

## Project #02 : Development Document

### Digital Conversion

#### ❖ Valorant

The first-person shooting game from Riot game. There is a brunch of characters for players to pick and utilize their skills to win the game. However, the gameplay is focused on the aiming accuracy and the gunplay that uses money in-game to buy it, economy management. The players' experience is a shooting mechanic, characters' skills are there to help them have a better position to shoot the opponent.

#### ❖ Disclaimer



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Disclaimer: This game is purely for academic purposes and doesn't carry any commercial value.

The art used in this game belongs to Riot Games®.

### ❖ Design goal

Extract the game's experience from the digital version into the board game. The aesthetic of first-person shooting games, and the playfulness of competitive team play, create the strategy, and tactical gameplay. However, in this game players will express their skill in strategy gameplay rather than the accuracy of aiming. Players will enjoy planning strategies and managing their stuff.

### ❖ Rules

The old version of the rulebook:

[https://www.canva.com/design/DAELu\\_owYm0/WTPCkj2oXeYmfefzcCskMg/view?utm\\_content=DAELu\\_owYm0&utm\\_campaign=designshare&utm\\_medium=link&utm\\_source=publishsharelink](https://www.canva.com/design/DAELu_owYm0/WTPCkj2oXeYmfefzcCskMg/view?utm_content=DAELu_owYm0&utm_campaign=designshare&utm_medium=link&utm_source=publishsharelink)

## Project #02: Weekly report 01

### ❖ Development

- Fix the missing component asset
- Re-design the map - make it clearer to play with, and separate each zone into a room that picks the layout from the original game map.
- Develop player action mechanic - put the action cost that will progressively increase upon the turn pass, this will be used to move all agents and skills
- Re-balance some agent skills - put the cost into each skill and re-design some effect to fit with the player action mechanic.

## Project #02: Weekly report 02

### ❖ Test & Analyze

★ Designer: Kunanon Tapuang

★ Testing: #01

#### ○ Testing data

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Spike is defused
AJ.Jump					

★ Analysis

#### ○ Worked

#### ○ Did not work

Map with rooms system, there is no unique play with it because the tile is still there and more important.

#### ○ Tester comments & suggestions

The level design of the map is unbalanced. And the actions at the start of the game are boring.

★ Math analysis

❖ Development

- Adjust and re-balance the map - remove the room mechanic because it does not matter and the tile is more affected by the gameplay.
- Adjust the rule of the action cost of the player - the action is refilled when the player turns.
- ◆ Additional, split the attack and movement.

## Project #02: Weekly report 03

### ❖ Test & Analyze

★ Designer: Kunanon Tapuang

★ Testing: #02

#### ○ Testing data

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Spike is defused
AJ.Jump					

★ Analysis

#### ○ Worked

#### ○ Did not work

Split attack action and move action do not work because the player who plays as the defender will not use the attack action, so they always have it to counterattack.

#### ○ Tester comments & suggestions

The agents hit point and damage dealt are equal, one shot kill.

## ❖ Test &amp; Analyze

★ Designer: Kunanon Tapuang

★ Testing: #03○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Jomphol					Defender are eliminated
Kunanon					

★ Analysis○ **Worked**○ **Did not work**

Split attack action and move action do not work because the player who plays as the defender will not use the attack action, so they always have it to counterattack.

○ **Tester comments & suggestions**

The agents hit point and damage dealt are equal, one shot kill. The player who loses their agent first will be disadvantageous, and there is no comeback mechanic.

The map is a little bit too big, take 2-3 turns before shooting action.

