

Brittany Fialkowski

Date and time : Friday November 13 @ 6p

Participants : Qiujin Yuan (Decipher), Lingyu Zi (Decipher), Morgan Reed, and Matthew Patriak (Portal)

Session duration : 2 hours

How the participants organized themselves :

- There were technical issues for 2 of the players joining the game.
- They read the rules to themselves, but 1 player was not able to get the rules to show up in tabletop so another player said read the rules in discord – he did not share the rules with him.
- They started playing and continued to refer back to the rules.
- One player did understand our intentions of the rules, but another player questioned him. The first player told him according to the rules it would be xyz, however that other player continued to question him throughout the game.

Relevant things players did and said :

- They were confused on...
 - What does “movement” mean
 - Which dice to use
 - Which was 6 and what was 9
 - Who goes 2nd
 - How the half tiles work
 - How a D10 has “0” and “0” means “10”
 - If the skull was a treasure
 - What the “Nest” was
 - Closing doors
 - Remaining movement
 - Dragon alerts
 - Order of movement and actions
 - The location of the entrance and exit
 - Again 6 & 9
 - What treasure they win when encountering the dragon
 - What happens to the dragon post the encounter
- The players had to move all of the pre-set tokens to find the room numbers
- At first was confused why they had to roll the dice to open a door, but they recognized it as a balancing mechanic
- They realized they skipped over the closest room

- Questioning if they should enter a room the dragon is in ... later found a way to stall the dragon to avoid the dragon
- At first they worked together, but then all participants worked individually (it seemed like they forgot they could help each other – because they weren't attempting to hurt each other's game)
- Commented on how something said "revealing treasure" but it should say "revealing token" because it could be a skull
- They decided to not move the dragon to the proper room because no one was in their anyway
- Found a loophole to just end their turn instead of finishing out their movement
- They had a hard time keeping track of the rounds of the game, and would become concerned there were only #X rounds left
- One player skipped over the maze in the board and went straight for the door
- Green was the best participant he led the other players, understood how to play, somehow he had the worst luck... took 3 rounds to open a door, finally got inside and lost the dragon alert, got sent back to the entrance, made it inside and the dragon came, won the treasure but then got locked in the room. He suggested multiplies since he struggled with the doors.

How those things represent design characteristics to be fixed or strengthened :

- We ran 2 playtest sessions. This was the first – after seeing the issues we came up with some quick fixes for the following session.
- The main issues were movement throughout the board, and not enough clarity in the rules... "we really have to spoon feed them" (comment from our post-playtest meeting).
- We came up with the following fixes...
 - Removing the 20 rounds
 - Make the tiles larger on the game board and removing indirect paths
 - Force them to share the dice instead of color coding
 - Instead of 1 movement and 1 action – the player gets 2 action points per turn (which includes moving around to different rooms)
 - Have the starting location and an exit
 - Have placeholders on the board (where to put the tokens in the rooms, where to put the cards, where to put claimed treasures)
 - Have the rulebook be a guide to how to maximize your turn and what each token means
 - Simplify dragon encounters
 - Eliminate stalling the dragon by not allowing to leave and return to the same room
 - Giving the ability to steal from any player at any time
 - Adding additional "chance" tokens to rooms (having more than one token in rooms as well) to give advantages and sabotages and removing some of the duds
 - Adding additional treasures to the Nest as bonus rewards

Survey :

https://docs.google.com/forms/d/e/1FAIpQLScqWN0i7neP_AGj2mSQasPlruWozV7YO_v45i2HzRV9GylSQ/viewform

Theory from class :

