

Tempero Ludum Journal Template

My game "I Challenge Thee..." was inspired by a few things. The first is Monopoly, as I wanted the dice requirement to resemble movement on a board rather than randomized points or turns. This, I thought, would reduce randomness enough that players could feel they have agency over the game. I also thought of something like UNO's challenge mechanic, where you could challenge a player at certain parts in the game. This would heavily influence the game mechanics as it is centered around these challenges or roll-offs as I occasionally refer to them. And finally, the idea of challenges led to the theme of knights. Earning honor gave the points something other than the name of just points, and the knight elements really worked well when giving a reason for summoning an additional pawn (the squire, which is usually a knight in training) and why it mechanically affects the knight's overall honor just made sense..

Week 1

Brainstorm Ideas

Mechanical Ideas:

1. "**roll dice** to determine how many spaces the player's pawn can move"
2. "**score** points indicated by the space value and **track** it"
3. "**challenge** the other player for their points in a **roll-off** (must be on that player's turn)"
4. "**score** additional points if the challenger's **challenge** succeeds, and **lose** points if their challenge fails (point value is determined by half the space value rounded up)"
5. "**sacrifice** 5 points to summon an additional pawn that lasts for 3 rounds. It acts like a regular pawn, but each space it lands on is half the space value rounded up that will be **added** to the player's scoreboard"
6. "**sacrifice** 3 points to **destroy** an additional pawn. The opposition is **barred** from summoning an additional pawn for 3 rounds. However, the opposition can **sacrifice** 3 points to **challenge** the oppressor in a **roll-off**. If the **roll-off** favors the opposition, they keep their additional pawn. If the **roll-off** favors the oppressor, the additional pawn is **destroyed**."
7. "**gain** 5 bonus points if a player remains **unchallenged** 5 times in a row"
8. "**choose** which path you take on the board"
9. "players are forced to **challenge** one another when they land on the same space"
10. "the game **ends** when a player reaches 20 points"

Player Choices:

1. Player can choose which direction to go on the board (left or right)
2. Player can choose to challenge the other player
3. Player can choose to give up 5 of their points in exchange for an additional pawn.

4. Player can choose to give up 3 of their points in order to destroy the opposing player's additional pawn.
5. Player can choose to give up 3 points to challenge a player who is trying to destroy their additional pawn.

Week 1 Playtest

What went well -

Players found the game to be very easy and fast once they understood the rules (around 12 minutes when fully understood, 20 or more when not). This pacing was also due to the placement and value of the number spaces, where they found it was adequate for reaching the 20 Honor (H) goal without being too long of a game or too short. The scoreboard also helped with reminding them of the goal and having a play to track earning and losing H. 1D6 was preferred because 2D6 could give unfair advantages when a player has a knight and squire activated.

