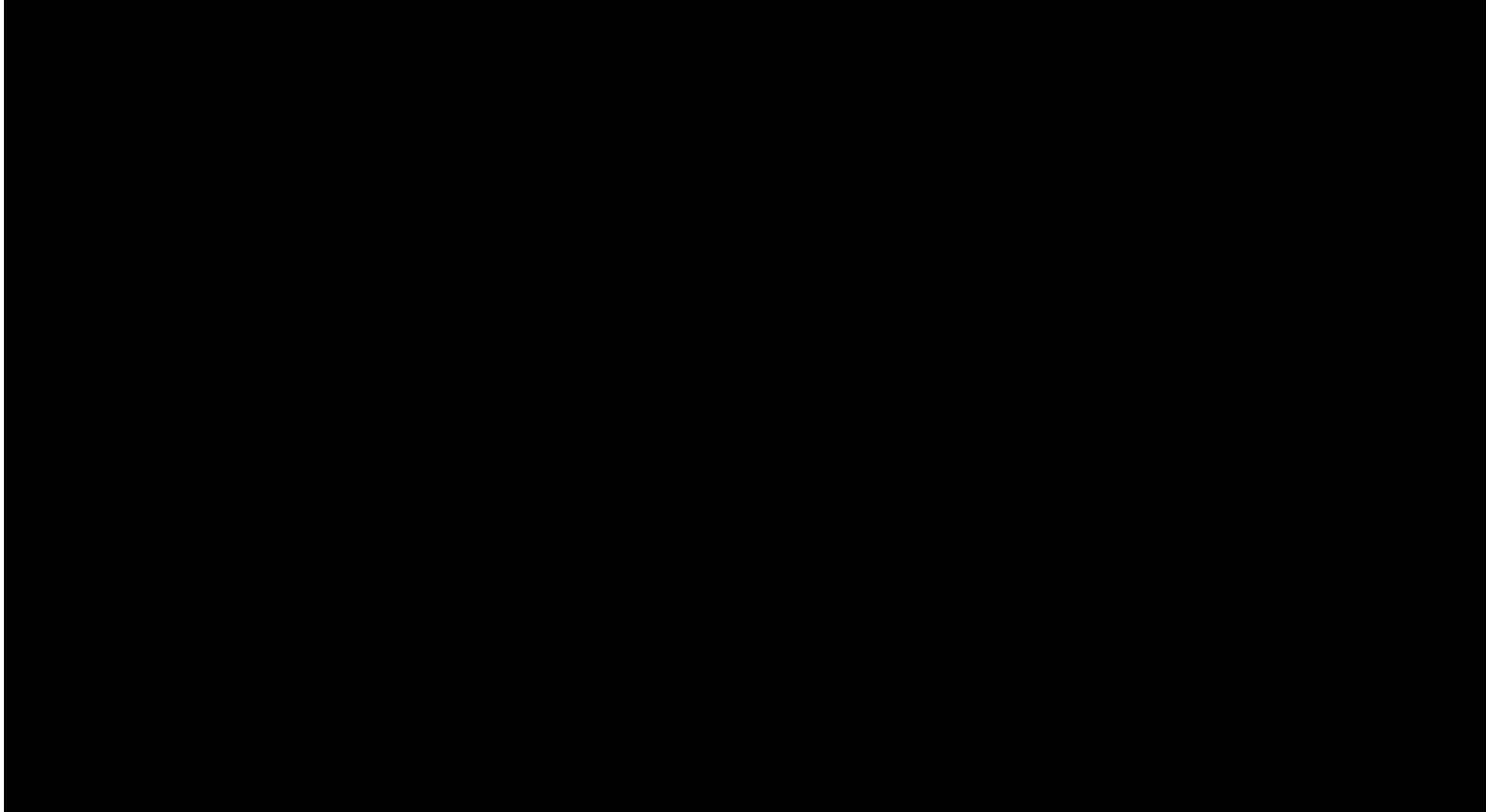
4. Get your Excel sheets out and bombard the poor programmer.

| | A | B | C | D |
|----|------------------------------------|---|---|---|
| 1 | Player vs Enemy Type 1 | attack | special attack | combo attack |
| 2 | | | | |
| 3 | Player starting health = 10 | 1 | 2 | 3 |
| 4 | | | | |
| 5 | | | | |
| 6 | | Damage to enemy per normal attack | Damage to enemy per special attack | Damage to enemy per special attack |
| 7 | | 2.5 | 3.5 | 5 |
| 8 | | | | |
| 9 | | | | |
| 10 | Player Health Points System | Pick up health potion at 100% health=no effect | Pick up health potion at 99-1 health= + 20 per potion once health hits 80. Before that , regenerates back to maximum health. | Loses game frequently at same stage. +25 on each health potion pick up. |
| 11 | | | | |
| 12 | | | | |
| 13 | Player upgrade system | Upgrade to level A Money needed 50. Approximate time needed to earn money = 5 minutes. Or moves needed to get upgrade=10 | Upgrade to level B Money needed 100. Approximate time needed to earn money = 15 minutes. Or moves needed to get upgrade=15 | |
| 14 | | | | |

5. Balance for skill.



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6. It's not just the players and enemies – interactive props, platforms, npc's all of this matter too.



6. So from this week onwards:

- a) See how many items need balance in your game.
- b) Test, Test and test more.
- c) Do not remove, modify!
- d) Get your excel sheets ready. Try quick balancing and test again.