

**GABRIEL FUENTES**

**BORIKÉN**

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## GAME DESCRIPTION

Players will have to clear a way through El Yunque rainforest to save the 4 trapped gods before the rebellious god Juracán eliminates the players with his powers. Use the help of your partners and the resources scattered across the rainforest to achieve your goal.

## Module Used

Module: Cooperative

- Action Selection
- Cooperation

## Number of Players

- 2-4 players
- Ages 10 +

## GRATIS Outline

### Goals

- The players need to work together to save the 4 trapped gods before they run out of energy or before the Misery Cards deck reaches the end. Once the gods are saved the players will win.

### Rules

- Before starting the game, the player that starts the game draw 1 Magic card.
  - These cards are shared by the group and they can have a MAX of 4 Magic cards on their deck.
  - The players can go to the Resupply tiles if they decide they need more Magic cards. There they can choose between a Magic card or an Energy Tokens replenish.
  - After a Magic card is used, it needs to be placed at the Magic Discard area. If the Magic cards run out, they can be shuffled and added again at the Magic Cards area.
- Each player has 5 Energy Tokens at the beginning of the game. Every turn cost 1 Energy Token to the player. They can replenish these tokens at the Resupply tiles.
  - If the players run out of tokens, they get removed from the game. If all the players get removed from the game, is **Game Over!**
  - A player can be revived by a friend with a **Revival** Magic card.
- Players can take up to 3 actions per turn (could be 0, 1, 2 or 3), these are:
  - Get 3 types of resources.
  - Move around across the tiles.
  - Use a Magic card.

- Buy a tile in exchange of resources.
- The Resources Cards have an specific Resource needed in order to buy it. Players need to have that resource in hand at the moment of buying that tile.
- If a player decides to move to a Resupply Tile, he can't get Resources Tokens nor to buy Tiles during that turn, just to get back the Energy Tokens, get a Magic Card or to Trade Resources to get more Resources.
- The oldest person of the group is supposed to start the game.
- The players are supposed to play clockwise and the oldest person starts.
- Players can only move horizontally and vertically.
- Players have the ability to revive friends if they're at the same tile and if the player that wants to revive his friend pays 2 Energy Tokens.
- The tiles during the game have cards that represent the amount of an specific resource they need if they want to buy that Tile.
- 4 of those 5 Resupply Tiles have an specific amount of resources they can trade to get other resources. The players can use this to trade resources in exchange of more and different resources.
  - Coffee Resupply Tile: The players can trade 2 resources of Sugar to get 4 resources of Coffee.
  - Sugar Resupply Tile: The players can trade 2 resources of Tobacco to get 4 resources of Sugar.
  - Tobacco Resupply Tile: The players can trade 2 resources of Coffee to get 4 resources of Tobacco.
  - Gold Resupply Tile: The players can trade 2 resources of each to get 1 resource of Gold.
- The players can only move one tile at a time, but if he decides to move twice it cost 2 Energy Tokens.
- If a player can't do any actions or if he doesn't want to do any move, the turn can be skipped without spending anything.
- Each player can choose up to 4 resources at the moment of choosing these resources. These are: Coffee, Sugar, Tobacco and Gold.
  - They can't be 3 of the same. These are all the available combinations:
    - Coffee, Sugar, Tobacco
    - Coffee, Coffee, Sugar
    - Coffee, Coffee, Tobacco
    - Sugar, Sugar, Coffee
    - Sugar, Sugar, Tobacco
    - Tobacco, Tobacco, Coffee
    - Tobacco, Tobacco, Sugar
  - Gold resources can only be obtained on a specific Resupply Tile and can only be obtained by trading 2 of each resources for just 1 Gold.
  - If a player buys a tile and gets a Blocked Trail Tile he can't get resources during that turn.
- The players have to draw just 1 Misery card for the group after everyone finished their turn. After the card made its effect, it needs to be placed at the Misery Discard area. If

the Misery cards run out, the “Curse of Juracán” card will be available below the deck and the game is over.

- A player can only do the 3 actions in the same tile for a total of 3 turns before having to move mandatorily.
- The players need to have the required amount of resources to buy a tile or a Blocked Trail tile.
- If the player buys a tile and a Blocked Trail Tile appears, the player needs to go back to the tile that he was before buying that tile.
- If a player decides to buy a Blocked Trail tile, that tile needs to be replaced with an Additional Regular Tile. That Blocked Trail tile cost double the amount of resources of the tile that was just bought.
- The players need to save the 4 trapped gods with the resources acquired through the game. These gods are:
  - Yocahú: She is the symbol of humanity in the Taino nation. She dictates the norms for the development of life.
  - Guabancex: She is the goddess of the winds, chaotic and indomitable spirit. When she felt offended she sent hurricanes to manifest her fury on the disobedient.
  - Atabey: She is known as the “Mother of the Waters”. She controls the rivers and the lakes of earth.
  - Maquetaurie: He is the “Lord of the Dead”. His job is to maintain the balance between the antagonistic forces of the day and night.
- Once the players save the gods, the game is over and the win. **Good Luck!**

