Video Conference Game Development Log(wk4)

Further Changes of Rules (Add Monkey)

I conceived a new version of confrontation this week.

Because the previous version of double spies is more complex, too confrontational, and the voting calculation is also very complex, so I want to further optimize the game experience before testing the variant of double spies. I came up with the idea of "give the spy a hint.".

At the same time, some players think that if the spy/alien appears in a game too early, it will be very difficult for him/her to win. Although winning or losing is not the ultimate goal of the game, we need to improve the spy/alien's game experience.

In addition, it adds more fun.

It comes -- **added "monkey" role**.

Background Setting: In the process of humans' investigation of aliens, a monkey in disguise was accidentally mixed into them. The monkey cannot fully understand human language, but it can roughly know what humans mean and imitate human behavior.

Functions: The monkey can only be informed by the host of the category of the secret word. It needs to observe the behavior of humans to guess which word the humans want to perform. The monkey belongs to the human camp, and other conditions are consistent with humans. If monkeys are regarded as an alien by most people, then humans fail.

Summary: Monkey is a fascinating character, it belongs to the human camp, while its existence is to help aliens confuse humans. The difficulty of the monkey in the game is between humans and aliens. The advantage of this setting is that the number of people required is not as high as the double spies version, which can be applied to more people's meeting scenes. At the same time, the difficulty of voting calculation has not increased compared with the basic version. The spy/alien win rate issue has also been resolved.

Here are the rules of Monkey version first edition:

A.Who's the spy?

Play 2.2.0:

1.Suppose there are 6 people in the meeting. **Need a host**. There are 5 players left. One of the players is an alien, and one is a monkey.

2.The host will **give the remaining 3 players a noun** (it can be a movie, an item, etc.), but the alien doesn't know what the word is. **The monkey will know the category of the word**. (*it can also be a verb, need to be tested)

3.Let the **host take the lead to start the first performance** -- make an action. Then the **host chooses a player** (or alien, if wants) to start his/her show.

4.Then players perform **in the order specified by the host** (including alien and monkey), and can **only make one action**. The action can be dynamic and can **choose to make some sounds**. If you still feel difficult, mention a word (not recommended). **The only requirement is not to repeat the action with the previous person**.

*I hope players will try to keep their actions to the end of the game. It's because when you show some collective nouns, such as "Avenger", it's very picturesque.

5.After the 5 players have put their actions in place, **countdown 321**, and each player **gives a name through the chat box to identify who is the alien**.

6.If the alien is identified by the most people, **the alien needs to answer the word given in this round**. If the answer is correct, the alien wins; otherwise, the alien fails. If the monkey is identified by the most people, humans also fail.

In this rule, the monkey as a puzzle option to join the game will increase the complexity and fun of the game. It seems to be coming to help aliens, but it belongs to the human camp.

Group Discussion

We conducted a new round of group discussions and achieved the following objectives:

1.Confirm the distribution of the number of players after adding the monkey in the game.

[5 Players]:1 host + 1 alien + 3 humans
[6 Players and more]:1 host + 1 alien + 1 monkey + rest are humans

2.Determined the game name in the background of the alien story.

It's finally named *Alien Quest*.

3.Samuel sorted out the rules.

We also discussed the case of adding to two aliens when there are too many people. But I think the cooperation between aliens is too weak. They don't have effective communication channels. It's frustrating when an alien performs well but loses the game because of his teammates. If the two aliens are hostile, the rules of the game will be too complicated. So we decided to keep only one alien and one monkey.

We're not going to add score points to the game. Because as a leisure, funny game, aliens appear in random positions, making the game process entertaining, so the uncertainty will be very strong. Getting high scores is not the main purpose of the game.

We have listed a lot of game names, some are too straightforward, and some have unclear meanings. *Alien Quest* is just perfect.

Samuel compiled the rules and posted them on his MyBlog, but then we will complete a version that can finally be displayed.

