

Test and Analysis

Name: Raviporn Hirunyasiri

Course: IDD 257 Principle of Game Design I

Instructor name: Tuang Dheandhanoo

Designer: Raviporn Hirunyasiri

Version number: 3.0

Date: 25/04/2016

Tester : Supahavit Pitchpisit <https://www.facebook.com/meenpitchpisit>
 Raviporn Hirunyasiri raviporn_h@sci.tu.ac.th

The question I want to know about game

- The number of unit for exchange should increase or decrease?

Test Result

Round	Player 1	Player 2	Time	Winning condition
1	Supahavit Character: Angel Conquer Land = 12 Victory card= 11 Upgrade unit=10 Exchange=0	Pakhamon Character: Demon Conquer Land = 3 Land Victory cards = 4 cards Upgrade unit = 4 time Exchange = 1	10 mins.	Pakhamon Can conquer all the land on the board.

Comment

Supahavit

I think it have a little confused about start point. I don't know, Is we count start point to be new land. The number exchange is ok for now because your have only 15 land in your board. If we focus it counting 5 is to much for exchange.

What to do next:

- Change a little mechanic.

Game Analysis

Tester player

Supahavit Pitchpisit <https://www.facebook.com/meenpitchpisit>
 Raviporn Hirunyasiri raviporn_h@sci.tu.ac.th

What went right?

- The number of unit for exchange is match.

What went wrong? Why?

- The board side is too small sometime that make units mingle.

Match Analysis

On the first turn of each player, they are assigned with 5 units at the start of the game, and must assign one of them to defend the starting area, leaving them with 4 units to move around the map.

When starting a fight, regular units will determine their victory with one dice. Upgraded units however roll 2 dice to determine its battle outcome.

Designer: Raviporn Hirunyasiri

Version number: 3.0

Date: 25/04/2016

Tester : Pakhamon Kanchanawenich pakhamon_k@sci.tu.ac.thPhurin Buphasiri phurin_b@sci.tu.ac.th**The question I want to know about game**

- Is the upgrade unit too cheat when fight with normal unit?
- When upgrade unit that unit should be upgrade all unit or only one unit which win in that war.

Test Result

Round	Player 1	Player 2	Time	Winning condition
1	Phurin Character: Angle Conquer Land = 4 Land Victory cards = 6 cards Upgrade unit = 2 time Exchange = 0	Pakhamon Character: Demon Conquer Land = 6 Land Victory cards = 8 cards Upgrade unit = 3 time Exchange = 2	9.20 mins.	Pakhamon Can conquer all the land on the board.

Comment

Pakhamon

I think the start unit is too many. You should make it least then this. I like the upgrading because we have more change to win when try to conquer other land and I like it to upgrade all of unit on that fight more than one unit because I think it will make the winner have advantage over, anyway throwing dice is depend on player luck. The number on the victory cards is make us easier to compile the story.

What to do next:

- Change mechanic about upgrade a little bit.
- Make the story easy to read and guess.

Game Analysis

Tester player

Pakhamon Kanchanawenich pakhamon_k@sci.tu.ac.thPhurin Buphasiri phurin_b@sci.tu.ac.th

What went right?

- The upgrade unit should upgrade all.
- The number story is make player easy to read.

What went wrong? Why?

- Some story still confuse because of player can't get all cards in one game. They have to play again.
- The start unit is too much because the land inboard game have 10 so have to decrease it.

Designer: Raviporn Hirunyasiri

Version number: 2.0

Date: 18/04/2016

Tester : Kanthida Sudlerd kanthida_s@sci.tu.ac.th
 Teerasit d'almeida <teerasit_d@sci.tu.ac.th>

The question I want to know about game

- Is lands on the world board enough?
- Player understand the story which write on the victory cards?
- Is start units is enough or have to more than 5?

Test Result

Round	Player 1	Player 2	Time	Winning condition
1	Kanthida Character: Angle Conquer Land = 6 Land Victory cards = 11 cards Exchange = 1	Teerasit Character: Demon Conquer Land = 4 Land Victory cards = 10 cards Exchange = 2	10.12 mins.	Kanthida The victory card is out of deck and kanthida have point more than Teerasit.

Comment
Kanthida

You have to increase lands more than this because this world have only 10 land or you can decrease the start units because at start we can conquer 5 land that half of all land.
 For the story I think it understand the story but I and Teerasit have to share the story which we get but I think it should have number to correlate the victory cards for easier to understand the story.

What to do next:

- Add the land on the world.
- Decrease the start units.
- Add number on the victory point.

Game Analysis

Tester player

Kanthida Sudlerd kanthida_s@sci.tu.ac.th
 Teerasit d'almeida <teerasit_d@sci.tu.ac.th>

What went right?

- Player understand the story on the victory point cards when the game end.(They communicate)
- Player start on the right point.

What went wrong? Why?

- During the play player not understand the story.
- Exchange unit is too much.

Designer: Raviporn HirunyasiriVersion number: 1.0
Date: 04/04/2016**Tester :** Pataratorn Yimtae <pataratorn_y@sci.tu.ac.th>
raviporn Hirunyasiri <raviporn_h@sci.tu.ac.th>**The question I want to know about game**

- Did player understand movement mechanic and sketdue.
- player can or can't choose the character.

Test Result

Round	Player 1	Player 2	Time	Winning condition
1.	Raviporn Character : Student the student can follow the sketdue	Pataratorn Character: Teacher the techer can't follow the sketdue	10.02	The student can follow the sketdue before techer.

Comment

Pataratorn :

I think player this game is too fast because we can play only one character. you should add more character because player can random pick the character and can think about how to move them follow the sketdue. The movement should use same dice for equality.

What to do nex

- Add more character for player can random pick.
- Change sketdue for match with theme.

Game Analysis

Tester player

Pataratorn Yimtae <pataratorn_y@sci.tu.ac.th>

raviporn Hirunyasiri <raviporn_h@sci.tu.ac.th>

What went right?

- player understand movement mechanic and can follow the sketdue.

What went wrong? Why?

- the character is too lest make the can fast.
- when one player can do follow the sketdue other player haven't chance to win.