#### Actions

- 5 Energy Tokens are assigned to each player (INV)
- The player that starts the game draw 1 Magic card at the start of the game (INV)
- Move between tiles
- Acquire resources tokens
- Buy a tile
- Buy Blocked Trail Tiles
- Trade an specific amount of Resources Tokens for another specific amount on the Resupply Tiles
- Draw 1 Misery card after each turn (INV)
- Use the Magic cards (This cards don't take Energy Tokens and can be activated at any moment).
- Revive a friendly player for the cost of 2 Energy Tokens and the turn
- Resupply of energy tokens or draw a Magic card
- Discard Magic and Misery cards after they are used

#### Transitions

- Start Game
- Move around the tiles, get resources tokens, buying a tile or using a Magic card
- After all the players have end their turn, they draw 1 Misery card
- Acquire all 4 gods
- End Game

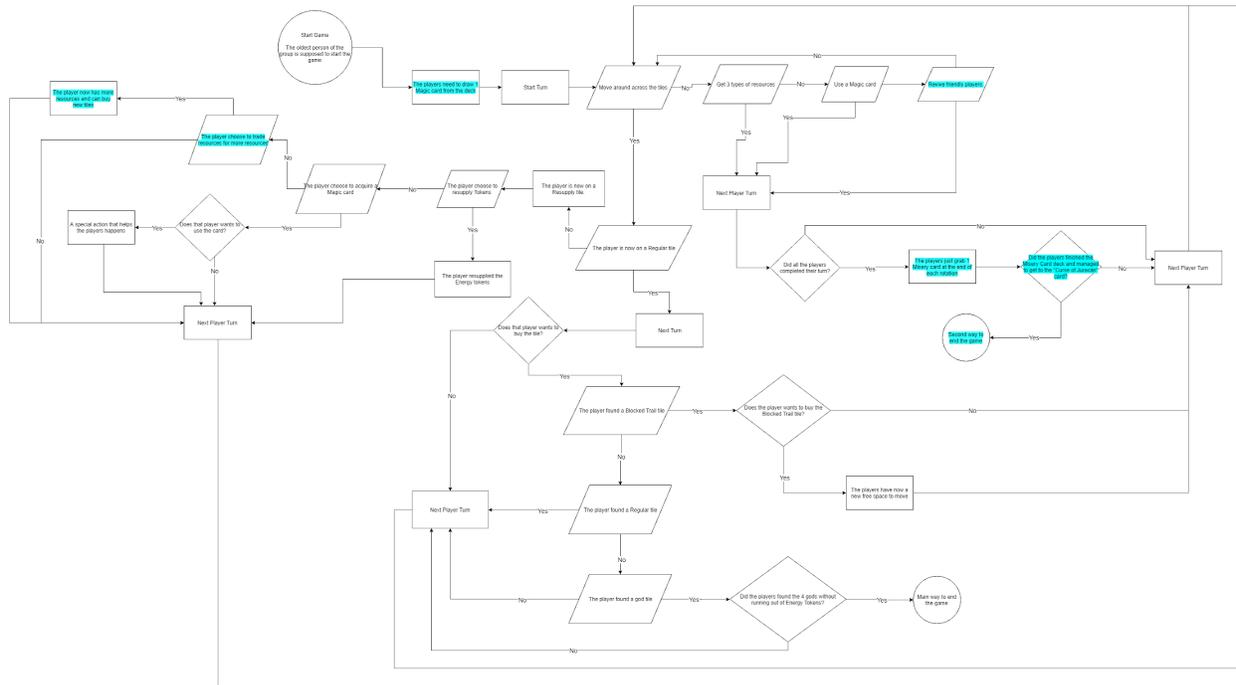
#### Items

- 20 Tiles
- 6 Additional Regular Tiles
- 5 Resupply Tiles
- 20 cards with the amount of resources required to buy that Tile
- 4 Player Figures
- 80 Resources Tokens
- 20 Energy Tokens
- 30 Misery Cards
- 16 Magic Cards

### Setup

- Unpack deck of cards, tiles, figures and tokens.
- Shuffle the Misery and Magic cards.
- Place 4 Resupply tiles face up on each corner and the other one on the middle on the third row column three.
- Shuffle the 20 tiles and randomly put them face down between the Resupply tiles as a 5 x 5 square.
- Shuffle the 20 resources cards and randomly put them face up on the 20 main tiles (not including the 5 Resupply Tiles).
- Place the Misery cards deck face down at the left side of the square.
- Place the Magic cards deck face down at the right side of the square.
- Place all 4 different Resources Tokens below the Misery cards deck.
- Each player choose 1 Player Figure and they place it on each corner.
- The player that starts the game draw 1 Magic card.
- 5 Energy Tokens are assigned to each player.
- The oldest person of the group makes the first move.
- Start Game