W1T1 What needs to change -

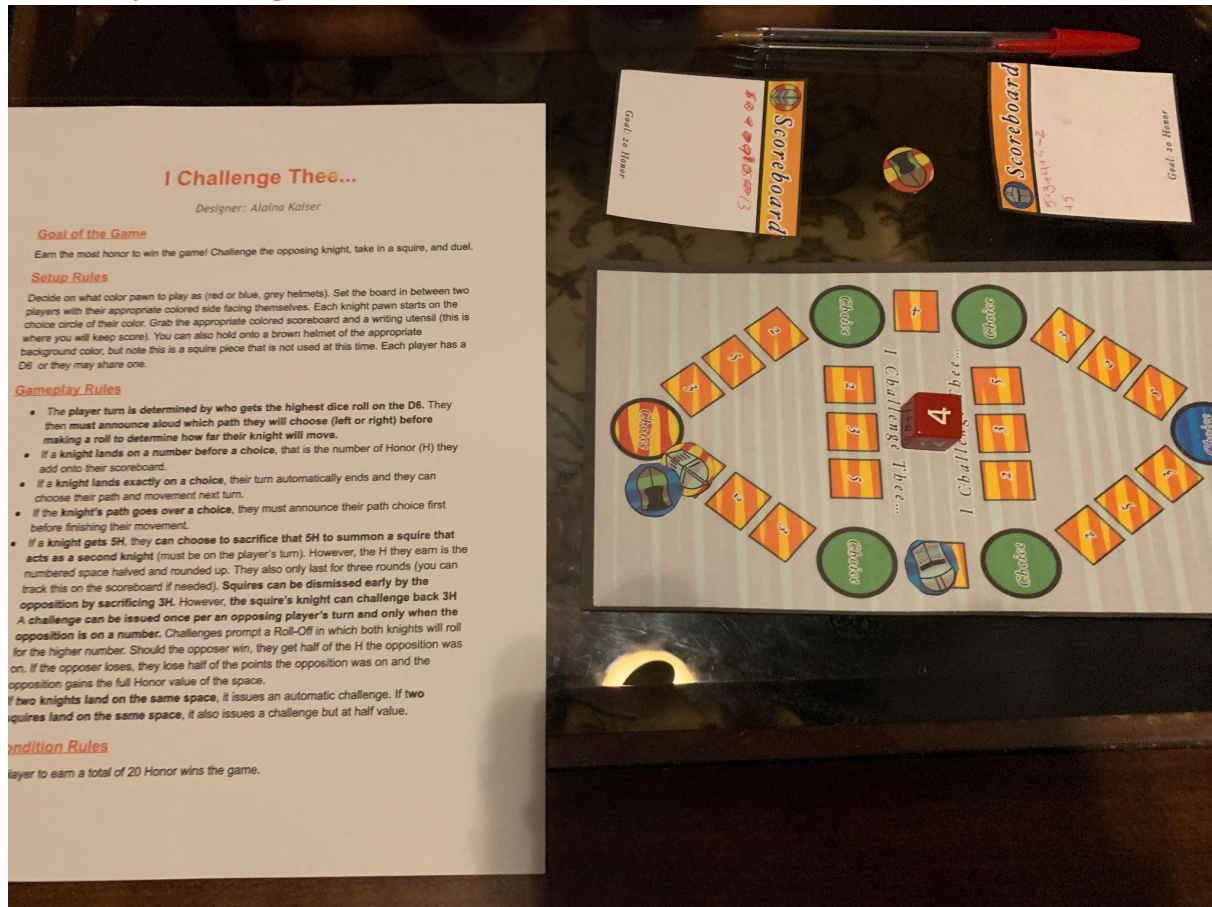
The squire brought with it a lot of clarification that I didn't have room to expand on or that I didn't consider prior. For example, "What happens when my knight lands on an enemy squire and not a squire?" It was then that I needed to revise a lot about the squire but also on challenging in general. The full list of notes I took can be found on a separate document here, but my main ideas for change will be listed [here](#):

- Cannot challenge until you have enough Honor
- If a Knight lands on a Squire, instant kill a Squire
 - Steal the points the Squire got
 - If your Squire is killed, wait 3 rounds before summoning again
 - If movement of a knight can reach a squire they can end their movement early by squishing the squire
- Get rid of the other squire rules (last for 3 rounds and dismissing with 3 honor)
- Squire spawns on the Knight
- If the Knight and Squire share the same space, the Squire is protected from squashing
- Remove color for starting spots? Doesn't really affect much
- Knight who lands on another knight gets +1 to dice roll
 - Knight lands on a knight that's on a choice spot the Honor comes from whatever the dice roll is

I have even considered removing the squire entirely, as the winner didn't even utilize them and this could complicate how much I'm able to list on the rules for the game. And lastly, even my printer messed up with the colors. When other players go to play, I wonder what my game would

look like due to either printer errors or color blindness, and I have been looking at ways to solve this.

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 the lecture

Perform playtests

Print out your rules and board (you may also use roll20.com as described in the 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. Takedown 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 Playtests

W2 Test #1 What went well -

I was happy to see that most mechanics were used (the exception being the squire). This test was surprisingly shorter than I had anticipated, so it is hard to say what really went well.

Although, the last testers did mention that the squire felt not needed and that they'd rather just hoard Honor, so this test has proven the changes previously made make the squire more worth it.