- An action is an atomic step or series of steps that a player chooses to perform (Examples: moving a piece, picking up a cube, selling a share of stock, or initiating combat may all be actions)
- A player receives a number of Action Points on their turn, and may spend them on a variety of actions
- While the math seems simple, having a long list of modifiers for the players to apply can be burdensome
- Dungeon-crawl-style Rogue-like game seems especially amenable to solo play
- More complex designs don't necessarily make a better player experience
- Five Engaging Elements The elements that make games exciting are: • Start with a Challenge • Include a Story Narrative • Provide incentives for good work • Include the element of chance • Effective design of the user interface
- A loophole can be defined as a flaw in the system that users can exploit to gain an unfair or unintended advantage
- The designer's goal is to eliminate loopholes without closing down all potential for emergent play
- What you will discover is that what you thought was a clear set of rules actually has holes in it
- Players will have the freedom to pursue the goals of the game in any order they choose
- Players will have to cooperate to win, but the game will be structured so they can never trust each other
- Many games include a "roll-off" mechanism, where each player rolls a die, and the high roll wins the contest
- There might be gaps in the rules that made sense on paper, but when they are actually implemented in the game, they lead to irresolvable situations or gray areas • In board games, this often leads to arguments between players, with each side interpreting the rules in their own way

Notes from watching :

There were some technical difficulties with people joining the game.

Questions on what does 1 movement mean

They read the rules to themselves. At this point I encouraged them to think out loud.

1 participant had issues viewing the rulebook

They didn't know which dice to use

Does not know the difference between 6 and 9

Does not know who goes 2nd

Does not know how the half tiles work

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Maybe add a slider to keep track of the rounds like in bag o

The tokens are blocking the numbers

Some do not understand how the dragon works.. but 1 player does and is explaining it to everyone else

Confused about the roll greater than or equal to 5

Took it as a balancing mechanic that you can't just open the door

Confused about 0.. 0 means 10

They realized round 2 that no one went to the closest room

Confused if the dragon goes again

Red got nervous because the dragon went into the closest room

Confused what the skull means

Need to put after you draw the dragons location to put the card back in and shuffle the deck

Asking about the Nest

The 20 rounds may be pointless.. its a big board

What if the dragon is in the room you are about to enter.. can you go in for fun

Confused about after the dragon leaves and closing the door

Found a way to stall the dragon

Upset about the door closing.. it does waste time

Green helped red stop the dragon alert but didn't ask for anything in return

Questioning about the remaining movement

Maybe someone can help if you can't open the door

Questioning the dragon alert and how the dragon teleports - can a player choose not to flip the coin

"Revealing treasure" has to be revealing token

Questioning the order of movement and action

Maybe add job titles. Who draws for the dragon. Who keeps track of the round

The game takes too long. 45 minutes in and only 1 treasure has been claimed

Rules should state.. you are blue. You use the blue die.. and character name

Thinking they do not need to move the dragon if no one is in the room.

"A lot easier to play if we are in person"

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When engaging a dragon... giving up all treasure is lost if rough. Confused where the entrance is. Confused if he is out of the game.

Confused about the door at the Entrance

Finding loophole to just end turn. Deciding to not enter the room because they can't flip the token.

What if each player has 2 dice or can do move. Action. Move?

Very concerned that there are 9 turns left

Does not know the difference between 6 and 9

Discord problem with audio. Very funny.

Too many duds

What if a player has the option to continue a turn

What happens to the dragon after a player wins after engagement

What treasure do they win

Is the player now stuck in the room

Should use 2 dice to move and 1 die to unlock doors

At 7:33 it seems like it was pulling teeth to finish

Should something happen to the dragon cards that are duds? For Drew room 1... room 1 is a dud. The card for room 1 can be discarded.

Confused by where the exit is.

Struggling with the deck of cards

Red skipped over maze and went right to door. Right side that square room 11

They are kept on flipping for a dragon location.. not sure why. Went from room 1 to 10 to 11 to

What if the spaces were bigger. Aka 4 spaces that make a square = 1 space

Why would the dragon come after flipping the token if it is a dud

"How many times do we have to move the dragon"

So now that my 20th turn is up... where is the exit... "is it this hole"

Green mentions multipliers