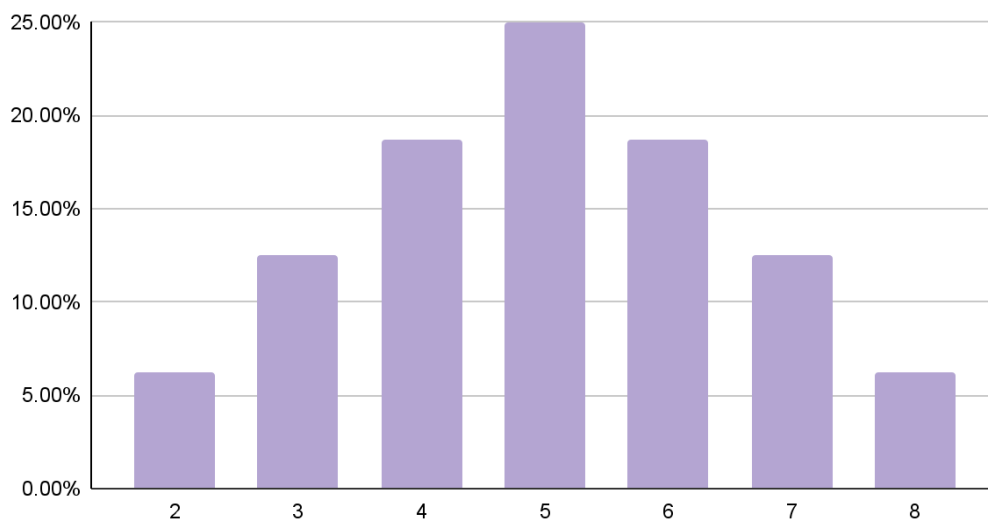
★ Math analysis

As the damage dealt in this version use 4-sided dice and each agent has only 4 hit points, it is a 25% percent chance to get one shot kill. And also each roll has an equal percentage for each number.

## ❖ Development

→ Damage dealt - increase agent hit point to 8 points and use 2 4-side dices to deal damage.

	1	2	3	4
1	2	3	4	5
2	3	4	5	6
3	4	5	6	7
4	5	6	7	8

**Damage dealt percentage**

→ Remove the split action mechanic, so the players will have to manage the play to “go all in” or “keep for a counterattack”.



## Project #02: Weekly report 04

### ❖ Test & Analyze

#### ★ Dev log:

- Agent health & damage dealt:
  - Each agent has 8 hit points.
  - Roll 2 four-sided dices to deal damage
- Map
  - Remove some rows and columns to decrease the size of the map
- Update components

#### ★ Designer: Kunanon Tapuang

★ Testing: #04○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Defender have eliminated
AJ.Jump					

★ Analysis○ **Worked**

The game is more engaging now.

○ **Did not work**

Shooting through a teammate is a bit broken, making it easier to finish by eliminating the opponent to win the game.

○ **Tester comments & suggestions**

Eliminating all the opponents is the better option to go for the win, more than planting the bomb.

## ❖ Test &amp; Analyze

★ Designer: Kunanon Tapuang

★ Testing: #05○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Spike is defused
Tharathip					

★ Analysis○ **Worked**

The gameplay and action point right now is balancing, the player is engaged with the game.

○ **Did not work**○ **Tester comments & suggestions**

The game is ok, a little bit of fun.

★ Math analysis

❖ Development

→ The line of sight: cannot shoot through the teammate.

## Project #02: Weekly report 05

### ❖ Test & Analyze

#### ★ Dev log:

- Agent skill:
  - Prototype skill system - skill card & action cost.
- Update components

★ Designer: Kunanon Tapuang

★ Testing: #06○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Defender have eliminated
AJ.Jump					

★ Analysis○ **Worked**

The card and action cost in each skill can limit the play, and make players have to manage their resources.

○ **Did not work**○ **Tester comments & suggestions**

★ Math analysis

❖ Development

→ Add unique skills for each agent base on the prototype.

## Project #02: Weekly report 06

### ❖ Test & Analyze

#### ★ Dev log:

- Agent skill:
  - Each agent have their abilities.
  - Players choose to pick their agents' skill up to 8 cards
- Update components

#### ★ Designer: Kunanon Tapuang



## ❖ Test &amp; Analyze

★ Designer: Kunanon Tapuang

★ Testing: #07○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Spike is defused
Tharathip					

★ Analysis○ **Worked**

Skills make the game more engaging.

○ **Did not work**○ **Tester comments & suggestions**

Skill make the game have more things to do rather than move and shoot, it more fun to play.

★ Math analysis

❖ Development

→ Adjust the balance of each skill.

## Project #02: Weekly report 07

### ❖ Test & Analyze

#### ★ Dev log:

- Agent skill:
  - Balance the skill for each agent, especially the skill that deals damage.
- Update components

★ Designer: Kunanon Tapuang

## ❖ Test &amp; Analyze

★ Designer: Kunanon Tapuang

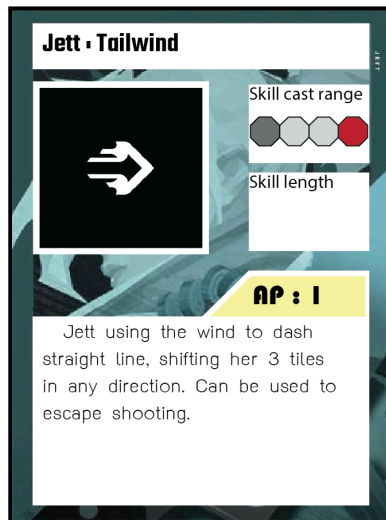
★ Testing: #08○ **Testing data**

Tester Name		Actions			Result
		Move	Shoot	Skill	
Kunanon					Spike is defused
Tharathip					