W2 Test #1 What needs to change -

For one, the game did not last long enough, as it ended in 8 turns for the winning player. On Roll20 the formatting of the board is a bit off and the scoreboard did not work as intended, so I just decided to track the points for the players and let them know where they're at. I have found that the challenge ability was not used.

Proposed changes

- Increasing value spaces between choices in the middle
- Changing challenge rules to only when a knight lands on a knight, a squire lands on a squire
 - Renaming to Duels
 - Winner earns 3 Honor, loser loses 5 Honor
- Increasing Honor goal (also gives more incentive to use the squire)
 - Next test will be by 40 (hoping to double the turns and overall data)
- Reducing squire cost from 5 to 3
- Style changes (icons and scoreboard)

My plan is to implement most of this list and see what needs to change from there.

W2T1 Play Test Image

I Challenge Thee...

Designer: Alaina Kaiser

Goal of the Game
Earn the most honor to win the game! Challenge the opposing knight, take in a squire, and duel.

Setup Rules
Decide on what color pawn to play as (red or blue, gray helmets). Set the board in between two players with their appropriate colored side facing themselves. Each knight pawn starts on the crossroad icon of their color. Grab the appropriate colored scoreboard and a writing utensil (this is where you will keep score). You can also hold onto a brown helmet of the appropriate background color, but note this is a squire piece, not a knight. Each player can have their own D6 or they may share one.

Gameplay Rules

- The player turn is determined by who gets the highest dice roll on the D6. From the start, they then must announce about which path they will choose (EX: up, down, left, right) before making a roll to determine how far their knight will move.
- If a knight lands on a number before a crossroad, that is the number of Honor (H) they add onto their scoreboard.
- If a knight lands exactly on a crossroad, their turn automatically ends and they must announce the path that they will take in their upcoming turn.
- If the knight's path goes over a crossroad, they do not need to announce the path they'll take.
- If a knight gets 5H, they can choose to sacrifice that 5H to summon a squire that acts as a second knight (must be on the player's turn and limited to 1). However, the H they earn is the numbered space halved rounded up and they cannot issue challenges. The only way to dismiss a squire is by landing on them with a knight. Knight's can resummon squares after 3 rounds.
- A challenge can be issued once per an opposing player's turn and only when the opposition is on a number. Challenges prompt a Roll-Off in which both knights will roll for the higher number. Should the opposer win, they get half of the H the opposition was on. If the opposer loses, they lose half of the points the opposition was on and the opposition gains the full Honor value of the space.
- If two knights land on the same space, it issues an automatic challenge. If two squares land on the same space, it also issues a challenge but at half value.

Alaina K

Guest 1

Jackrabbil

keep track of your score!

Jackrabbil: rolling d6
(1)
= 1

Guest 1.: rolling d6
(6)
= 6

rolling d6
(1)
= 1

Jackrabbil: rolling d6
(4)
= 4

Guest 1.: rolling d6
(2)
= 2

rolling d6
(2)
= 2

Alaina K. (GM): Guest 1: 21 WIN

As: Alaina K. (GM) Send

W2T1 Playtest tracker

ChallengeThee

	A	B	C	D	E	F	G	H
1	PER TURN							
2	Points	Squires	Destroyed Squires	Roll Number	Spaces Moved	Challenges	Turns	Space Value
3	0	0	0	4	4	0	1	0
4	3	0	0	2	2	0	1	3
5	4	0	0	6	6	0	1	4
6	5	0	0	3	3	0	1	5
7	0	1	0	6	6	0	1	5
8	0	0	0	1	1	0	1	0
9	4	0	0	2	2	0	1	4
10	5	0	0	2	2	0	1	5

ChallengeThee

	A	B	C	D	E	F	G	H
1	PER TURN							
2	Points	Squires	Destroyed Squires	Roll Number	Spaces Moved	Challenges	Turns	Space Value
3	0	0	0	4	4	0	1	0
4	0	0	0	4	4	0	1	0
5	0	0	0	4	4	0	1	0
6	5	0	0	1	1	0	1	5
7	5	0	0	4	4	0	1	5

Players	Average Points Earned	Total Squires	Total Squires Destroyed	Average Roll	Average Spaces Moved	Total Turns	Total Challenges	Average Space Value	WINNER
Player 1	2	0	0	3.4	3.4	5	0	2	<input type="checkbox"/>
Player 2	2.625	1	0	3.25	3.25	8	0	3.25	<input checked="" type="checkbox"/>

W2 Test #2 What went well -

The second playtest went a tad longer since doubling the amount. The visual upgrade also made things easier to look at and navigate around the board.