## Flowcharts



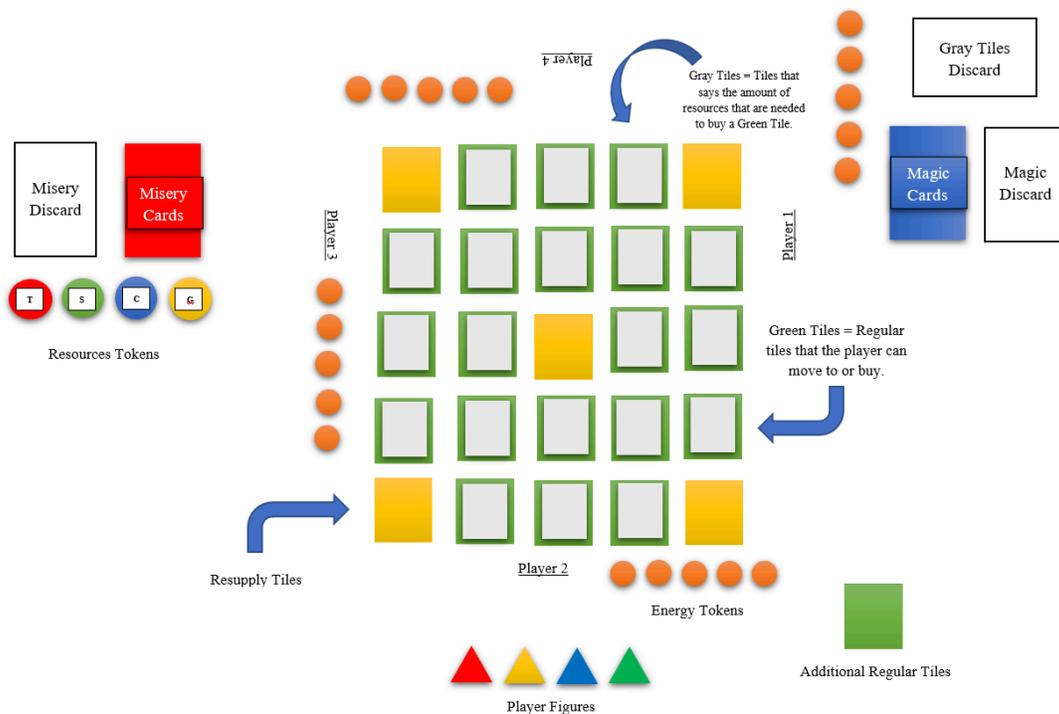
## Meaningful Action Analysis (MAA)

- **5 Energy Tokens are assigned to each player:** Each player is supposed to start the game with 5 energy tokens and run through the game without running out of this item. Not Meaningful Action because this is an involuntary action.
- **The player that starts the game draw 1 Magic card at the start of the game (INV):** The players have to draw 1 Magic card at the start of the game. Not Meaningful Action because this is an involuntary action.
- **Move between tiles:** The players can move around the tiles of the game. Meaningful Action because the player can choose where to move.
- **Acquire resources tokens:** The players can choose what resources they want so they can complete their goal. Meaningful Action because each player has the chance to choose a combination of the resources they want.
- **Buy a tile:** During each turn the players can choose to buy a tile with the acquired resources. Meaningful Action because the player can choose if they want to buy that tile or not.
- **Buy Blocked Trail Tiles:** The players can buy Blocked Trail Tiles with the resources. The Blocked Trail Tiles cost the double amount of resources of the tile that the player bought. Meaningful Action because the player can choose if they want to buy that Blocked Trail Tile or not.
- **Trade an specific amount of Resources Tokens for another specific amount on the Resupply Tiles:** The players are able to go to a Resupply Tile to trade an specific amount of Resources Tokens for another specific amount on the Resupply Tiles. Meaningful

Action because the player can choose if they want to trade for resources during the Resupply Tiles.

- **Draw 1 Misery card after each turn (INV):** After the players are done with their turn, they have to draw 1 Misery card from the deck (It's only one card for all the group). Not Meaningful Action because this is an involuntary action.
- **Use the Magic cards:** If a player has any Magic cards on the deck, he can use the card whenever he thinks is necessary. Meaningful Action because the player can choose if he want to use the cards or not.
- **Revive a friendly player for the cost of 2 Energy Tokens and his turn:** If a player is "dead", a friend is able to go to the tile where he "died" and for the cost of 2 of his Energy Tokens and his turn, he can go back to the game. The players can only be revived a MAX of 2 times during the game.
- **Resupply of energy or draw a Magic card:** The player is able to go to resupply tiles to fill back their energy or to choose a Magic card. Choosing what they want of the two options is a Meaningful Action but drawing a card is a Not Meaningful Action because this is an involuntary action.
- **Discard Magic and Misery cards after they are used:** After a Magic or Misery card is used the players needs to discard that card. Not Meaningful Action because this is an involuntary action.