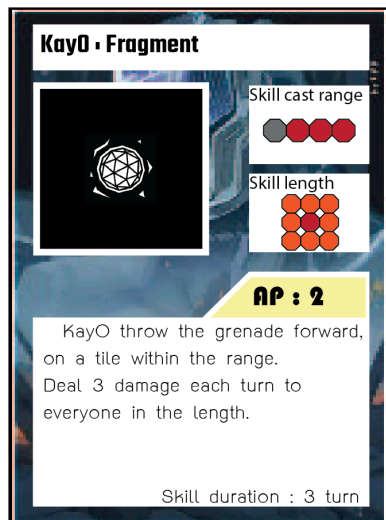
★ Analysis○ **Worked**○ **Did not work**○ **Tester comments & suggestions**

★ Skill analysis

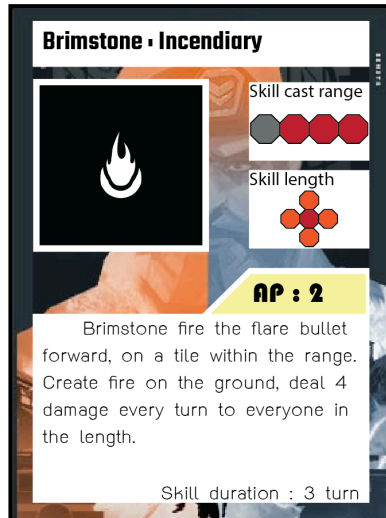
## ○ Overpower



Jett: Tailwind - It can create free damage to the enemy.

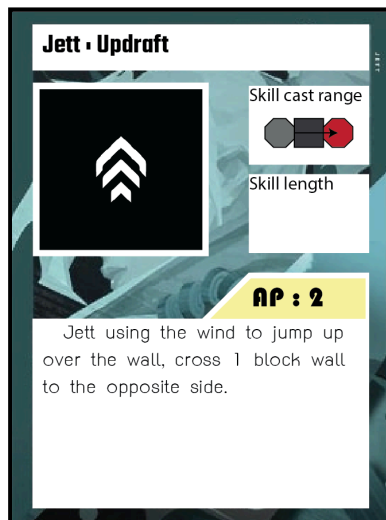


KayO: Fragment - the damage is too high. With 3 damage combined with shooting that high probability (25%) is at 5 damage.

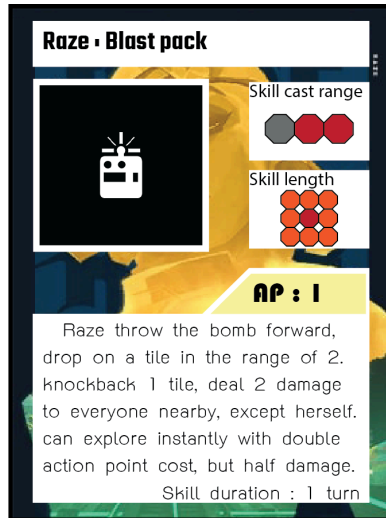


Brimstone: Incendiary - the damage is very high, as the design excepted. However, the cost is just too low.

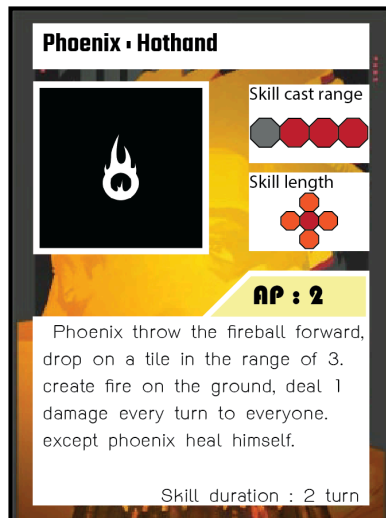
- Underrated



Jett: Updraft - with 2 action costs, jumping over the wall doesn't efficient or useful.

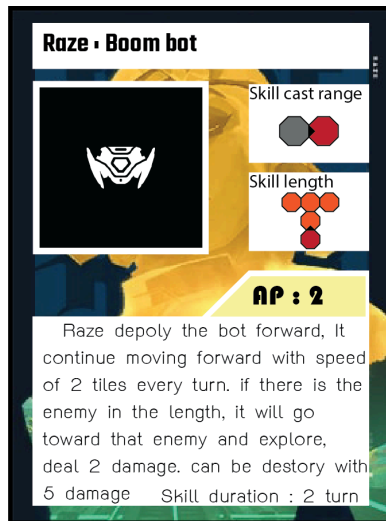


Raze: Blast pack - Costing double action points with half the damage, it went the opposite way.