W2 Test #2 What needs to change -

If I would compare my statistics to the Royal Game of Ur, I would say it's still way too short. When playing Ur, it took around 100 total turns or more. Challenges aren't issued often and squires are not summoned/destroyed often due to the new expanded board.

Proposed changes

- Decreasing spaces between choices (perhaps 2)
- Higher goal (personally thinking 100, just seems like a solid number)

W2 T2 Play Test Image



W2 T2 Playtest tracker

ICChallengeThee - Google Sheets

docs.google.com/spreadsheets/d/11w9K02oH9kztrmRSecr2I4G3CNuG1bH1MHw5vHd7s/edit#gid=1464168400

ICChallengeThee

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PER TURN

	A	B	C	D	E	F	G	H
1	PER TURN							
2	Points	Squires	Destroyed Squires	Roll Number	Spaces Moved	Challenges	Turns	Space Value
3	3	0	0	3	3	0	1	3
4	1	1	0	5	5	0	1	4
5	5	0	0	6	6	0	1	5
6	3	0	0	6	6	0	1	5
7	4	0	0	1	1	0	1	4
8	5	0	0	3	3	0	1	5
9	1	0	0	1	1	0	1	2
10	5	0	0	2	2	0	1	5
11	3	0	0	6	6	0	1	5
12	3	0	0	0	0	0	0	0
13	5	0	0	5	5	0	1	5
14	2	0	0	1	1	0	1	3
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PlayTest1 Player1.1 Player2.1 PlayTest2 Player1.2 Player2.2 PlayTest.16.2

ICChallengeThee - Google Sheets

docs.google.com/spreadsheets/d/11w9K02oH9kztrmRSecr2I4G3CNuG1bH1MHw5vHd7s/edit#gid=167288239

ICChallengeThee

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PER TURN

	A	B	C	D	E	F	G	H
1	PER TURN							
2	Points	Squires	Destroyed Squires	Roll Number	Spaces Moved	Challenges	Turns	Space Value
3	0	0	0	4	4	0	1	0
4	3	0	0	6	6	0	1	5
5	-2	0	0	2	2	1	1	4
6	3	0	0	5	5	0	1	5
7	5	0	0	4	4	0	1	5
8	3	0	0	5	5	0	1	5
9	5	0	0	3	3	0	1	5
10	3	0	0	2	2	0	1	5
11	5	0	0	5	5	0	1	5
12	-2	0	0	2	2	1	1	5
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PlayTest1 Player1.1 Player2.1 PlayTest2 Player1.2 Player2.2 PlayTest.16.2

1	Players	Average Points Earned	Total Squires	Total Squires Destroyed	Average Roll	Average Spaces Moved	Total Turns	Total Challenges	Average Space Value	WINNER
2	Player 1	2.5	0	0	3.8	3.8	10	2	4.4	<input type="checkbox"/>
3	Player 2	3.636363636	1	0	3.545454545	3.545454545	11	0	4.181818182	<input checked="" type="checkbox"/>

W2 Change List

You are required to address at least one piece of feedback from a peer and make AT LEAST 2 additional major revisions to the game each week. They should be listed below:

- We were confused on the choice path part at the beginning, can we choose the same path? or do we have to go different ways? Rearranged order (adapted for Roll20 with visual improvements aesthetically), added arrows to make up for missing space, and clarified this in the rules.
- For the squires we didn't see a limit for them, so we limited it to 1, maybe mention a limit for them. Rewrote squire rules with further clarification. Discarded rules that previous playtesters found useless.
- Increasing the number of spaces between choices to five spaces will be better, because we often couldn't challenge each other or summon a squire after at least 6 turns. And we were less motivated to sacrifice because it took a while to get high honor. Added more Honor spaces

Overall, I reduced bolding to both save room and to be less distracting (as I had too much bolding). I will also be using the proposed changes for Playtest 2 for next week.