## Card Game Table Layout Diagram -



## Component Pieces

- 20 Tiles
  - 4 gods Tiles
  - 6 Blocked Trail Tiles
  - 10 Regular Tiles
- 5 Resupply Tiles
  - Coffee Resupply Tile
  - Tobacco Resupply Tile
  - Sugar Resupply Tile
  - Gold Resupply Tile
- 6 Additional Regular Tiles
- 5 Resupply Tiles
- 20 cards with the amount of resources required to buy that Tile
- 4 Player Figures
  - 1 Red Pawn
  - 1 Yellow Pawn
  - 1 Blue Pawn
  - 1 Green Pawn
- 80 Resources Tokens
  - 20 Coffee (Red)
  - 20 Sugar (Green)
  - 20 Tabaco (Blue)
  - 20 Gold (Yellow)
- 20 Energy Tokens (Marbles)
- 30 Misery Cards
- 16 Magic Cards

## DETAILED DESIGN & TESTING - ASSIGNMENT 3

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### Play Testers For Test 1

- Players that played my game (4):
  - Alexis Lerma (21)
  - Jack Zenarosa (19)
  - Soo Yeon Kwon (24)
  - Gabriel Fuentes (20)

### Playtest 1 Results

- During the game, we encountered a few holes that made it a bit difficult to complete. We weren't able to acquire all the available Tiles and at the end we all lost. It was the first time I tried the game so I didn't know if we were going to win or lose, but at the end I think that I acquired a bit more knowledge of what I should fix for the next play tests. The players also gave me good suggestions and feedbacks of what I should add, change or fix so I'm planning to incorporate all those things to the game. The players didn't ask much about the rules, but they were a little confused with the moves they had to make since the game offered a high level of difficulty and a few unbalanced items.



## Play Testers For Test 2

- Players that played my game (2):
  - Jack Anton (19)
  - Gabriel Fuentes (20)

## Playtest 2 Results

- During the first play test, I notice that the game was a bit hard for the players, so for this play test I decided to change the amount of actions a player can do per turn, being now 3 per turn. I applied the same basic rules because I wanted to see if the game was completable even with less players. I explained the player the main rules once and he got the idea quickly, he only asked me twice for suggestions or for questions. We weren't able to do much during this play test because we still felt that something was missing, and at the end the game was unfinishable. The player gave me more suggestions of what I should add, change or fix for my next play tests.





### Play Testers For Test 3

- Players that played my game (4):
  - Alexis Lerma (21)
  - Jack Zenarosa (19)
  - Soo Yeon Kwon (24)
  - Gabriel Fuentes (20)

### Playtest 3 Results

- During this third play test, I implemented the feedbacks I received during the play sessions I realized before, trying to make the game more playable and fun. In this test I still had the 7 x 7 tile format and the new “3 actions per turn” rule, but now I lowered the difficulty by letting the players just grab 1 Misery card per turn. The game still showed a bit of a challenge but it was more doable, we actually got to discover 3 of the 4 god tiles. The game took more than 1 hour and a half and we had to end it because the players after a while were feeling tired and a bit frustrated. They also didn't asked a lot of questions, as we played the game already before, they already knew what was happening. On this game I just clarified the new rules and explained them about the rule of choosing different resources. About the feedbacks I received in this play test, they said that the difficulty is now more balanced but the game is taking a lot of time, meaning that I should implement something to lower the time required to win. For my next play tests, I'm planning to change the location of some of the Resupply Tiles while I also change the tile format for a 5 x 5 (25) tiles, to see if they're able to finish the game faster.



## DETAILED RULES FOR PLAYERS

### Objective:

- Players will have to clear a way through El Yunque rainforest to save the 4 trapped gods before the rebellious god Juracán eliminates the players with his powers. Use the help of your partners and the resources scattered across the rainforest to achieve your goal. If however, the players lose all their energy tokens before rescuing the gods or if the Misery Cards deck run out and the “Curse of Juracán” card is reached, it’s Game Over!

### Setup:

- Unpack deck of cards, tiles, figures and tokens.
- Shuffle the Misery and Magic cards.
- Place 4 Resupply tiles face up on each corner and the other one on the middle on the third row column three.
- Shuffle the 20 tiles and randomly put them face down between the Resupply tiles as a 5 x 5 square.
- Shuffle the 20 resources cards and randomly put them face up on the 20 main tiles (not including the 5 Resupply Tiles).
- Place the Misery cards deck face down at the left side of the square.
- Place the Magic cards deck face down at the right side of the square.
- Place all 4 different Resources Tokens below the Misery cards deck.
- Each player choose 1 Player Figure and they place it on each corner.
- The players draw 1 Magic card from the deck.



