Ternion

By Alaina Kaiser

An All v All Strategy Card Game
for 2-4 Players
Ages 16+

Game Description:
Players act as adventurers competing against one another to earn the best reputation in the city. Take on contracts, play actions, and work your way up to fame in this fast-paced strategy card game. Games last between 10 - 15 minutes.

GRATIS Outline

Goals

- Short Term - Player picks a contract between easy, medium, and hard, then plays an action card(s) and draws an action card(s)
- Mid Term - Earn reputation tokens from completing contracts
- Win Condition - First player with 100 reputation tokens wins

Rules

- Any player can shuffle and deal the deck
  - Each hand should have 7 cards
- The player who's the oldest goes first, then the second oldest, etc. (twins would go by oldest minutes or if unknown, rock paper scissors)
- These are the actions I can take when it's my turn.
  - Action 1 - Pick a contract from any contract pile difficulty (easy, medium, hard)
  - Action 2 - Based on the card instructions, play action cards
  - Action 3 - If player is unable to fulfill the contract, they must hand it to the next player
  - Action 4 - Discard and redraw hand
- Before turn end - Draw the same amount of cards that were played if Actions 1-2 were played
- Win Condition - The first player to earn 100 reputation (REP) points wins

Actions

- Action 1 - Pick a contract from any contract pile difficulty (easy, medium, hard)
  - Easy - Worth 10 REP
  - Medium - Worth 15 REP
  - Hard - Worth 25 REP
- Action 2 - Based on the card instructions, play action cards
  - EX: Player 1 draws an easy contract that calls for 2 diplomacy points. They must submit a card that is 2 diplomacy points
- Action 3 - If player is unable to fulfill the contract, they must hand it to the next player
  - This will continue until either
    - A. Someone who chooses to can fulfill the contract
    - B. No one can or wants to fulfill the contract, which then would prompt a permanent discard of the drawn contract if E and M level with no REP rewarded
      - Or if H, the contract is put back into its stack with no REP rewarded
- Action 4 - As a turn, players can discard and redraw their entire hand. This is good in case of a stalemate where no players are able to acquire contracts.

Transitions

- Start Game
- Turn ends when the play draws action card(s) after playing them
- If a contract is being passed, turn ends if they don't have the valid action cards or if they're the last person to have received the contract and must discard/put back in the pile depending on the type
- End Game

Items

- Main Design (works as to-go as well)
    - 60 x Action Cards
        - 20 x Speak Cards
        - 20 x Attack Cards
        - 20 x Defend Cards
    - 21 x Contract Cards
        - 5 X Easy Cards
        - 7 X Medium Cards
        - 9 X Hard Cards

Setup

- Main Design
    - Each player will have the cards they need and put the remaining in stacks on a surface
- Anyone can shuffle and deal out the appropriate number of cards
    - After shuffling, deal 7 cards to each player
- The first person to play is whoever is the oldest at the table

Identify Meaningful Choices

Meaningful Choices

Meaningful Choice #1
- The first meaningful choice is the contract difficulty system. In my initial design that I temporarily called *Bounty Hunters,* the goal was one monster that players would defeat. However, in *Contract Hunters,* I scrapped the monster idea and exchanged it for contracts but with varying levels of difficulty. This rule becomes a meaningful choice because players can form strategies off of the varying difficulties. The harder the contract, the more points you're able to earn. While the point values are standardized to reduce randomness, the player isn't forced to choose one contract or another because the conditions to complete those contracts are different from one another.
- This choice occurs on a player's turn, should they choose. While it is one of many other actions the player could take, this is an important action to earn points.

Meaningful Choice #2
- The second meaningful choice is the bribery system. Players are able to scrap a medium contract they've earned and turn it into 1 bribery coin. This bribery coin can be used to take the place of a diplomacy or fighting card (refer to bribery rules for more details). It becomes meaningful because players have another way to use contracts and their actions. With a good strategy, bribery can change the tides of the game especially when completing a hard contract!
- This choice occurs on a player's turn when they have drawn a contract card and they already have a medium contract in their inventory/player board that they'd like to discard or if the player has a medium contract in their inventory and wants to discard even before they draw a new contract.

Meaningful Choice #3
- The third meaningful choice is discarding and redrawing. Players can decide if they have too much of a card or not enough of one and discard and redraw the appropriate amount by the player count (refer to discard and redraw rules for more details). This could work in the player's favor if the deck doesn't feel shuffled enough, if they don't want to bribe or pick a contract, etc.
- This choice occurs on the player's turn. Once this is done, the player cannot do anything else on their turn and it goes to the next player's turn.

Explanation (answer in at least **one paragraph**)

How do the Meaningful Choices listed above impact your game? How do they improve the gameplay? What would the gameplay be like without these choices?

In my earliest drafts for my card game, they had little to no meaningful choices. The gameplay felt linear and predictable. There was only one type of card (weapons) and one type of enemy (the monster), with everyone having to just play and draw until someone slays the monster. But after having changed from *Bounty Hunters* to *Contract Hunters,* I feel that I've been able to add more variety for the player. Having three card types to play, having three card types to target to meet the end goal, giving several on-player-turn-actions (such as discarding and redrawing, bribery, and playing actions), etc. have led to a more fun and eventful game. Without it, it would feel a lot like my earliest iteration of singularity and blandness; a straightforward, linear path each time.

Single Player Playtest #1 Photo

Single Player Playtest #1 Questionnaire

(at least **one paragraph per question**)

1. In 2 or 3 sentences, how would you quickly (but accurately) describe your game to others?

I would describe my game as a fast paced deathmatch strategy card game. Players have a variety of contracts to choose from and complete as a contract hunter in order to make themselves known (hence why the first person to reach a certain number of REP/reputation wins).

2. Did you run into any loopholes or dominant strategies with your design? If so, how did you alter the design to fix these issues? If not, what about your design prevents those loopholes?

I found a dominant strategy within the contract difficulty cards. When I conducted my 4 player self test, Player 2 was winning because they generally took on medium contracts. They ended up obtaining more medium than easy cards unlike the other players. Players also couldn't get a hard contract completed. My first change is eliminating bribery cards. They're not usable without bribery tokens, and it can take up much of someone's hand. It also just seems redundant in retrospect. With this card out of the way, I want to wait till my next playtest to decide how to balance the value of the contract cards.