Week 3

Week 3 Playtests

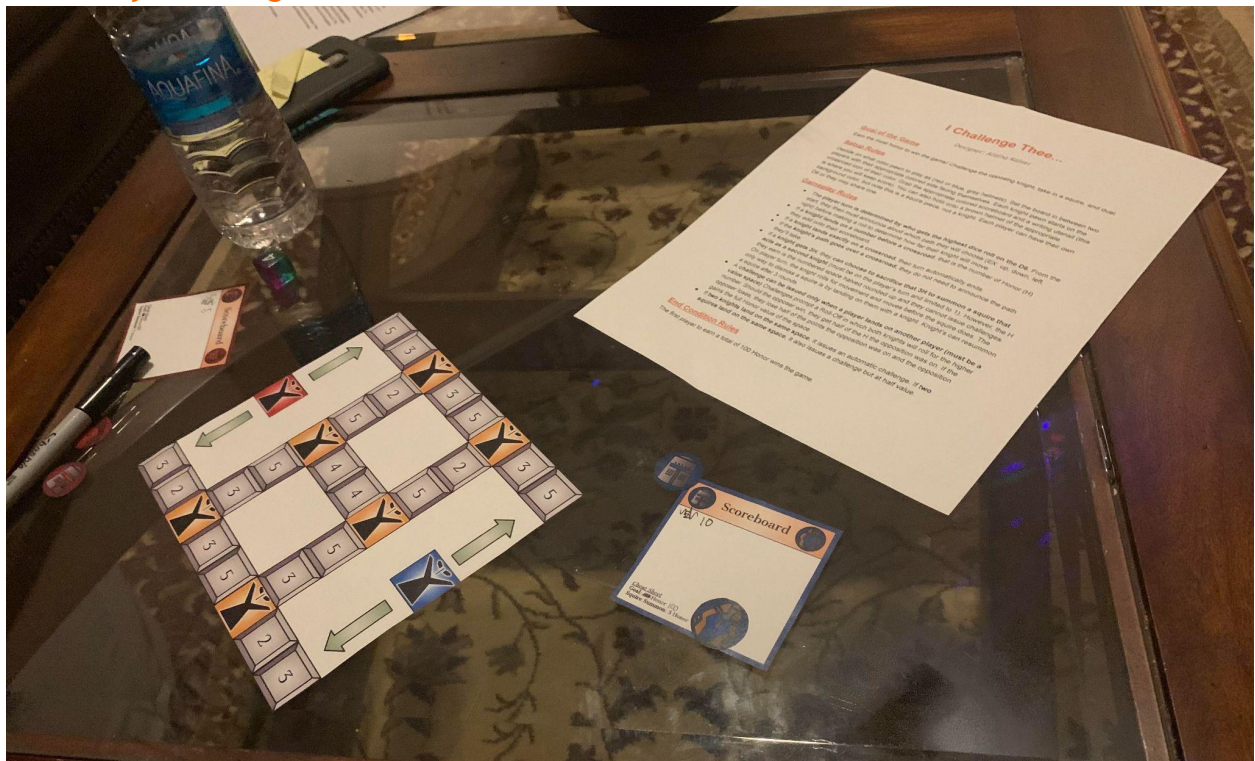
W3 Test #1 What went well -

PlayTest 3 did not go as expected. Ergo, the test was terminated early on. While they were easily able to identify visual elements regarding the board, players, start, etc. the turns and movement were off and eventually the players were distracted away from the game.

W3 Test #1 What needs to change -

Some feedback from the short lived playtest was acquired. Several bits of confusing dialogue in the Gameplay Rules was removed with some clarification regarding the movement and a rework of the challenges added in advance of week 4 to experiment with playtest 4 players.