The Second Time of Playtesting
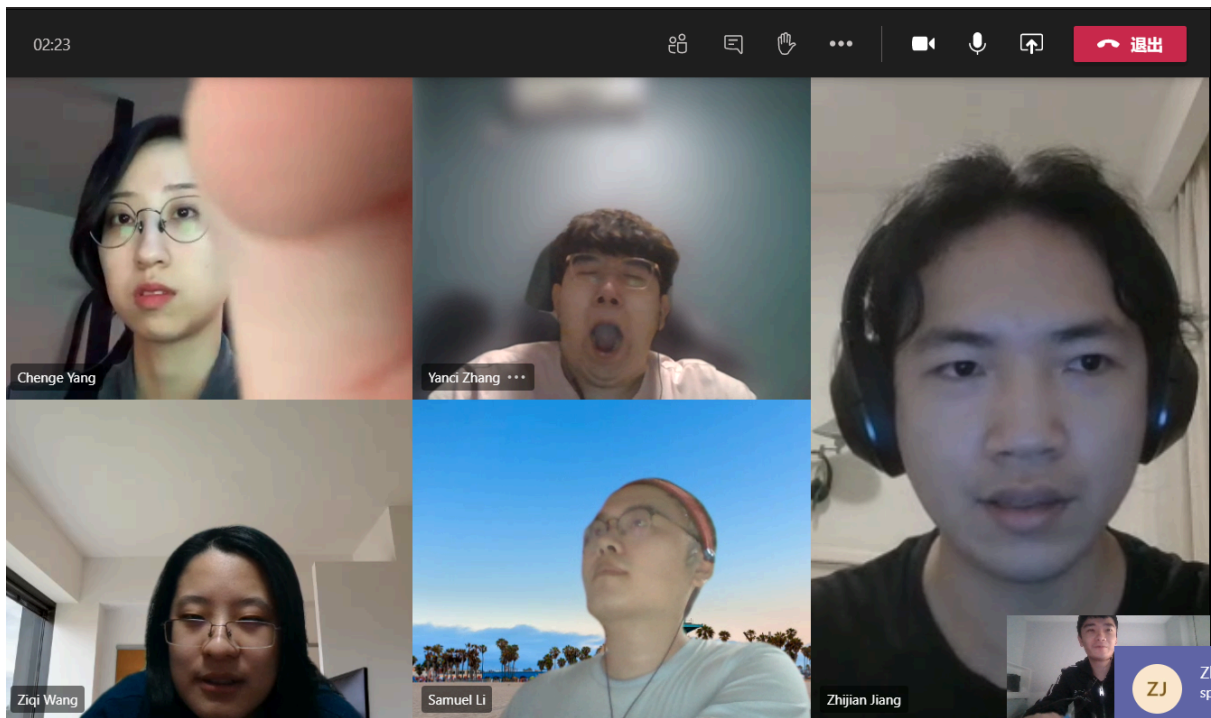
At the beginning, Samuel selected the questions from the question bank prepared in advance, removed the monkey character, and started the first round as a tutorial of the game.

After that, Zhijian said many times that he had come up with great ideas and started a new game as the host.

In the process, we still tried to add verbs as secret words, which led us to determine that the verbs are indeed not suitable for using as secret words. Players' performances will converge and the game will be more difficult to advance.

In this test, everyone agreed that the game is lighthearted and full of fun, low difficulty to get started.

Rules Improvement

1. Remove "~~it can also be a verb~~" and keep only nouns.

2. Remove "~~If you still feel difficult, mention a word (not recommended).~~", language is very destructive to performance.

3. Whether to set up a question bank for the game?
I don't think it's necessary. Because it's the same feeling as when I played with my classmates in Games Design at the beginning -- I have many unknown English words, which can't be avoided. The establishment of the question bank will greatly limit the innovation of the game, after all, we are not many people. I hope this game can be widely spread, so a lot of UGC / DIY vocabulary is necessary. Which word to choose will be considered by the host, who can have a general judgement of whether the game player knows the word.

Result

The biggest fun of our game is to play the fun of improvisation, we all have a good time. Winning or losing is the least important thing in the game. This is in line with the original intention of the Video Conference Game -- ice breaking, active atmosphere.
P.S.: Do not communicate except laugh.