Tempero Ludum Journal Template

Week 1

Brainstorm Ideas

Mechanical Ideas:

1. roll dice to determine fight style (range 1-3; melee 4-6)

2. roll 2d6 for movement distance

3. set up 3 characters for each side

4. win 2 out of 3 battles

5. roll 1d6 for damage on attacks

6. range attacks are from within 3 spaces away

7. melee attacks are from 1 space away

8. range attacks reduce 1 damage for each space past 3

9. characters in defense stance block attacks fully

10. character can be "revived" with a double 6 roll

Player Choices:

1. Players can choose the player to attack or defend

2. Player can choose to move all, some, or no characters on the turn

3. Player can move a character twice but have no attack

4. Player can roll for revival but loses ability to move one other character

5. Player can only attempt revival once every 3 turns

Week 1 Play test

What went well -

I think the mechanics of the game itself work well. The movement and attack mechanisms were easy to understand and were not too overpowering to one side or the other. The balance of both players having the same pieces made it more based off of strategy and planning against the opponent.

W1T1 What needs to change

One of the biggest issues that was found was the size of the board. Even with only 1D6 for movement, getting a good roll can get you almost completely across the board. To fix this, I can increase the size of the board. The other issue that was found is with every character attacking each turn. This can make the game go by very quickly especially without a defense mechanic for the attacked character. To address this, I can make it so that every character can either attack at the end of the turn or block in preparation for the next player's turn.

W1T1 Play Test Image
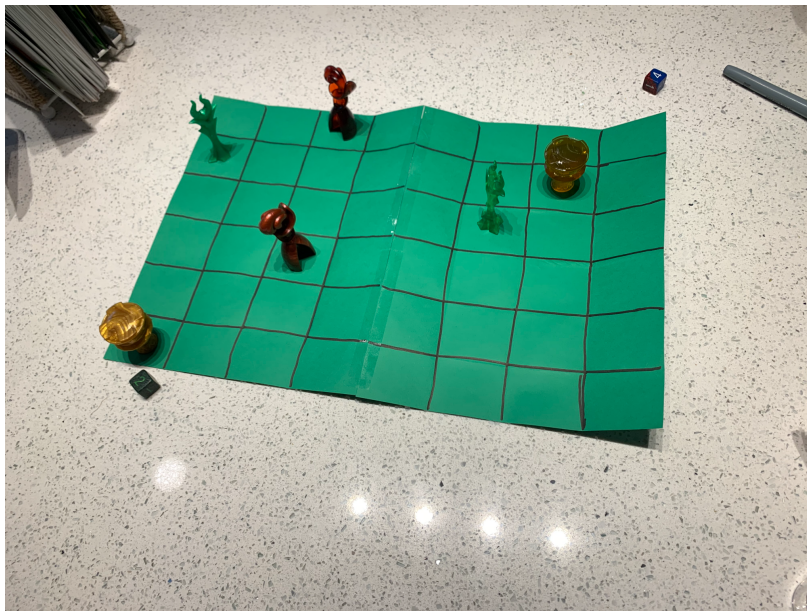
Week 2

Make a spreadsheet for tracking data. You may use the Ur tracker as inspiration to get started. What data should be on this? What are the events in your game that you can track?

Create a spreadsheet with events to track. Label them in the spreadsheet using the note functionality discussed in lecture

Perform playtests
Print out your rules and board (you may also use roll20.com as described in lecture). Be sure you have 2 dice and any other pawns needed.

Find two players and have them read your rules. Do not explain the rules, but simply have your testers read the rules. No really. DON'T ANSWER QUESTIONS. Remote players will be downloading your game soon, so you won't be there to answer questions.

When you see testers get confused about rules, take this down as a note and change the instructions after the test.

Use your tracking spreadsheet to track events in the game. Since your game is unique to you, I can't tell you which events need to be tracked. It will be up to you to decide what you track and how you do it.

When the testers finish a game, ask them about what can be improved and what should stay the same. Take down these notes as well.