W3T1 Play Test Image



	A	B	C	D	E	F	G	H
1	PER TURN							
2	Points	Squires	Destroyed Squires	Roll Number	Spaces Moved	Challenges	Turns	Space Value
3	5	0	0	3	1	0	1	5
4	3	0	0	5	3	1	1	5
5								
6								
7								
8								
9								
10								
11								
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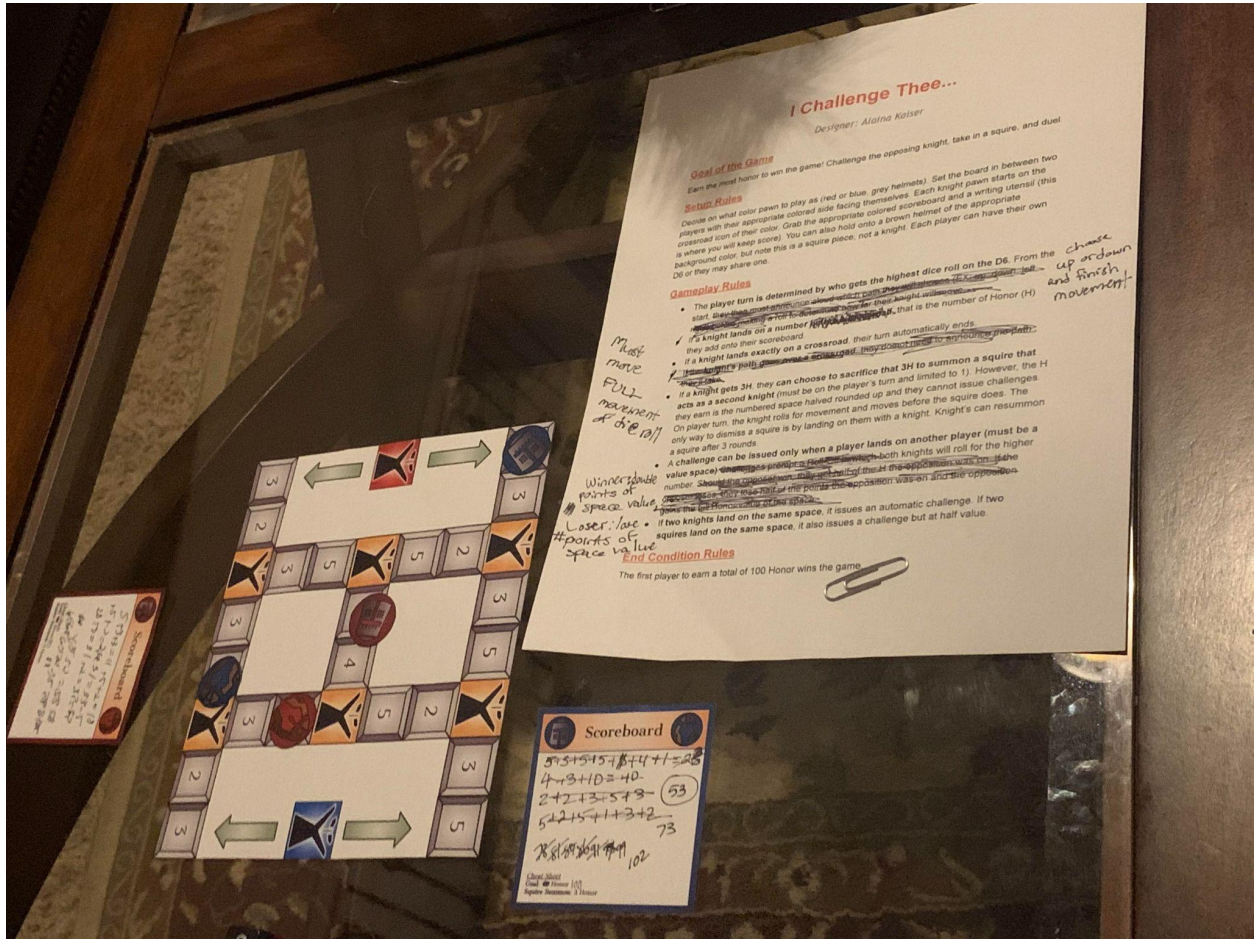
W3T1 Test #2 What went well -

PlayTest 4 (or PlayTest 2 of Week 3) went exponentially better than previous tests. By now, the game turns have expanded at least three times what it originally was (what was seconds is now 10 - 15 minutes tops). We found that adapting the new rules early on would give more feedback on those changes themselves, and it seems as though participants were mostly satisfied with the experience.