3. What are some of your thoughts on your design? Did the mechanics you made on paper translate well when actually playing the game? *For example: What were the most used actions, least used actions?*

I actually felt excited when playing the game and seeing how my idea translated to real life. However, after noticing issues in question 2, I found that the discard and redraw action was the most used. This is due to many of the hands having bribery cards but are not usable due to the lack of bribery tokens and medium contracts to sacrifice for bribery tokens.

4. Did the player choices in your game feel meaningful? If so, how were they meaningful? If not, why not? What can you do to improve the meaningful choices available to the player?

While the choices presented have some meaning to the game, due to the bribery cards and unbalanced values, I felt that it needed to be changed and improved. I may even add more actions depending on how the second playtest goes if I find that there is a further lack of meaningful choices.

5. How long did your game setup take? How was the presentation and usability of your materials? What improvements can you make for the next playtest to go more smoothly and look more professional? *For example: did you use card sleeves, were you trying to shuffle loose leaf paper?*

The setup probably took anywhere between 1-3 minutes. My presentation was based off of the 3rd draft, which looked nice on paper but I will likely change/decrease areas (ie the multiple discard/draw piles). It was difficult to shuffle the cards properly because the material used was thin school paper. I would like to make more professional cards in the near future.

Single Player Playtest #2 Photo

Single Player Playtest #2 Questionnaire

(at least **one paragraph per question**)

1. After a second playthrough, did you run into any new loopholes or dominant strategies with your design? If so, how did you alter the design to fix these issues? If not, what about your design prevents those loopholes?

After adjusting the game, I have determined that hard cards are way too easy to obtain. I've adjusted the action cards needed for each contract to 2 = Easy, 4 = Medium, and 6 = Hard. I've also decided to change action card names and add a new action card type. The new card types are: diplomacy, attack, and defend. This will make it more challenging to get the correct card combinations so the players are not bored with the ease of play.

2. After a second playthrough, what are your new thoughts on the design? Did the changes you make from the first playtest improve your game? Explain some of those changes and how they improved or detracted from the game experience.

The gameplay significantly improved. It definitely felt more fair to all players and that they were able to obtain higher difficulty cards. Rounds also felt faster than the previous playtest.

3. After your presentation updates from playtest #1, how did your play experience improve? Were there any issues with the user experience? How can you continue to improve the flow of your game for the next test? If you did not make presentation updates, what should you do before the next playtest?

While playtest #2 is better, I still think that the time each game takes runs a bit long. I feel that I need to test with different ideas. One would be to add options for smaller or larger goals that players would pick based on their time. Another idea is to play by a set amount of rounds rather than until someone reaches a goal. EX: After 15 rounds, players will score the contracts they have. Whoever has the highest score wins! If a tie occurs, they flip a bribery coin (would have a dual-sided design).
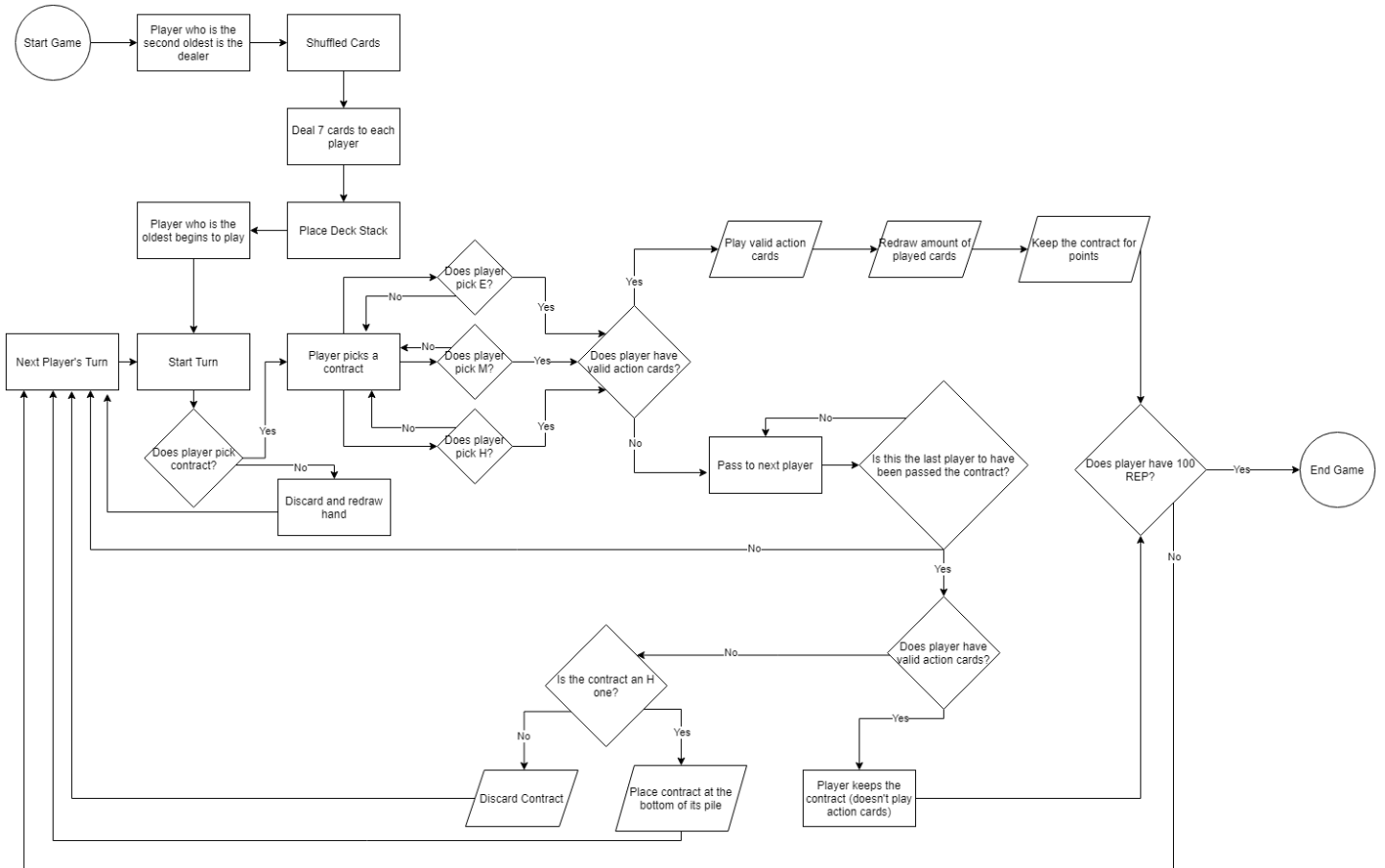
4. Which actions did you use the most, which did you use the least? Were some not used at all? How can you balance out your actions to create multiple, interesting paths to victory?