After the test, revise your game. The assignment guidelines for the Tempero Ludum remain the same as week one, but you can revise your rules within the same constraints.
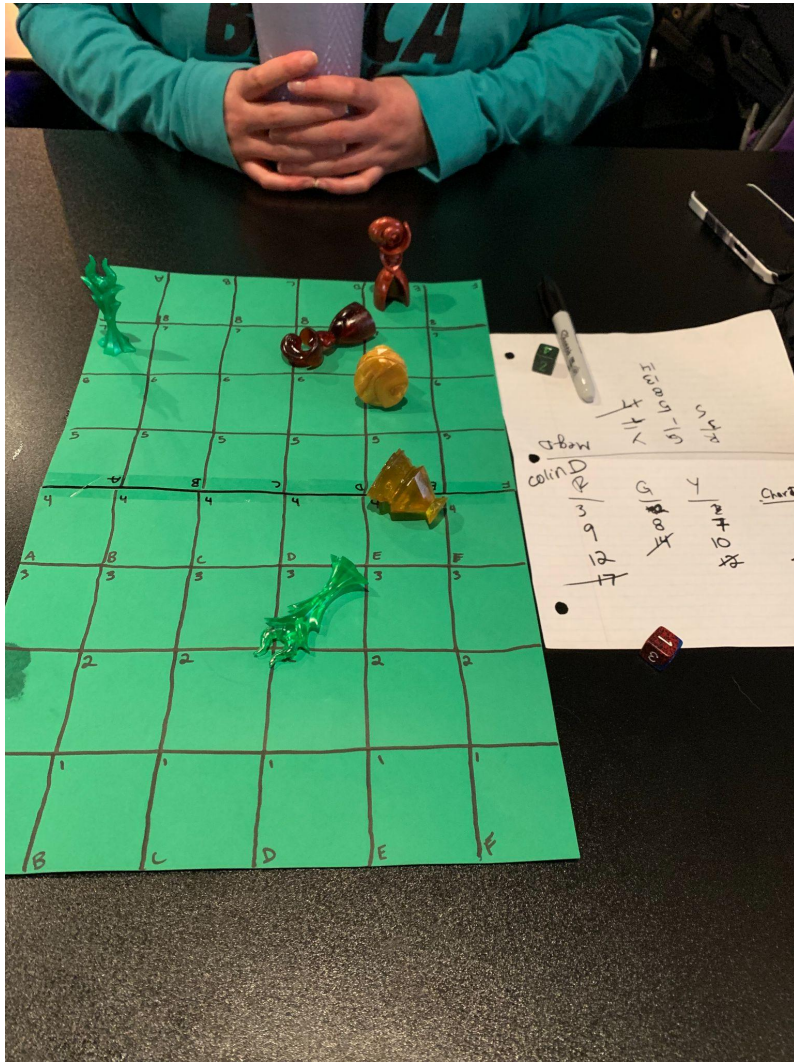
Week 2 Play tests

W2 Test #1 What went well -

The game was easy to understand. It was not time consuming. The movement allowed players to get creative.

W2 Test #1 What needs to change -

There needs to be a restriction on character movements and limit to only forward/backwards/diagonal with no directional change (ie. a knight in chess).The health level needs to be increased.

W2T1 Play test tracker

Player Name	Average Movement	Average Damage		Characters
Colin	4	3		Red
Meghan	3	4		Yellow
				Green