W3T2 Test #2 What needs to change -

There is still some debate regarding challenges. They are still not issued often despite the winner of this game having won because they utilized this ability. Challenges seem to be the hardest thing to show/tell players about the potential of them as they tend to hyperfocus on themselves getting on specific point values. On one hand, I don't want to get rid of a player choice because it has use and turns the tides. But on the other hand, it is the most confusing element about the game that these new playtesters struggle to understand and as a result do not use. I think experimentation in week 4 is needed to determine the fate of challenges.

W3T2 Play Test Image



Players	Average Points Earned	Total Squires	Total Squires Destroyed	Average Roll	Average Spaces Moved	Total Turns	Total Challenges	Average Space Value	WINNER
Player 1	3.142857143	1	0	4.142857143	4.035714286	28	0	4.071428571	<input type="checkbox"/>
Player 2	3.042857143	1	0	3.357142857	3.357142857	28	1	4.392857143	<input checked="" type="checkbox"/>

W3 Calculate probability

Probability sheets are attached to each of the tracking sections of the document.

W3 Change List

No feedback from Week 3's discussion post was acquired, but changes from the last two playtests have been adapted for week 4

- **Movement** - move full roll, at start choose up or down then finish movement. You can no longer stop short
- **Challenge** - winner gets double points of space value, loser loses the number of points of the space value
- **Scoreboard** - change the scoreboard cheatsheet Honor goal from 40 to 100