I played action cards the most, and I didn't use the bribery system or discard and redraw at all unlike the last playtest. I believe that after making changes described in questions 1 and 3 that this could make other actions more useful and usable again rather than just playing the action cards in hand.

5. Describe the decisions you made throughout a few example turns in your game. Point out each major decision, and quickly describe how that decision was meaningful.

While I wasn't able to use the other actions like I did in the last playtest, I will say that choosing the difficulty of the contract and taking that risk is meaningful. As each player, I would have to closely examine the hand and determine if I had enough variety of cards to redeem the higher level difficulty contracts to come up ahead from the other players quicker.

Flowchart

Start Game → Player who is the second oldest is the dealer → Shuffled Cards → Deal 7 cards to each player → Place Deck Stack → Player who is the oldest begins to play → Start Turn

Next Player's Turn → Start Turn

Start Turn → Does player pick contract?
- Yes → Player picks a contract
- No → Discard and redraw hand

Player picks a contract → Does player pick E?
- No
- Yes → Does player have valid action cards?

Does player pick M?
- No
- Yes → Does player have valid action cards?

Does player pick H?
- No
- Yes → Does player have valid action cards?

Does player have valid action cards?
- Yes → Play valid action cards → Redraw amount of played cards → Keep the contract for points
- No → Pass to next player

Pass to next player → Is this the last player to have been passed the contract?
- No
- Yes → Does player have valid action cards?

Is this the last player to have been passed the contract?
- No →

Does player have valid action cards?
- No → Is the contract an H one?
- Yes → Player keeps the contract (doesn't play action cards)

Is the contract an H one?
- No → Discard Contract
- Yes → Place contract at the bottom of its pile

Keep the contract for points / Player keeps the contract → Does player have 100 REP?
- Yes → End Game
- No

Group Playtest Photo #1

The flowchart and designer cards may be out of frame in some photos

Group Playtest #1 Questionnaire
(at least **one paragraph per question**)

1.   Describe the Meaningful Choices available to your players during this playtest. Did these choices lead to interesting strategies, or was there a dominant strategy / obvious choice always available? Were there multiple viable ways for players to achieve victory? What improvements can you make from these observations to enhance the Meaningful Choices available?

Player 1 found a dominant strategy. They went mostly for medium and easy contracts because the hard contracts were near impossible to earn. They also felt like the bribery coins were not needed because of this. I have to rebalance the game in such a way where hard cards could also feel needed and bribery coins.

2.   Did your Flowchart do a good job of explaining the player actions and overall flow of the game? What questions did your players ask you during the playtest about your rules? What steps will you take to clarify those areas? Were there any instances or situations that were not covered by the rules or Flowchart at all?

For the most part, the flowchart was able to help guide players when playing the game. However, it was very crowded because of the amount of options I had presented, so sometimes players would miss steps or rules for specific actions. One area in particular was worded in a confusing way, so I will change that and reword it to be understandable. I didn't have any rules that were missing because I went through three drafts of the flowchart before the group playtests.

3.   What are some of your thoughts on your design? Did your players have any contributions or thoughts on your design? Are you planning on changing your design based on those observations? Explain your decision.

I was disappointed to find that no one used the bribery coins. While I provided many ways to achieve a win state, it felt like the dominant strategy was taking over the game, as the other players pointed out. Some players suggested a trading feature and to upgrade the discard/redraw action so that it's more viable. I took into consideration many of their ideas, but these two in particular are what I ended up implementing into the next playtest with a few other changes. Much like Monopoly, players could at any point trade on their turn with another player by making offers for contracts. The discard and withdraw went from 2 to "up to 3." Bribery coins were worth 2 action card replacements instead of 1, and the amount of contracts as a whole were reduced (E contracts = 5, M contracts = 7, H contracts = 9). Finally, if players had 3 of one type of contract, they would gain an additional 5 REP points.