- If a player decides to move to a Resupply Tile, he can't get Resources Tokens nor buy Tiles during that turn, the player can only get back the Energy Tokens, get a Magic Card or Trade Resources to get more Resources.
- The players are supposed to play clockwise and the oldest person starts.
- In each turn, the players have the option to get 3 types of resources, to move around across the tiles, to use a Magic card and to buy a tile in exchange of resources. All this actions can be done per turn of a player.
- Players can only move horizontally and vertically.
- Player have the ability to revive friends if they're at the same tile and if the player that wants to revive his friend pays 2 Energy Tokens. The players can only be revived a MAX of 2 times during the game.
- The tiles during the game have cards that represent the amount of an specific resource they need if they want to buy that Tile.
- 4 of those 5 Resupply Tiles have an specific amount of resources they can trade to get other resources. The players can use this to trade resources in exchange of more and different resources.
  - Coffee Resupply Tile: The players can trade 2 resources of Sugar to get 4 resources of Coffee.
  - Sugar Resupply Tile: The players can trade 2 resources of Tobacco to get 4 resources of Sugar.
  - Tobacco Resupply Tile: The players can trade 2 resources of Coffee to get 4 resources of Tobacco.
  - Gold Resupply Tile: The players can trade 2 resources of each to get 1 resource of Gold.
- The players can only move one tile at a time, but if he decides to move twice it cost 2 Energy Tokens.
- If a player can't do any actions or if he doesn't want to do any move, the turn can be skipped without spending anything.
- Each player can choose combination of up to 3 resources at the moment of choosing the resources.
  - These are: Coffee, Sugar and Tobacco.
- There's a Gold resource and can only be obtained in the Resupply Tile determined with the letter "G" by trading 2 of each resource for just 1 Gold.
  - With the 3 main resources, when the players decide to grab them, they can't choose a combination of 3 of the same. These are all the available combinations:
  - They can't be 3 of the same. These are all the available combinations:
    - Coffee, Sugar, Tobacco
    - Coffee, Coffee, Sugar
    - Coffee, Coffee, Tobacco
    - Sugar, Sugar, Coffee
    - Sugar, Sugar, Tobacco
    - Tobacco, Tobacco, Coffee
    - Tobacco, Tobacco, Sugar
  - If a player buys a tile and gets a Blocked Trail Tile he can't get resources during that turn.

- The players have to draw just 1 Misery card for the group after everyone finished their turn. After the card made its effect, it needs to be placed at the Misery Discard area. If the Misery cards run out, the “Curse of Juracán” card will be available below the deck and the game is over.
- A player can only stay in the same tile for a total of 3 turns before having to move mandatorily.
- The players need to have the required amount of resources to buy a tile or a Blocked Trail tile.
- If the player buys a tile and a Blocked Trail Tile appears, the player needs to go back to the tile that he was before buying that tile.
- If a player decides to buy a Blocked Trail tile, that tile needs to be replaced with an Additional Regular Tile. That Blocked Trail tile cost double the amount of resources of the tile that was just bought.
- The players need to save the 4 trapped gods with the resources acquired through the game. These gods are:
  - Yocahú: She is the symbol of humanity in the Taino nation. She dictates the norms for the development of life.
  - Guabancex: She is the goddess of the winds, chaotic and indomitable spirit. When she felt offended she sent hurricanes to manifest her fury on the disobedient.
  - Atabey: She is known as the “Mother of the Waters”. She controls the rivers and the lakes of earth.
  - Maquetaurie: He is the “Lord of the Dead”. His job is to maintain the balance between the antagonistic forces of the day and night.
- Once the players save the gods, the game is over and they win. **Good Luck!**

#### Order of Play:

- The oldest person of the group is supposed to start the game.

#### Actions:

- Players can take up to 3 actions per turn (could be 0, 1, 2 or 3). The following actions are the possibilities a player can do during the turn.
  - Move across the tiles.
  - Get 3 types of resources.
  - Buy a tile
  - Buy Blocked Trail Tiles.
  - Trade an specific amount of Resources Tokens for another specific amount on the Resupply Tiles.
  - Use the Magic cards (This cards don’t take Energy Tokens and can be activated at any moment).
  - Revive a friendly player for the cost of 2 Energy Tokens and the turn.