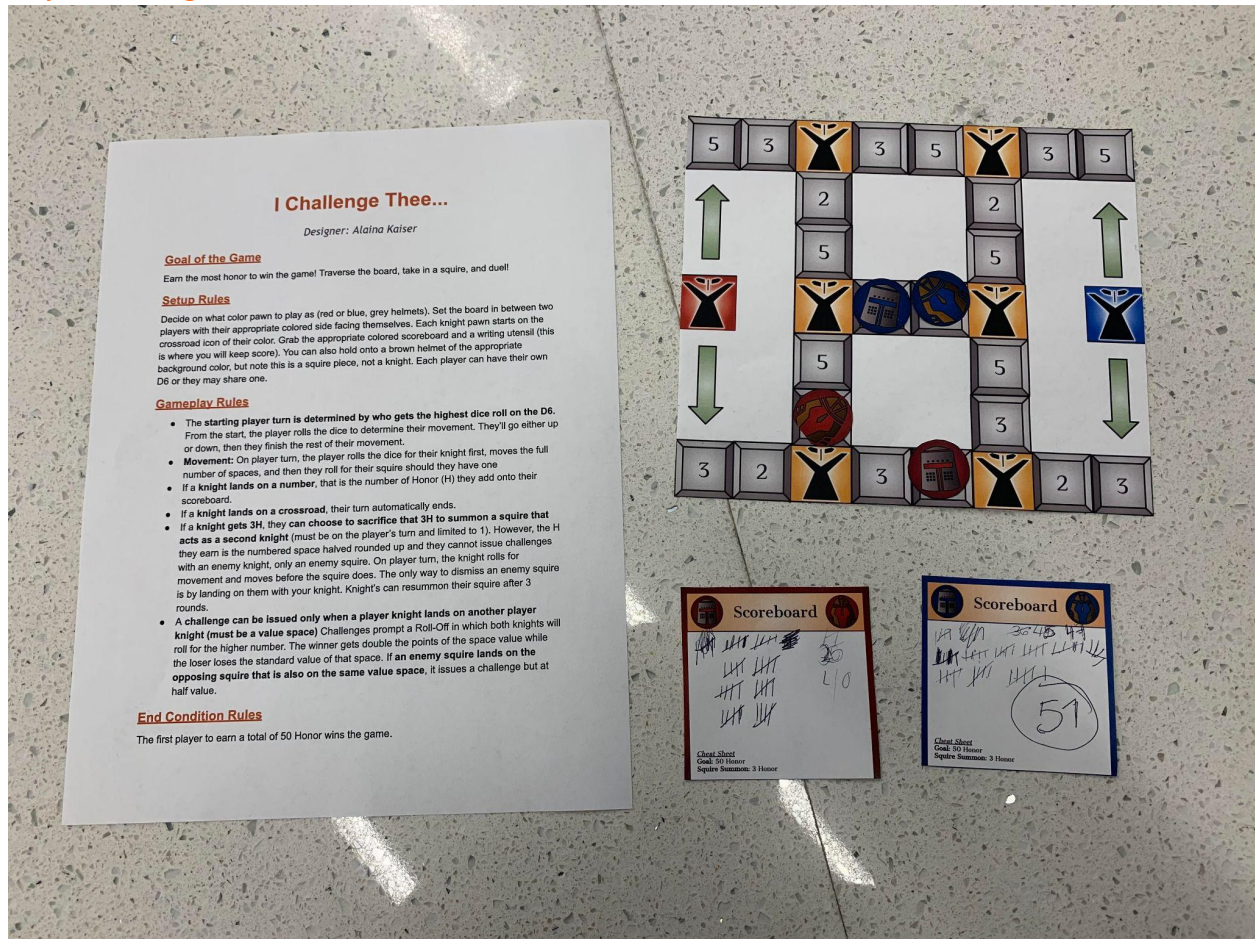
Week 4

Week 4 Playtests

Final Play Test

The final play test felt just about right! It went smoothly with both players succeeding at the rules and navigating the board. Part of me wants to add something more so that it feels less luck based and more skill based because challenges are very rarely used despite the big impact they make. For instance, blue got the head start advantage from winning the starting roll, and they ended up winning because red was scared of attempting challenges. The player mechanics are almost required to dig yourself out of that hole from the opposer having that starting advantage.

Play Test Image



Experiments

- Change - Adding Special Spaces
 - Effects - Double points: doubles point earned from the next turn = shortened game time, roll space: free extra roll (once and on knights turn) = shortened game time.
- Change - Removing Squires
 - Effects - Game time was extended slightly because squires represented a second turn and opportunity for players to earn points. It also used less space on the rules sheet and cleared up confusion when finding the difference between squires and knights.
- Change - Changing Crossroads into Value Spaces
 - Effects - Player confusion as to where to go initially, so game time evened out. Player confusion = lengthened game time, player points earned increased = shortened game time.

I didn't end up adopting any of these experiments because it would go over the project requirements and would require entire reworks of the board, rules, etc.

Change List

- There was some confusion about challenges with squires. In one section of the rules it states that squires can't issue challenges, but in another section below that it states that squires can only challenge other squires, so I would recommend to clear that up in the rules. I changed the wording and removed two additional rules that were essentially duplicates.
- I also felt that the honor goal to win the game is a bit too high and caused the game to take longer than 30 minutes to finish. The Honor goal is now halved (from 100 to 50).
- also i noticed in the rules it says a squire can only be dismissed by landing on them with a knight, in this i presume that meant enemy knights landing on the squire and not a friendly knight, if this is the case then i think maybe the wording should be "The only way to dismiss an enemy squire is by landing on them with a knight" if it is not the case then maybe "The only way to dismiss a squire is by either knight landing on them" that way it could clear up confusion. I cleared this rule up by adding suggested keywords such as "enemy".

Final Thoughts

This month-long project has made me further realize how different projects from start to finish are. The biggest change that can be told off-the-bat is the board design. While stylistically I enjoyed making icons for the first iteration of the game, the use of free game icons made the design overall more consistent and professional (even if it was just a gradient background for each piece). I felt like my game was simple, but written out it's barely contained for that one page threshold! But much like the bts for video games, *I Challenge Thee*... went through a lot not just visually, but mechanically as well. Some of the changes weren't as big, like tweaking the Honor goal to find that balance for the game time length or rewording rules to make them clearer rather than changing them or taking them out completely, etc.