Group Playtest Photo #2

The flowchart and designer cards may be out of frame in some photos
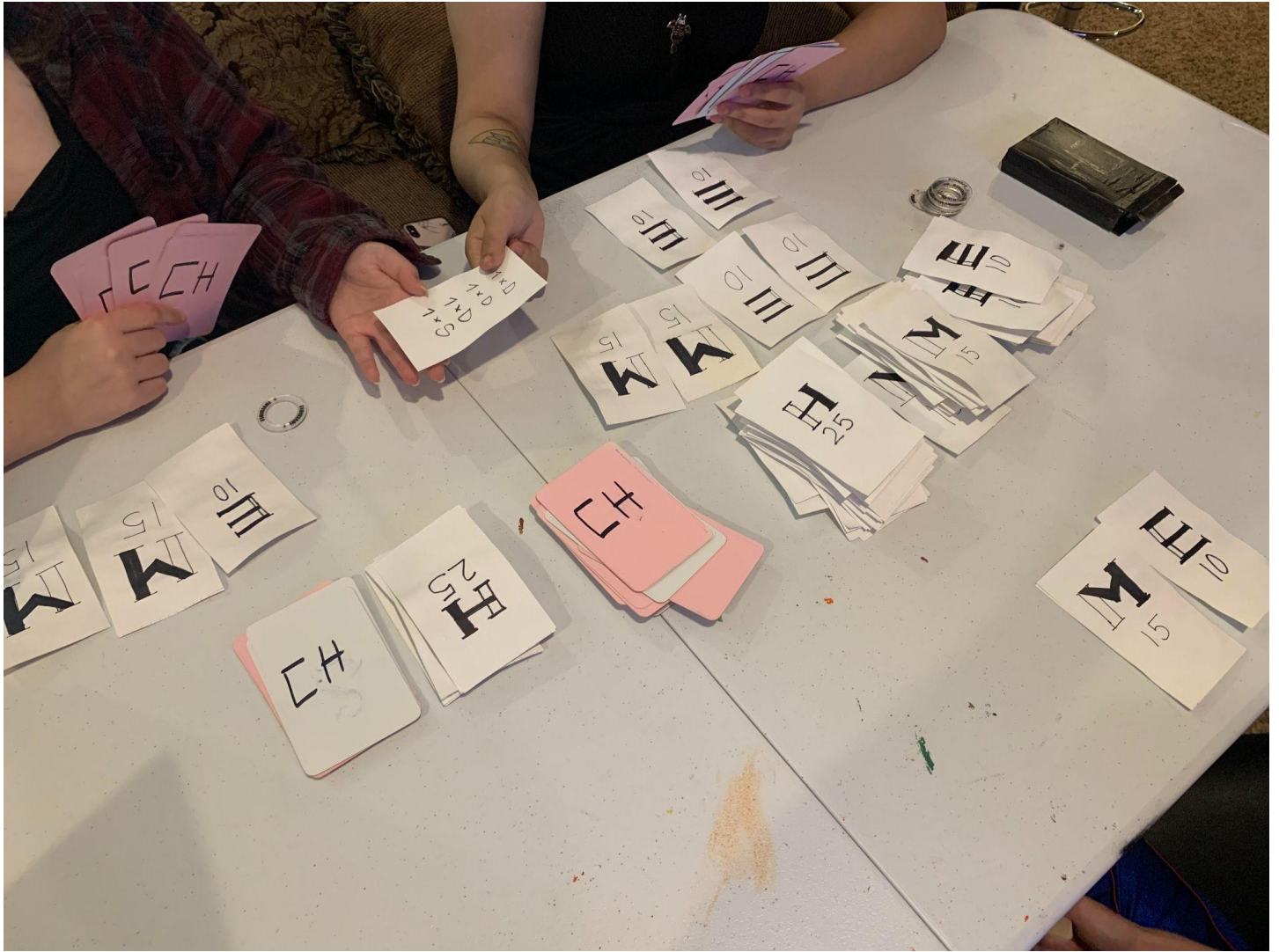
Group Playtest #2 Questionnaire

(at least **one paragraph per question**)

1.   After your updates from the first playtest this week, describe the Meaningful Choices your players made this time. Did these choices lead to interesting strategies? Did you eliminate any dominant strategies, or are they still present? What other improvements can be made to the mechanics of the game?

Unfortunately, the dominant strategy of M and E cards was still in play. Also, players 3 and 4 had less of an opportunity to obtain E and M contracts because players 1 and 2 snatched them up fairly quickly. I am debating between changing the REP value on the E, M, and H cards, or changing the amount of action cards needed for each contract.

2.   After updating your rules and Flowchart, did players understand how the game was to be played? Did you encounter new questions that were not addressed in the rules? How can you continue to clarify and simplify the explanation of your rules?

At this point, players knew how to get started and how to play. If players ever had questions, it was usually for clarification or more specific writing about a rule (which I would change right there). Most of it is just updating rules to reflect the changes I have made, but there is also some that is just worded poorly or vaguely that needs extra detail.

3.   How did your design changes after the previous playtest alter the gameplay? Were these good changes, or did they negatively affect the game? Are you finding that these iterations are smaller tweaks or larger mechanical changes? With this in mind, do you feel like you are close to the "final design" of your game?

While the dominant strategy from the prior test was still in play, I noticed that Player 2 used the bribery coin system unlike others. While I was happy that a player found that they could also use this to win and that they figured out that the purpose is to also help obtain hard cards easily, it still felt like an underwhelming feature. If only one player (apart from myself) decided to use this out of many, what is the purpose of that feature at all? I feel that with some things, the game had minor tweaks (such as altering values), but on the other hand there's a lot of mechanics that just doesn't matter or feels broken that need to completely change. Because of the reuse of the dominant strategy, I fear that I am still far away to my final design.

Group Playtest Photo #3

The flowchart and designer cards may be out of frame in some photos
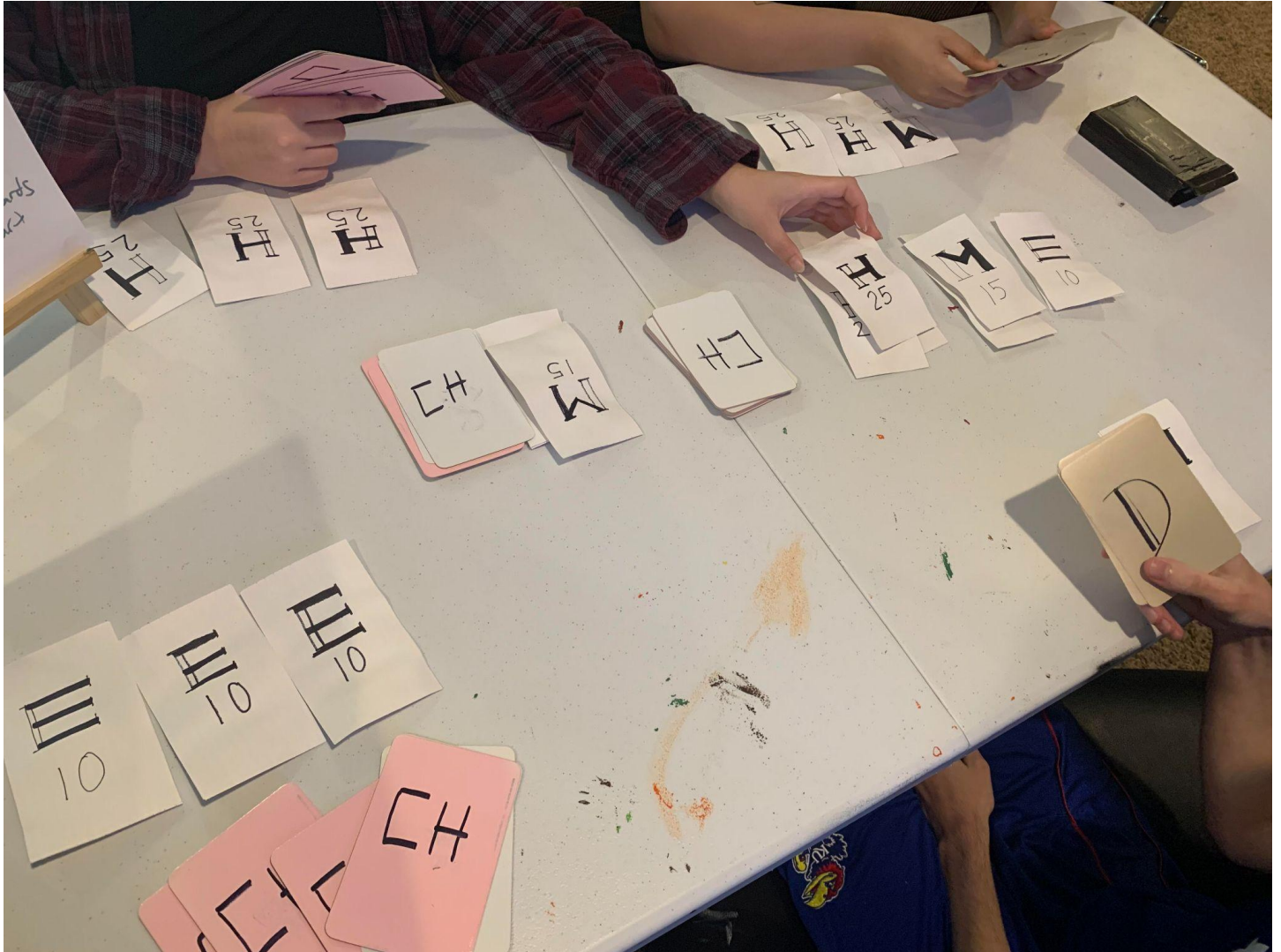
Group Playtest #3 Questionnaire

