Tempero Ludum Journal Template

All Out Assault

Inspiration: The game takes board game strategies from games like chess and checkers and evolves it into a game where players need to attack opponents more than 3 times to eliminate a pawn. Each pawn has their own individual stats that they use to attack opponents, and players have the opportunity to fail attacks if they don't have higher stats than their opponent.

Week 1

Brainstorm Ideas

Mechanical ideas:

1. Players can gain the ability to reroll one of their 6 stats.
2. Player rolls dice to see how far they will move their pawn..
3. Each player starts in their own corner on an 8x8 board.
4. Players can earn the ability to reroll an opponent's stat.
5. Players choose to give each one of their 6 stats a number 1-6. No 2 stats can have the same number.
6. Players keep their stats hidden.
7. If attacking, choose a stat to compare with the defending player.
8. Players start with the same base health.
9. Players deal damage equal to stat difference.
10. Player wins if the opponent has 0 HP left.

Player Choices:

1. Players decide where they're going to move their pawn.
2. Player decides if they will use their dice roll to attack or move their pawn this turn.

3. Player chooses which stat they reroll or which stat their opponent rerolls.

4. Players choose between 2 powerup options when they land on a powerup.

5. Players choose which stats to compare when attacking.

Week 1 Play test

What went well -

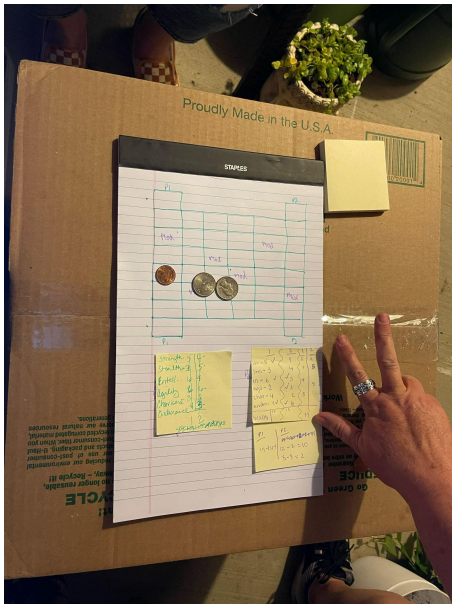
Once the game was up and running the game ran smoothly. Players were able to make meaningful decisions as suspected with most of the choices given. Players utilized various strategies and methods of attack as well as utilizing the modification method in game. The players also began taking each other's stats down as they compared and developing their own personal strategies to get the best of their opponent.

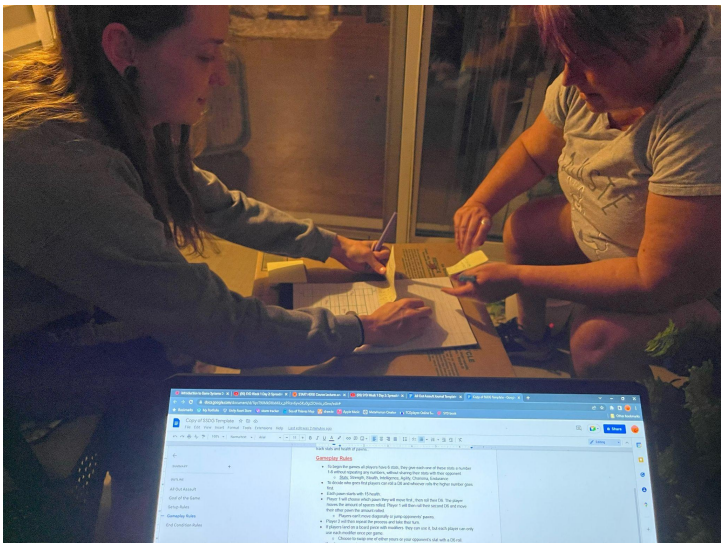
W1T1 What needs to change

Players had questions, but all questions were easily answered once they referred back to the rules. Players did seem confused about the rules and how to set up the game, but after referring back to the rules they were able to figure it out. This can be easily solved by refining my rules, and better describing the setup of the game. The playtesters did note that the field of play didn't feel right, like there could be some spots occluded. To solve this I will be remodeling my board by keeping the 6x6 board and blocking off the inner 2x2 to allow a 2 block channel to funnel players and pawns around the map towards each other and allowing more strategic play. Another issue that I noticed was that in order to attack it left players' pawns stagnant for too long. This made the tempo of the game a little slow, making attacks more anticlimactic. This led to a lot of stagnant gameplay from players where it would become the same move of just attacking every turn while their pawns sat in the same spot. To fix this I will be changing the rules that players can either move or attack each turn. I will change it to allow players' to attack each turn after they move their pawn, if their pawn is within attacking range. This will allow more pawn movement, faster gameplay, more strategic gameplay, and it'll make it easier for players to put pressure on their opponents. Although players were stagnant for parts of the game, the game finished in 22min 47sec.