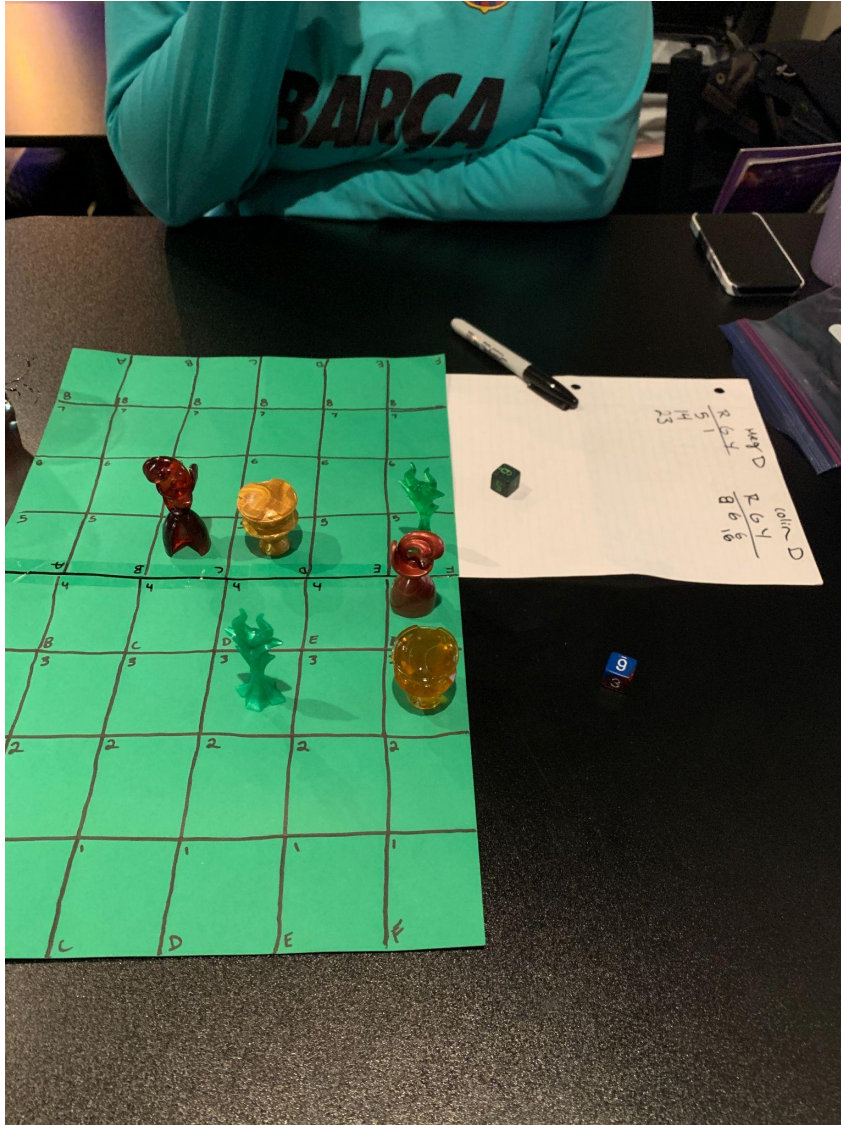| Player Turn	Movement	Damage	Character Used
Meghan	5	0	Yellow
Colin	2	0	Green
Meghan	6	2	Red
Colin	2	1	Yellow
Meghan	1	1	Yellow
Colin	3	1	Red
Meghan	3	6	Yellow
Colin	3	8	Yellow
Meghan	4	3	Green
Colin	6	6	Red
Meghan	3	6	Yellow
Colin	5	2	Yellow
Meghan	3	3	Yellow
Colin	5	1	Red
Meghan	6	6	Yellow
Colin	1	1	Green
Meghan	1	8	Yellow
Colin	6	10	Yellow
Meghan	3	2	Yellow
Colin	2	4	Yellow
Meghan	4	10	Yellow
Colin	5	4	Red
Meghan	1	6	Red
Colin	3	3	Red
Meghan	1	3	Green
Colin	5	5	Red
Meghan	6	5	Red
Colin	2	1	Red

W2 Test #2 What went well -
The adjustments from the last playtest helped with some abstract movements that allowed players to dominate. Movements were much more concise which extended the game.

W2 Test #2 What needs to change -
Character attack could benefit from varying specialties for each piece. Melees would be used more if damage can be doubled (if 5 or 6 on second roll). Ranged could be normal damage to balance out the range. Wizards, instead of doubling with 4, 5, or 6, can roll the additional 1D6 and add half to the damage.