(at least **one paragraph per question**)

1.   What type of gameplay emerged from this next playtest? Did you encounter different Meaningful Choices for your players, or were they the same as last time? Is the gameplay varied enough to remain interesting for multiple playthroughs?

For this test, I made a few more changes and kept the previous changes. I found that players would tend to go for hard, medium, then easy, and if they had problems with getting one difficulty, they would move to another. It made for interesting gameplay as there was no longer a dominant strategy to the game.

2.   Were you able to explain your game by only reading from the Rules and Flowchart? Did you need to supplement your rulebook with clarifications and examples? If so, how could you incorporate that information into a more effective set of rules for the next playtest?

Each rule that I've added or changed was written on a notecard to override the flowchart and rules. With the new rules and clarifications added, players had an easier time picking up the game (and very quickly this time around).

3.   How has the game changed since your original design? Reflect back on the changes and iterations you've made since your single player playtests. Think about the critiques and feedback you have gained from other players and how their input has shaped your game.

The two rules in particular that I added which completely changed the game were a) Put discarded contract to the bottom of the contract pile (only for H, E and M contracts must be permanently discarded) and b) E contracts require 3 total actions (instead of 2), M contracts require 4 total actions (same), and H contracts require 5 total actions (instead of 6). Players responded more positively when talking about the balance of the game, as Easy contracts were not super easy to obtain and Hard contracts were not super hard to obtain. My original design from even before the singleplayer tests was completely different; it was a bounty hunter game with the only goal being slaying a monster with different weapons. Now, it's a contract completion game to reach a point goal (REP) with multiple ways to get those points. The singleplayer test was made of loose leaf paper and very difficult to play, but for the group tests I completely revamped the game each time and the loose leaf was replaced with actual playing cards (painted) and index cards acting as contracts. It finally feels like something that could be the final design.

Rulebook

Thematic Backstory

In the grand city of Ternion, adventurers are seeking work to make a name for themselves. Speak, attack, and defend yourself as you work to complete contracts of varying difficulties. Reach 100 REP to claim the title Hero of Ternion!

List of Game Components

- 60 Action Cards
    - 20 Speak Cards
    - 20 Attack Cards
    - 20 Defend Cards
- 21 Contract Cards
    - 5 Easy Cards
    - 7 Medium Cards
    - 9 Hard Cards
- 2 Pamphlets
    - Instruction Manual
    - Quick Reference (AKA Cheat Sheet)

Game Setup

1. The player who is the second oldest in the game will be the dealer.
    a. The dealer shuffles the contract cards and places them in three different piles (E, M, H)
    b. The dealer shuffles the action cards deals 7 of them to each player
2. The remaining action cards and played down as a deck stack to draw from during each turn
3. The player who is the oldest will begin play

Objective

Players must complete contracts of their choice using action cards to each reputation (REP) points. The first person to earn 100 REP is the victor.

Turn Overview

To achieve 100 REP, players must take turns trying to complete one of three contract types (Easy, Medium, and Hard). Players will have to play their action cards if they're able to complete the contract, or pass the contract if they're unable to do so.

1. Pick a contract
2. Player valid action cards if applicable
    a. Draw number of cards that were played and end turn
3. If not, pass contract to next player
    a. Continue this cycle until either
        i. A player has the correct cards - doesn't play action cards, but keeps the contract, then ends turn
        ii. All players have been passed the contract - discard or place back into the contract pile, end turn

Details Regarding Various Game Mechanics

Actions
Players perform the **Take a Contract** action each turn. Depending on the outcome of that action, one of the other listed actions will be taken.

Take a Contract
Pull a contract from either the Easy pile, Medium pile, or Hard pile.

Play Action Cards
Play valid action cards to complete contracts. Discard the played cards and draw the same number of cards played at the end of your turn.

Pass a Contract
This is done when the player doesn't have valid action cards. They pass the contract to the next person in the turn order.

Discard Hand, Redraw
If a player cannot complete any contracts, they can discard their hand and redraw to get new action cards as a single turn.

Ending the Game

The game ends when a player reaches 100 REP.

Examples of Play

Round 1, three players start the game. Player 2 is the dealer and deals as well as sets up the cards, while Player 1 is the oldest and starts the game.

Player 1 pulls a card from the Easy contract pile. The contract calls for 2 Speak action cards and 1 Defend action card.