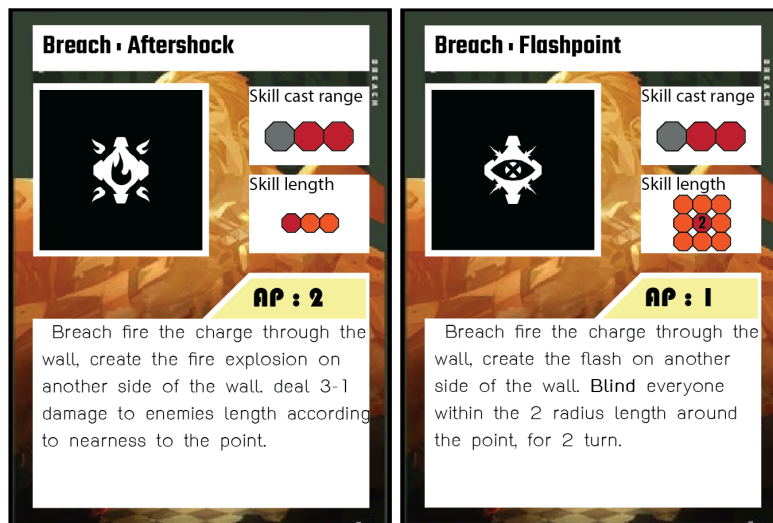


Phoenix: Hothand - the damage is too low with 2 action costs, it doesn't affect much.

- Complicated

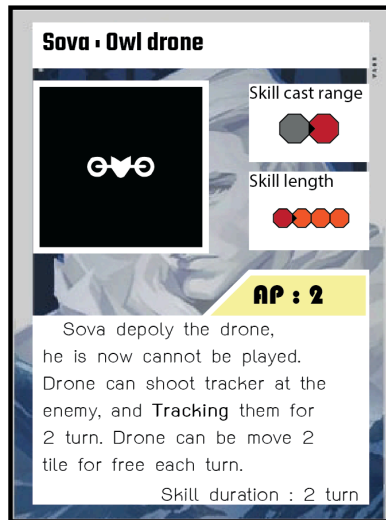


Raze: Boombot - too much to work with, movement, detect length, and damage dealt.

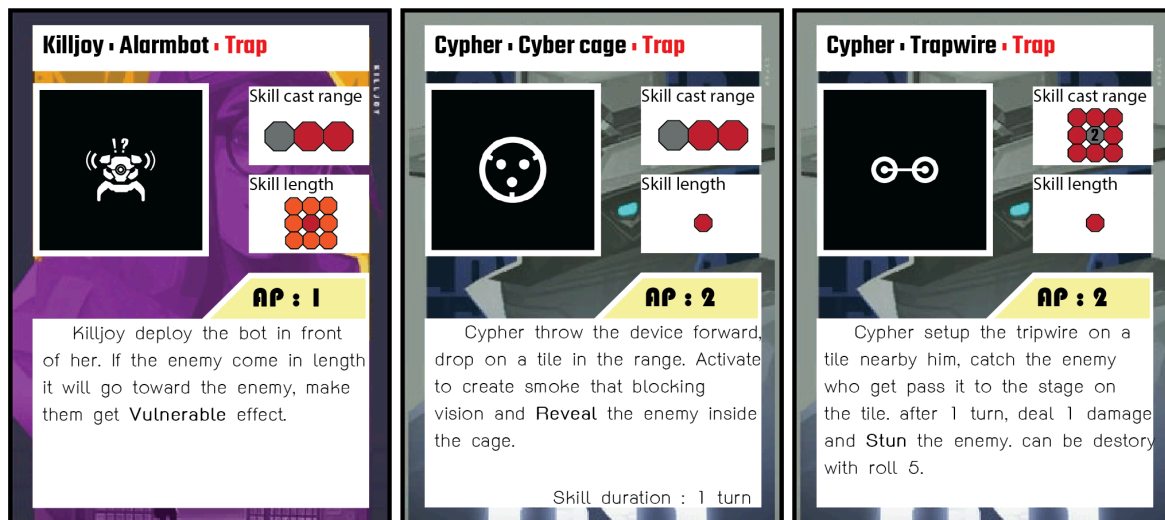


Breach skill: need to play with the wall in the map, and it isn't many walls to play with.





Sova: Owl drone - too much to work with, movement, detect length.



Trap skill - there is no special time to put the trap down. So, it is hard to use and set up before the enemies approach.