#### Game End:

- Winning the game: The players need to work together to save the 4 trapped gods before they run out of energy. Once the gods are saved the players will win.
- Losing the game: The players can lose in 2 different ways:

- The players have 5 energy tokens that are consumed as they make their turn. If a player loses these 5 Energy Tokens then they get removed from the game. If all the players get removed then, the game is over.
  - The players draw a Misery Card from the deck at the end of each rotation. If the players empty the Misery Card deck, they'll find the "Curse of Juracán" card, meaning that the players took a long time to find the game and they instantly lose.
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## Play Testers For Test 4

- Players that played my game (4):
  - Kent (20)
  - Thomas Dvorak (26)
  - Haley (22)
  - Azahren Ernest (20)

## Playtest 4 Results

- During this fourth play test, I got to implement the feedbacks I received during the play sessions I realized before, making the game more understandable, faster and fun. The players were able to read the rules and managed to understand most of the game in just a few turns; they asked for question for an approximate of 5 times at the beginning of the game. This time I noticed a lot of things since I wasn't playing and I was just taking notes. The game started a bit slow because of the lack of options the players have as they don't have many resources yet, but later through the game the players had a great variety of things to do. The players were definitely having fun as they were laughing and helping each other out through the entire game. This time the players were able to beat and they managed to win, and the game only took 39 minutes with 9 seconds, making this the shortest and most entertaining play test amongst all the tests that I have made. The players also made some positive feedbacks and recommendations that I'm going to implement in my next tests.



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## Play Testers For Test 5

- Players that played my game (2):
  - John Acheró (23)
  - Eric Hildenbrand (20)

## Playtest 5 Results

- During this fifth and last play test, I got to implement the feedbacks I received during the last play session plus I stayed with the same rules and the same format I had during the fourth play test. So for this play test, I wanted to see if the game was still completable even with less persons playing. The players started a little bit slow and a little bit lost just because it was their first time playing, but after a few turns they were able to follow the rules and play the game normally. The player “John Acheró” was a little lost even after he read the rules, so I had to explain him a few things just so he can play and understand the game. I think that he was a little overwhelmed by everything that was happening, however, the other player was able to understand everything and only asked me to clarify the rules for him just like 3 times. After watching this I can say that playing the game with 4 people is easier than playing with 2, so there’s a balance of difficulty there. At the end of this game the players weren't able to complete the game as they lost during the first 20 minutes, but they played a nice game and they were having fun. I consider this play test a very successful one as the players gave me positive feedbacks and they also said that they liked the game.



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### Week 3 Playtest Reflection

- 4 clear comments that the play testers mentioned me during the sessions were:
  - The amount of moves a player can do per turn (Comment was Negative). The players were fatigued by the time it takes to finish the game if they play the game just by doing 1 move per turn, plus it's very overwhelming and almost impossible to complete. They gave me suggestions to change it to 3 moves per turn for the cost of 1 Energy Token. I decided to change to this mechanic instead because the game is faster and now the players can do more things during their turns.
  - The design of the tiles (Comment was Negative). The players told me that the tiles were big and they were unable to move through all the tiles without getting removed from the game. They gave me suggestions to put the tiles on a smaller size, so I decided to change the format of the game and instead of a 7 x 7 I changed everything to a 5 x 5
  - The implementation of resources (Comment was Positive). The players mentioned me that the implementation of these resources to the game was a nice add-on that made the game fun and it makes the players think of what they should be getting during the game. I decided to leave this feature just as it is but I changed a few aspects of it so it can be better and a bit more challenging.
  - The use of Soldier Cards during the game (Comment was Negative). The players told me that the Soldier cards were unobtainable because of the high price they had. No one was able to buy this cards during my play sessions. During the next

iterations or play sessions I'm planning to eliminate these cards and play the game just as it is without implementing this.

- 4 clear issues that I noticed during my play tests:
  - Something that I noticed during my first three play tests, was the inconsistency of players being able to move around tiles. I noticed that this was because of the size of the tiles even before the players told me about it. I implemented the number of tiles to 7 x 7 because I wanted to know if that number was doable for the players, but I noticed that the size of the tiles plus the amount of Energy Tokens that the players had, made the game extremely hard because of how unbalanced this was.
  - Another thing I saw during the play tests, was that the players weren't buying many tiles during their turn, instead, they were trying to get more Energy Tokens. I noticed that this issue was caused by the unbalanced amount of tiles compared to the Energy Tokens that the players had available during their turn. They weren't risking those Energy Tokens just to buy a tile, so I knew I had to do something. I decided to lower the cost of the Resources Cards and the tiles available to buy plus instead needing 3 different resources, now the players need 1.
  - One important factor that I noticed while watching the players play, was that the Misery Cards were very overwhelming and extremely hard at the same time. Players were supposed to get 1 Misery card per player, meaning that they were not able to do a lot of things because they'll probably die in just a few turns. I decided to lower the amount of Misery Cards that the players are supposed to draw, just to balance the game. Now the players need to draw only 1 Misery Card after everyone finished their turn, making more options for the players here.
  - Another mechanic I noticed that wasn't working very well was the Blocked Trail tiles. These tiles were making the people lock themselves on one place, making them be removed from the game or not able to make a move at all. I decided for my next play tests to lower the amount of these Blocked Trail tiles and to make the players not to get locked on a space, instead, they get back to the last tile they were on and they can buy these Blocked Trail tiles paying the double amount of resources that the tile they bought costed.
- The game offered a great variety of rules, making the players analyze everything at the beginning for a couple of minutes. The amount of times I had to explain the rules during the 3 first playtest was minimum, as they understood the main mechanics fairly quickly. Obviously the players had their doubts but I was there to assist them at beginning, then it was up to them to figure it out, and they actually did fairly good. Also, thanks to the feedbacks I received, I was able to fix some of the rules to make them more clear. One of the questions I received very often, was about the resources collection and the way these resources were used during the game. Some of the players were confused with what to do here, but after reading the rules a few times they were able to figure it out and managed to play normally the game. For my last 2 play tests, everything went really good and even better than the first three play tests as the players here were able to complete the game and in plus they did it in less than an hour. The players also were