Frequently Asked Questions (FAQ)

Documentation Updates (Patch Notes)

- Discard your hand and redraw as a turn

Quick Reference (Cheat Sheet)

GOAL: Earn 100 REP

Action	Effect
Pick Contract	Select E, M, or H
Play Action Cards	If you have valid action cards, play the amount required and redraw the same amount (S = Speak, A = Attack, and D = Defend)
Pass Contract	If unable to complete a contract, pass it to the next player

Contract	Value
Easy	10 REP | 3 Actions
Medium	15 REP | 4 Actions
Hard	25 REP | 5 Actions

Observed Playtest Photo #1

The rulebook and flowchart were sent to participants
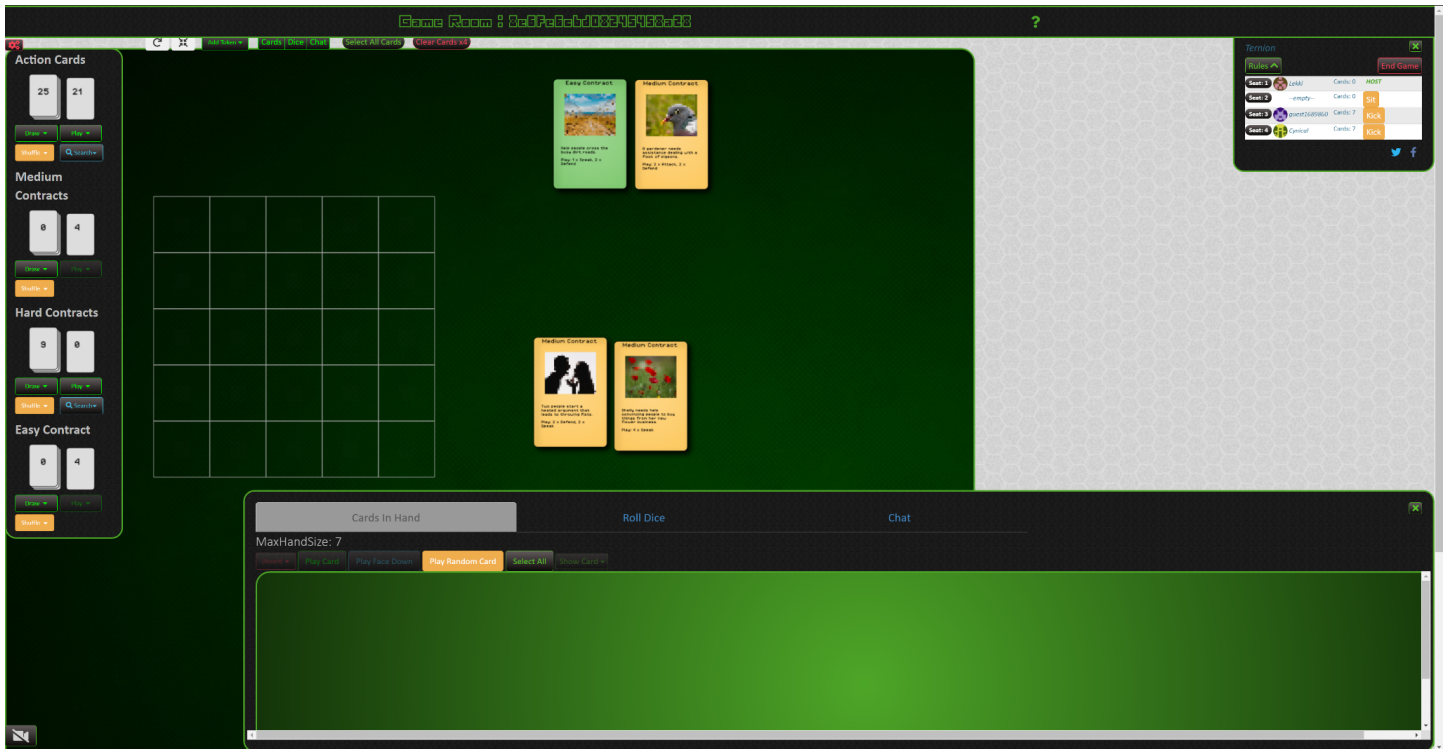
How long did this playtest last in minutes?
13 Minutes

Observed Playtest #1 Questionnaire

(at least **one paragraph per question**)

1. Were your players able to understand the rules and mechanics of your game by reading the rules you provided? What changes would you make to how you present the rules for the next playtest? Did your players use the Quick Reference (Cheat Sheet)? Did they find the information clear and useful? What changes could be made to improve the Quick Reference?

Players were able to easily understand the rules. The cheatsheet was used to determine point values, etc. I will rebalance some things and add it.

2. Tell us about some of your observations from the playtest. Were players getting frustrated, when and where? Were they excited? What were some notable reactions to the game? Try to explain why you think these reactions happened and if they were a part of the design goals of the game.

Players were getting frustrated at the end because they were in a stalemate in which no one could complete the remaining contracts because they couldn't redraw their action cards, which was not intended.

3. How was the user experience of the game? Were players able to shuffle and deal cards easily? Were the descriptions and text on the cards, rules, and Quick Reference clear? What can be improved here for the next playtest?

Straightforward and easy to pick up. Players found clarity, but some balance changes could be made.

4. Describe the meaningful choices you provide for your players. Are they using all of those meaningful choices, or only some? What changes to your design could further improve your game?

The only main choice at this point is just picking what level of contract they want. I want to re add the discard and redraw rule as another meaningful choice to prevent stalemating.