W2 T2 Play Test Image

W2 T2 Play test tracker

Player Name	Average Movement	Average Damage		Characters
Colin	4	4		Red
Meghan	4	4		Yellow
				Green

Player Turn	Movement	Damage	Character Used	
Meghan	6	0	Green	
Colin	4	0	Yellow	
Meghan	2	6	Yellow	
Colin	5	1	Green	
Meghan	5	10	Red	
Colin	5	5	Red	
Meghan	5	6	Red	
Colin	4	9	Yellow	
Meghan	2	8	Yellow	
Colin	4	9	Yellow	
Meghan	6	2	Yellow	
Colin	1	3	Red	
Meghan	3	6	Green	
Colin	5	4	Red	
Meghan	1	8	Yellow	
Colin	1	3	Red	
Meghan	6	6	Yellow	
Colin	2	0	Red	
Meghan	6	0	Green	
Colin	5	2	Red	
Meghan	4	3	Green	
Colin	5	1	Red	
Meghan	5	0	Yellow	
Colin	4	12	Red	
Meghan	3	2	Yellow	

W2 Change List

Improve - I feel like you can make the yellow piece a different person as well. Maybe an Axe one?

Improve - When it comes to battling, is it one person attacks then the other, or does only the player who initiated the battle attack once?

From these suggestions, I changed the yellow piece into the wizard piece which is a combination of both. I also made it so that only one character moves at one time, not them all.

Week 3

Week 3 Play tests
W3 Test #1 What went well -
Players stated that piece advantages are well balanced meaning one piece is overly advantageous. The game is easy to understand and planning which to move seems intuitive. Players like that if they can attack more than one opposing piece, they can choose after rolling the damage amount.

W3 Test #1 What needs to change -
Pieces tend to end up being clustered together on the board, which can result in pieces being trapped in corners. One of the ways I can change this is by adjusting the playspace of the board.

W3T1 Play Test Image

W3T1 Play test tracker

Player Name	Average Movement	Average Damage		Characters
Meghan	3	4		Red
Colin	4	4		Yellow
				Green

		Movement	Damage	Character Used
Meghan	▼	3	0	Yellow
Colin	▼	4	0	Red
Meghan	▼	5	2	Red
Colin	▼	3	6	Yellow
Meghan	▼	5	1	Green
Colin	▼	5	0	Green
Meghan	▼	4	5	Yellow
Colin	▼	1	8	Red
Meghan	▼	4	6	Red
Colin	▼	2	6	Green
Meghan	▼	3	3	Red
Colin	▼	1	4	Red
Meghan	▼	3	5	Yellow
Colin	▼	5	5	Yellow
Meghan	▼	5	2	Red
Colin	▼	5	5	Green
Meghan	▼	4	2	Red
Colin	▼	5	6	Red
Meghan	▼	5	5	Green
Colin	▼	6	0	Green
Meghan	▼	6	8	Yellow
Colin	▼	5	4	Yellow
Meghan	▼	3	5	Green
Colin	▼	6	4	Green
Meghan	▼	1	12	Red
Colin	▼	6	6	Green
Meghan	▼	6	1	Green

W3T1 Test #2 What went well -
The adjustments to the board allowed for much more strategic movements. Overall there was less pieces getting trapped.

W3T2 Test #2 What needs to change -
As much as the board did help with movement changes and trapping, there were still some issues. When a piece died it was laid down within its space. To prevent trapping we can just remove the piece from the board entirely, but I would also allow for movement to go over the "walls" at a sacrifice to movement.

