

Project #01: Weekly report 01

Combat Game

Development Document

❖ Design goal

A game that has an interactive combat system for both players, so players can have fun with each other while the game is played.

❖ Rules

Setup

1. Shuffle the action deck, and place it in the middle.
2. Both players draw 5 action cards from deck
3. Both players choose the colored side (Blue/Red).
4. Both players get 20 tokens as the player's health point (1 token = 1 Hp).
5. Both players roll the Eight-sided dice to get where to start. Place your player pawn on the tile with the number you roll to represent your character.
6. Player who rolls the higher number starts to move first.

Move phase

Gameplay

- o Draw a card from the action deck.
 - You can only hold 5 action cards. After drawing a card, if your hand is more than 5, discard one of them.

- If the deck is run out, reuse all the used cards, shuffle and place them in the middle.
- o Roll the Six-sided dice to move forward (Follow the arrow).
 - You can choose the distance within the rolled number.

Battle phase

- o Upon end up moving, play an attack card from your hand.
 - Stab: On the same tile as the opponent.
 - Strike: On the nearby tile of the opponent.
 - Range: On the opposite side tile of the opponent.
 - The damage dealt is on the card.
- o Then the opponent chooses to play a defense card or take damage
 - Block: defend “Stab”, deduct the damage
 - Counter: defend “Strike”, deduct the damage and deal damage back equal to deduct damage.
 - Dodge: defend “Range”, deduct the damage
- o Calculate the damage from the number on the card.
- o Once taken the damage, remove the health token equal to the damage.

Then switch to the next player’s turn back and forth.

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❖ Test & Analyze

➤ Version: Prototype

★ Designer: Kunanon Tapuang

★ Design test

- **Test Question:** understandable base gameplay – Moving and Attacking

★ Testing: #01

- **Testing data**

Tester Name	Actions				Turn
	Stab	Strike	Counter	Range	
Kunanon	1	2	2		4
Tharathip		2	1	2	3

★ Analysis

- **Worked**

Damage deal is quite balanced and fun when getting a chance to play it.

- **Did not work**

Movement is quite hard to understand because the number on the tile.

- **Tester comment & suggestion**

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★ Testing: #02

○ **Testing data**

Tester Name	Actions					Turn
	Stab	Strike	Counter	Range	Miss	
Kunanon	1	2		1	1	5
Jomphol	1		1	2	3	4

★ Analysis

○ **Worked**

○ **Did not work**

Interactive combat system, players are not engaging with combat yet.

○ **Tester comment & suggestion**

There is only luck, I cannot do anything with it. The game feels like dice rolling competitive.

★ Math analysis

According to the hexagon board with the tiles number and the number of the movement using 6-sided dice, it has a chance for the player to miss understanding how to move. For example, the player rolls and gets the number 3. The player sometimes misses understanding and to the tile number 3 instant of move forward 3 tiles.

❖ Development

- Design and develop the movement for the game to make it more clear and easier to understand.
- Add the mechanic that supports the combat system to make it more interactive.

◆ cards

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★ Testing: #03

o **Testing data**

Tester Name	Actions					Turn
	Stab	Strike	Counter	Range	Miss	
Kunanon						
Aj.Jump						

★ Analysis

o **Worked**

“Green card” look to create more fun and make players engage.

o **Did not work**

“Counter” is too strong, make play do not want to play the “Strike”.

o **Tester comment & suggestion**

As a combat game, everything is so random. It is quite hard to control the combat

★ Testing: #04o **Testing data**

Tester Name	Actions					Turn
	Stab	Strike	Counter	Range	Miss	
Kunanon		2			6	8
Tharathip	2		2	2	4	8

★ Analysiso **Worked**

Having cards create deep for the game, make it more element to play.

o **Did not work**

Rolling dice to attack and defense is very fluctuated to play with.

o **Tester comment & suggestion**★ Math analysis

According to the rolling dice mechanic that is used with core gameplay right now. The percentage of win rate is very hard to control and fluctuates, which is unbalancing. The player who can continue dealing the damage will enjoy themselves, however on the other hand player who cannot feel very bad and cannot enjoy.

❖ **Development**

→ Change the combat mechanics to other things that can be more controllable.

◆ **Action combat cards**

Project #01: Weekly report 05

★ Testing: #05

o **Testing data**

Tester Name	Actions					Turn
	Stab	Strike	Counter	Range	Miss	
Kunanon		1	2	2		
Jomphol	1	2	1			

★ Analysis

o **Worked**

Player have more control on the combat mechanic.

o **Did not work**

The damage dealt still does not work, very fluctuates.

o **Tester comment & suggestion**

- feel like the green card is an action point from the last version when it runs out, the player cannot make the game end

- The yellow is good, it gives the player to decide whether to take damage or not. If damage is low, a player can just tank the damage.

- Still cannot see how to come back.

Project #01: Weekly report 06

★ Testing: #06

o **Testing data**

Tester Name	Actions							Turn
	Stab	Strike	Range	Block	Counter	Dodge	Miss	
Tharathip		2	2	1	1	1	15	19
Kunanon	4	3	2		1	2	10	19

★ Analysis

o **Worked**

The fluctuation from the randomize damage dealt is getting better

o **Did not work**

The balance number between attack and defense action.

o **Tester comment & suggestion**

Defense actions are annoying sometimes, they too high and I can't even deal damage

★ Math analysis

According to the testing date the game takes very long to end because of the movement that still needs to roll the dice and each action that player can play have the condition, which more than half of the movement make the player can play the action cards. Plus, the limited of owned action cards. Even players on the tile, they can't attack because they don't have it.

❖ Development

- Balance the number of action cards.
- Players choose movement distance within the rolled number.
- Players can play multiple action cards in turn.