Observed Playtest Photo #2

The rulebook and flowchart were sent to participants
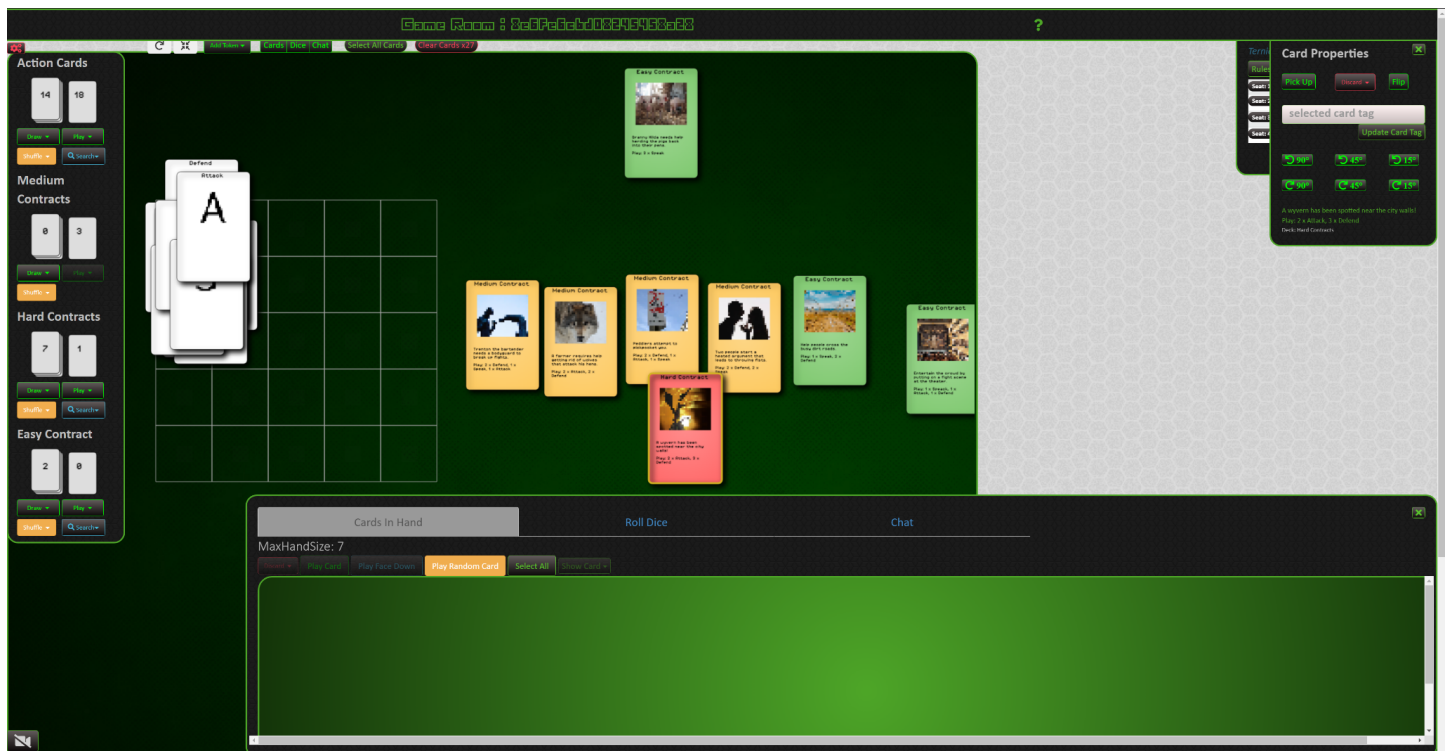
How long did this playtest last in minutes?
9 Minutes

Observed Playtest #2 Questionnaire

(at least **one paragraph per question**)

1. Did your group encounter any dominant strategies during the second playtest? Did you encounter any unexpected player strategies?

One player kept drawing mediums as it worked better than easy and hard cards, but it wasn't apparent enough that I thought it was a re-emerging issue because they had a mix of contracts in their hand.

2. How long did it take for the group to learn your game this time? Were your rules and Quick Reference updates effective? Are there any other iterations you can make to improve the clarity of your game rules? *For Example: Provide a Sample Turn.*

It takes the group about 2+ minutes to learn the rules. They seemed to like the rule clarities, and the addition of a new rule helped with gameplay balance.

3. What sort of gameplay dynamics emerged within this group? How did those dynamics affect the gameplay? Would you encourage or discourage those dynamics for future games?

I would say the group is fairly neutral or somewhat competitive at times, and can even become frustrated because of this. The group tends to just work against each other as there are no cooperative elements within. I would say the dynamics are pretty much how I would expect it for being an All v All style competitive game.

Observed Playtest Photo #3

The rulebook and flowchart were sent to participants
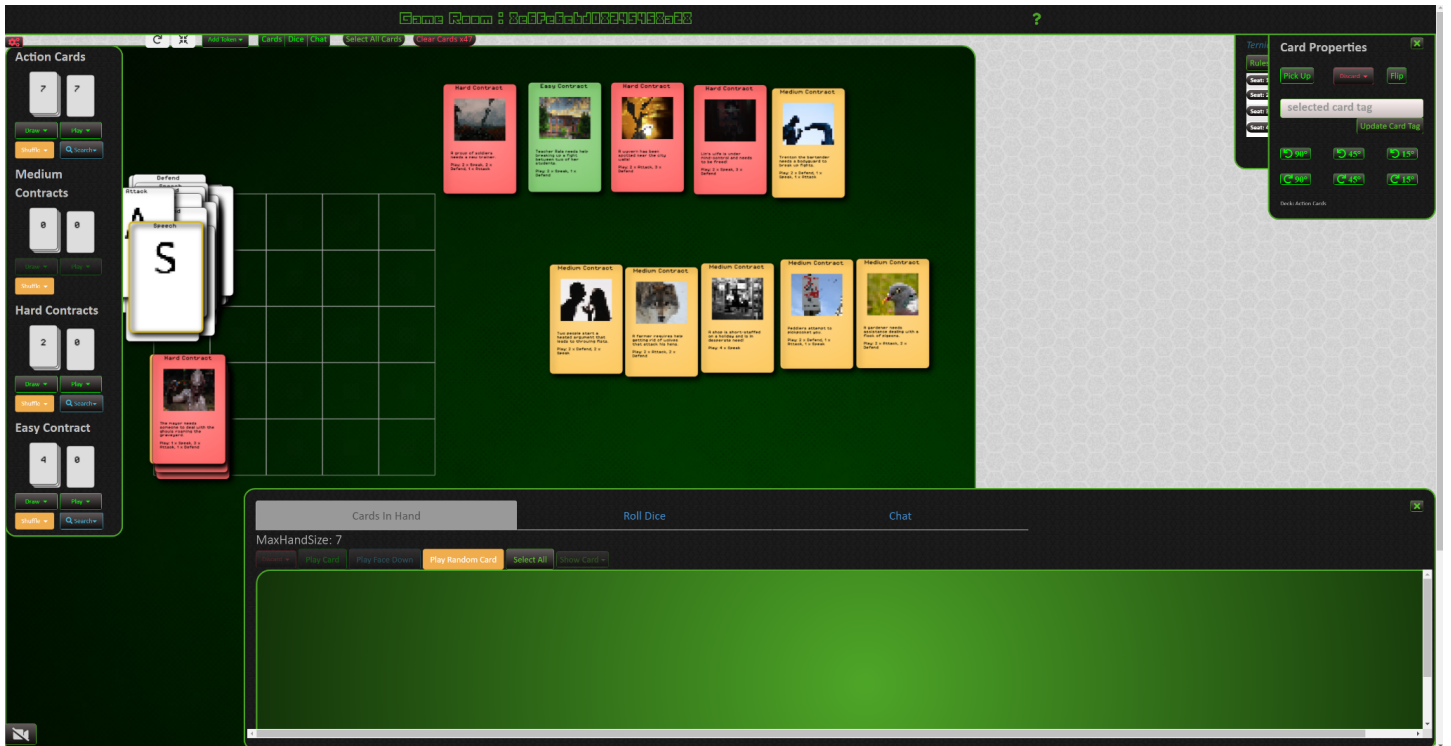
How long did this playtest last in minutes?