W3T2 Play Test Image
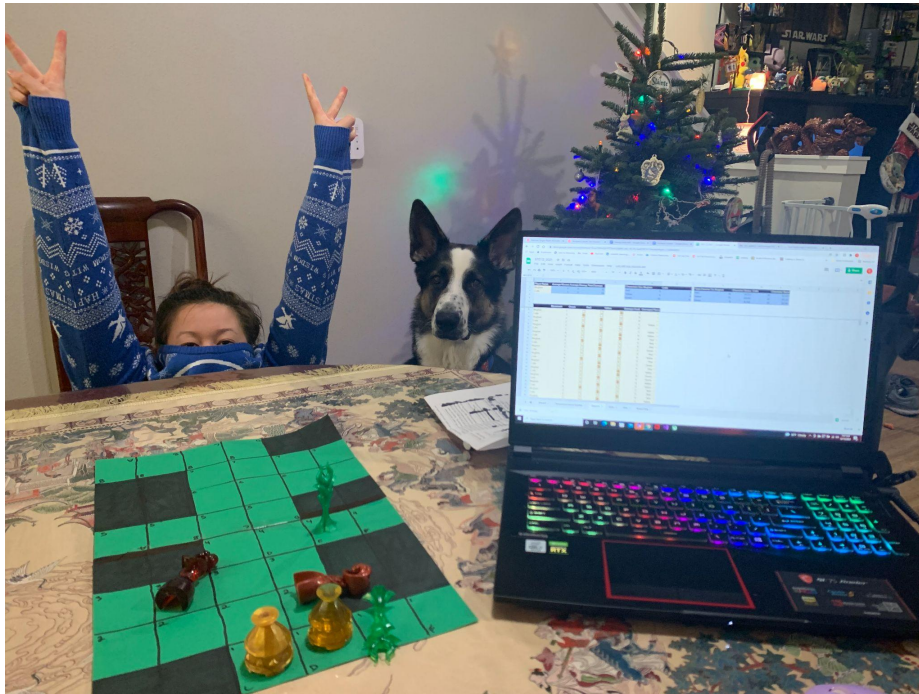
W3T2 Play test tracker

Player Name	Average Movem	Average Damag	Total Damage
Meghan	4	4	92
Colin	3	3	80

Characters Use	Meghan	Colin
Red	8	9
Yellow	9	6
Green	10	11

Total Charater Da	Meghan	Character Status	Colin	Character Status
Red	36	DEAD	30	DEAD
Yellow	33	DEAD	32	DEAD
Green	9	ALIVE	30	DEAD

	Movement	Green	Red	Yellow	Damage Dealt	Damaged Piece
Meghan	5	☐	☐	☑	0	
Colin	2	☑	☐	☐	0	
Meghan	4	☐	☑	☐	0	
Colin	2	☐	☐	☑	5	Yellow
Meghan	3	☑	☐	☐	0	
Colin	3	☐	☑	☐	3	Yellow
Meghan	4	☐	☐	☑	6	Yellow
Colin	4	☐	☐	☑	4	Red
Meghan	5	☑	☐	☐	6	Red
Colin	3	☐	☑	☐	6	Red
Meghan	1	☐	☑	☐	5	Green
Colin	1	☐	☐	☑	3	Red
Meghan	6	☐	☑	☐	6	Yellow
Colin	4	☑	☐	☐	4	Red
Meghan	6	☐	☑	☐	2	Green
Colin	1	☐	☑	☐	4	Red
Meghan	6	☐	☐	☑	2	Yellow
Colin	1	☐	☐	☑	4	Green
Meghan	6	☐	☑	☐	4	Green
Colin	2	☐	☐	☑	4	Yellow
Meghan	1	☐	☑	☐	4	Yellow
Colin	5	☑	☐	☐	3	Red
Meghan	2	☐	☑	☐	3	Red
Colin	4	☐	☐	☑	4	Red
Meghan	5	☐	☑	☐	5	Yellow

| Movement | | | Probability | | | |
Roll	Probability		Damage	Green	Red	Yellow
1	16.67%		1	16.67%	16.67%	16.67%
2	16.67%		2	16.67%	61.11%	8.33%
3	16.67%		3	16.67%	11.11%	13.89%
4	16.67%		4	16.67%	61.11%	5.86%
5	16.67%		5	16.67%	11.11%	16.67%
6	16.67%		6	16.67%	61.11%	16.67%
			7	0.00%	0.00%	13.89%
			8	0.00%	50.00%	52.78%
			9	0.00%	0.00%	2.78%
			10	0.00%	50.00%	0.00%
			12	0.00%	50.00%	0.00%

W3 Change List

Improve:

- The RNG is a bit too strong, as I found myself being outplayed simply by the roll of the dice.
- I feel that the units need rebalancing to match the wizard's strength.
- It took a decent search to find if I could attack and move in one turn.