laughing and helping each other out through the entire game, meaning that they were having fun. I still need to implement more features and more feedbacks that I received from the players, but I'll definitely do that for the next play test so the game gets even more enjoyable.

## DETAILED DESIGN & TESTING - ASSIGNMENT 4

### New Mechanic

- During the last play tests that I have done, I have acquired a great amount of feedbacks and recommendations of what to add and what not to. The players told me that they wanted me to implement a way for them to revive friends, making the game more stable and accessible. Another thing I had in mind was to implement a faster way to end the game, and at the end, I decided to add these two new features to my latest update to the game. As new mechanics, I can say that:
  - Players now have the ability to revive friends if they're at the same tile and if the player that wants to revive his friend pays 2 Energy Tokens, meaning that players now have more chance to stay alive and they don't necessarily depend on luck to revive.
  - The other new mechanic I added was the implementation of the "Curse of Juracán" card to hurry up the game. This card will be at the end of the Misery Cards deck, and the way this works is that if players empty the Misery Cards deck before rescuing the 4 gods, then all the players "die" and the game is over.

### Play Testers For Test 6

- Players that played my game (4):
  - Antonio Sánchez (20)
  - Olwin Rivera (19)
  - Jack Anton (19)
  - Gabriel Fuentes (20)

### Playtest 6 Results

- During this sixth play test, I decided to incorporate a new mechanic that let the players revive their friends if they are in the same tile while giving away 2 Energy Tokens. This time I wanted to play with a full group to see if the game offered a high level of difficulty or no. The players got the rules pretty fast and they only asked a few questions, meaning that the rules are clear so far. It was a nice play test, as the players showed enjoyment and happiness during the game. At some point, the players were angry because of how hard the game was, but they still enjoyed the game. This play test was the longest of all

the play tests I have done, as it took approximately 2 hours to complete the game, but at the end, the players were able to finish and they ended up winning.



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## Play Testers For Test 7

- Players that played my game (4):
  - Antonio Sánchez (20)
  - Olwin Rivera (19)
  - Jack Anton (19)
  - Austin Wall (21)

## Play test 7 Results

- During this seventh play test, I didn't add or change any rules since the last play test, I left everything the same since I wanted to see if players were able to understand the rules and if they were able to end the game. I gave them the rulebook and they were able to understand the game, obviously they had a few questions but once they started to play the game, they got the flow and they were able to play normally without any problem. During the middle of the game, the player Austin Wall asked me a few questions since he was a bit confused with a few of the rules and he hasn't played the game before. The other players were able to help him and he continued to play the game normally and without any problem. The players weren't able to finish the game as they lost before completing the main objective of the game, but they definitely had fun since they were laughing and enjoying everything the entire time. The player Austin Well gave a compliment to the game and said that it was very original and fun.



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## Play Testers For Test 8

- Players that played my game (4):
  - Antonio Sánchez (20)
  - Olwin Rivera (19)
  - Jack Anton (19)
  - Gabriel Fuentes (20)

## Playtest 8 Results

- During this eight play test, I added the “Curse of Juracán” card since I wanted to speed up the game and make it even harder, and it turns out that it worked. This time the players were able to get the rules even faster since we had played the game before, and we knew what we were doing. We didn't had so see the rulebook during this play test, and at the end that was good because it means that the players were able to understand everything of my game. The players laughing a lot and we definitely had fun, the game now looks really good it has a good balance of difficulty plus now it doesn't take a lot of time. In the end, we lost because we finished the Misery Cards deck before finding the last god, we definitely had fun we enjoyed this play test.



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## Play Testers For Test 9

- Players that played my game (4):
  - Chisholm (24)
  - Alexis (17)
  - Olwin Rivera (19)
  - Snoop (26)

## Playtest 9 Results

- During this ninth play test, I didn't add or change any rules since the last play test, I left everything the same since I wanted to see if players were able to understand the rules and if they were able to end the game. I went to a friend's apartment and decided to invite a few friends who had not tried the game before. Right before starting the game, I gave them the rulebook so they could understand everything so they could play. After reading the rulebook, the players decided to start the game to see if they were able to get the flow of everything, and they really did as they were able to play normally after this without any problem. The players asked a few times about the player actions per turn, and I was able to give them a brief idea of how this work, and then they were able to continue playing normally. The players reviewed the rulebook a few times, and they were able to move do the actions the way it was supposed to be, meaning that the rulebook explains in a good way the rules and the actions. At the end, just like my eight playtest the players weren't able to finish as they lost before completing the main objective, but they definitely had fun since they were laughing and enjoying everything

the entire time. I notice that the players were really having during this play test, and that's the point of my game.