10 Minutes

Observed Playtest #3 Questionnaire
(at least **one paragraph per question**)

1. Can you put this version of your game down in front of a group of people, walk away, and have them fully understand how to play the game? If yes, how did you achieve this? If not, what needs to be done to get there?

For Example: Are your Rules clear? Is your Quick Reference helpful? Are the cards concise and descriptive?

Yes. Players were able to quickly grasp the concept of the game and start. It's simple enough that anyone can start!

2. Did each gameplay session feel unique? Were new strategies and interactions happening each time a group played, or was the same strategy used every game to win? How can you ensure that your game remains interesting and replayable?

The strategies varied every game and felt different. Some would start with hard contracts immediately and fail, only to give up and only do the other contract difficulties. Others would continue to pull from ones they succeeded in the most. And if they ever got stuck, they would discard and redraw their hand.

3. What feedback did you get from your final group of playtesters? What were their impressions of the game? Did they offer any helpful or unique insights on the design of your game?

Players tend to have a better time with the physical cards rather than the online cards. Gameinstructor was bulky and difficult to use.

Final Reflection Questionnaire

(at least **two paragraphs** per question)

Here you will record your experience with documenting, prototyping and testing your first game design. Go into as much detail as possible, this is incredibly helpful when you come back to reference this project in the future.

1.   What did you learn about game design documentation? (two paragraphs minimum)

I learned that game design documentation is a long and tedious process. Sometimes I forgot to fill out certain parts of the documents. There's also a lot of writing. Especially during the solo playtests and the first round of group playtests, I would change a lot to the point where I would miss some sections in the document that also needed to be changed. Something like this needs proofreading and constant checking. Despite the hurdles, the more I practiced and looked over my documentation, the better and easier it became to document the process. It made me realize how important it is to document game progress though. I found myself re-adding a rule from earlier tests later because I had it documented. I would find myself looking back at previous iterations and seeing what else I could or couldn't bring back. Game design documentation in general is good for tracking everything about the game without having to rely on memory!

2.   What did you learn by using the iterative design process? (two paragraphs minimum)

The iterative design process is a game changer (literally). I started with a game idea completely different from what I have now. Originally, my plan was for a cool monster hunting/bounty hunter game with an arsenal of weapons and many monsters to choose from. But as I continued to develop my ideas, it drifted off into something else. When I put together my first mock-up, I chose to go with contracts and rename the project to "Contract Hunters." While I'm bummed about the original idea, this new idea that now became *Ternion* is a lot better. It just has a fast paced and party-game-like design that works well for the assignment and within the time range I had. Just like the actual industry, games are never the first thing that comes from your mind. Ideas are just ideas; without testing and designing them into reality, it will remain just as it is; an idea.

3.   What did you learn about play testing? (two paragraphs minimum)

Play testing is hard for the designer! Play testing by myself was just me going round-and-round a table as different players. I have a hard time tracking what strategies and mindsets each player has when I'm playing by myself. But, I was able to quickly squash very clear problems before presenting the product to a group. The most pivotal play testing though, is when I, the designer, was able to play with the group of play testers. That was where I felt the game was really taking shape the most. We went through a lot of different design ideas, tired them out, and ruled out some while keeping others. The play test after that felt more like slight refinement and checking for clarity, but nothing else. I also noticed that as each round of playtests went, the game went by faster.

4.   What did you like about your game? What didn't you like? (two paragraphs minimum)

I like a lot of things about my game. The fast-paced nature of it makes it good for games that need to be quick (like playing before an appointment). The simplicity of the game made it simple to pick up, so-much-so that prep time was significantly reduced with around 90% of the gametime being played rather than learning and putting it together. I was also able to add little tidbits of lore within the final version of the game. However, sometimes I wish I made the game more complicated. I felt like I did start off with too

much, so it had to be taken away to focus on the core mechanics. But now it feels somewhat linear again because of the lack of options that players choose from. Yes, they can choose from contract types. And now they can discard and redraw. But what else could I have? I really wish that the bribery coin idea worked in some form, maybe acting somewhat like the coins in Mario Party games (with the REP being like the Stars). And of course, I would've loved to do a monster hunting type of game and have really cool illustrations!

5. How can you improve your process the next time you make a game? (two paragraphs minimum)

I think one way I could improve the process of the next game I make is by recording progress. One of the play testers I had actually asked me if I had video footage of previous play tests, but I unfortunately did not. As a reference for myself, I find that videos are useful at demonstrating written and verbal communication. Maybe I could include short video clips demonstrating some processes, such as an animation test, a gameplay feature, a player function, etc. and organize it. I am big on visual elements, so I would definitely include more photos or screenshots to my game design documents. I also want to practice drawing so that I can provide original art rather than having bland letters or credited stock images. But one thing I would add for sure is a table of contents. With Google Docs, the table of contents addition would make the game design document look nicer and organized. I could also just click on what section I want to go to and it'll instantly take me there rather than scrolling through my hand or trying the ctrl + f and looking for keywords.