Improve:

- I would look at re-balancing the strength for the melee character. It seems like the roll and damage calculator associated with this character should really be on the wizard character rather than the melee character. Also if you were to leave the strengths as is, it makes the ranged character ineffective because the other two characters both have strength additives on their attacks making them stronger characters.
- I would also consider starting the characters on the board. It doesn't seem like there is a big advantage starting them off of it. Granted by starting off the board, you can choose where to enter play, but with the board being narrow with 3 characters on it, it doesn't seem to create a big advantage in choosing where to enter play.
- I would clarify the rules a little bit in terms of how players can move and when. For instance, if I'm next to my opponents character that I want to attack, can I just move back and forth the number of spaces I roll so that I can attack the same character over and over? With that said, once I attack do I need to move away

I adjusted the board layout to allow for more movement throughout the "map". I also adjusted the way that the instructions were worded so that it was clearer in that one piece moves and attacks in one turn.
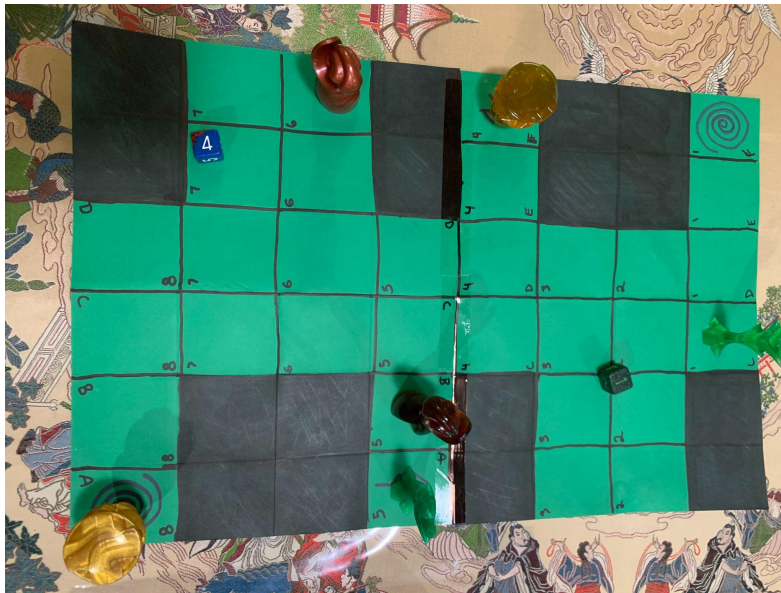
Week 4

Week 4 Play tests

Final Play Test
With the addition of three experiments, the final play through was taken very slowly to assess the new aspects. One of the additions showed to be too powerful so it was removed during the playthrough.

Play Test Image

Experiments
 The first experiment was the ability to surmount a wall by using 2 movements. This really helped with situations where player pieces may be cornered or trapped. The second experiment was the addition of portals in the corners of the board. This provided strategic movement for attacks on opponents that were on the other side of the board. The third and final experiment was the addition of runes on the map that allowed for special effects of the different pieces. This experiment proved to be more overpowered than expected so was ultimately removed.

Change List
- Ability to surmount "walls" at a cost of movement
- Portals that allow to teleport to other side of board

- Ruins that allow for special effects for each piece (Red: attack one piece twice; Green: doubled damage; Yellow: attack two different pieces)

Final Thoughts

This project allowed me to truly understand what goes into creating any game at all. It was a lot of fun to get to try different aspects and see the direct changes that each had on the game. The "walls" were created to add an aspect of strategy in movement, but then had to be changed (surmountable) to prevent trapping. I really enjoyed trying to balance each new aspect out every week.