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## Play Testers For Test 10

- Players that played my game (4):
  - Juan (18)
  - Nithun (21)
  - Isiah (18)
  - Will (25)

## Playtest 10 Results

- During this tenth and last play test, I didn't add or change any rules since my eight play test, I left everything the same since I wanted to see if players were able to understand the rules and if they were able to end the game. I tried this last play tests with 4 friends that were at my friend's apartment, as they haven't tried the game before. Before starting the game, I gave them the rulebook so they could understand everything so they could play. While the players were reading everything, they asked a few questions for clarification (I could say that they did this for a total of 4 times), but they were able to understand everything later on while playing the game for a few turns. During the game again the players were laughing and having fun, while at the same time they trying to organize strategies to win the game. At the end, the players were able to rescue the gods before running out of Misery Cards nor Energy Tokens. The players gave me positive

feedbacks about the game, giving me a great satisfaction. Doing all these play tests was a nice experience and I learned a lot, I'm sure that I'll use all this acquired experience in a near future in my career.



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## Week 4 Tests Reflection

- During this week I made a total of 5 play tests, adding new rules and mechanics so the play testers can have a better and more enjoyable experience. While I was doing the play tests, the players gave me feedbacks, some positives and some negatives, but they were definitely key to develop the final product of the game. In my sixth play test, I decided to implement the new mechanic that gives the players the ability to revive friendly players. One of the players on my fifth play test gave me this idea, and I decided to add this because I wanted to see if the players were able to finish the game by themselves and without reviving friends, or if they decide to sacrifice something very important for them just to revive a friendly player. The results of this were good since players were deciding what to do of those two options, definitely giving them a chance to do meaningful decisions. For future iterations I can probably make a better model of the game like add more designs, colors, or different textures so players can play it with ease while they also enjoy everything this game has to offer.
- At the beginning while I was doing my firsts play tests, I noticed in the players faces that they were frustrated and a bit bored playing the game. I decided to implement new things so the players could finish the game faster while at the same time they could enjoy everything the game has to offer. After my fifth play test, the game changed drastically as I added new mechanics and deleted a lot of the aspects the game had at the beginning. Right now the game is very enjoyable and a lot of the play testers gave

me good compliments of the game plus they're always laughing and having a good time while playing the game.

- After all the play tests I realized, I came to the conclusion that the issues the players were encountering, was because the game wasn't completely balanced and the mechanics weren't working properly. After knowing this, I decided many of the aspects that my game had, plus I added new mechanics. At the end, this worked perfectly as the players were able to play better while at the same time they were having fun and enjoying all the aspects of the game.
- This new mechanics that I added to the game definitely improved my game, making it better and even more enjoyable. I was able to balance the gameplay and the biggest holes that the game had disappeared, so now I feel that the game is in a good status and obviously more playable. I'll leave these new additions because they complete my game, they were the "missing pieces" that I needed for my game to be playable and enjoyable. Later on if I keep testing my game and they give me more ideas or suggestions, I'll definitely see if I should add, change or eliminate any aspect of the game. Also during the play tests I realized, the players were able to understand everything pretty quickly and without many questions or rule clarifications, meaning that the rulebook was pretty clear and accessible.

## Final Reflection

- a. During this month I had a chance to experiment with what is known as a game design document, something that I've never heard before. At the beginning everything was a bit confusing as I had to get used to all the concepts and terminologies, but after a few lectures and dedication, I was able to understand many things. Of all the things that were available during this documentation, I was able to learn the importance of this and the way everything is organized, helping me to acquire more knowledge for the future. I'm sure that I will use all this concepts during my entire career, so the more I learn and the more I practice doing this, the better. The GRATIS was another thing that I found very important, since it provides a better understanding and a better way to organize everything.
- b. While I was doing this game design document, I was able to implement the iterative design process almost all the time. I was able to analyze a lot of ideas and ended up implement some of them to my cards game, something that I've never done before. Playtesting is key here too, as it helped me to analyze a lot of the holes the game had, and I ended up fixing them and making a better product. At the end, I feel proud of my game and all the things that I implemented, since this also helped to learned a lot and increased my love for video games.
- c. Play testing is the most important part of iterative design process in my opinion, and it's always there for people to do it over and over till they deliver a better product. I was able to acquire a great amount of knowledge at the moment of doing my play tests, and I feel that now I'm able to deliver more in any future project that I get the chance to be part of. I feel happy about this as this will obviously help me to acquire a better understanding of how to be a great game designer.