W1T1 Play Test Image

The board was hand drawn, with pennies & quarters as pawns





W1 Self Evaluation

This week I am doing great. I believe I have put much effort into my playtests and iterations. I think my decisions to change specific rules will have a major positive impact on the game, increasing the playability and giving the player a more enjoyable experience. It has been tough to get playtesters, but in future weeks with it being digital it will be much easier to get playtesters and feedback. Overall, I am satisfied with my game design, changes to my game design, and effort I have been able to put into my design.

Week 2

Perform playtests

Week 2 Play tests

W2 Test #1 What went well -

The gameplay itself lasted 25 minutes and 10 seconds. Players were able to understand game mechanics after a few turns in game and were able to utilize unique techniques to attack opponent pawns or protect their pawns. Players were able to move quickly and make meaningful decisions with modifiers, and movement was more broken up and strategic with the reconstruction of the game board. Once players played through once and had a solid understanding of the game they were more intrigued and wanted to replay the game.

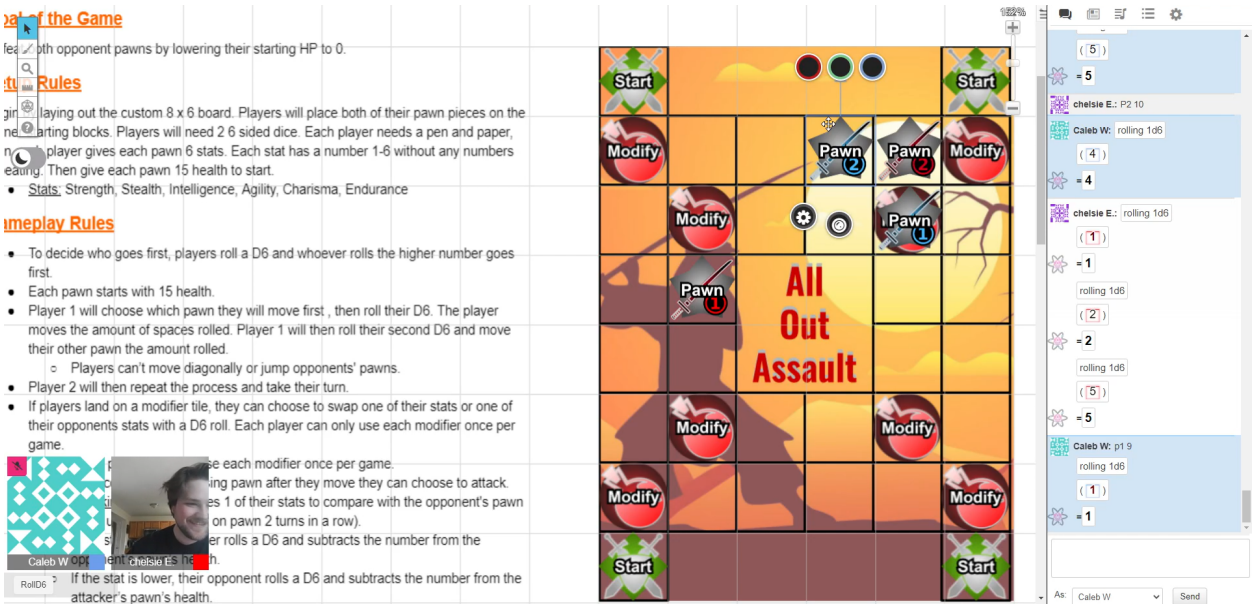
W2 Test #1 What needs to change -

Players are still unsure about the modifier squares and almost seem hesitant to use them because they were so unsure at the start. Perhaps a name change would help make this ability more intuitive for players and allow them to utilize the ability earlier in the game without hesitation(i.e. “Stat Swap”). Another way that I can make this ability more usable for the player is by rewriting the rules in a more refined manner and perhaps bolding or highlighting key points,

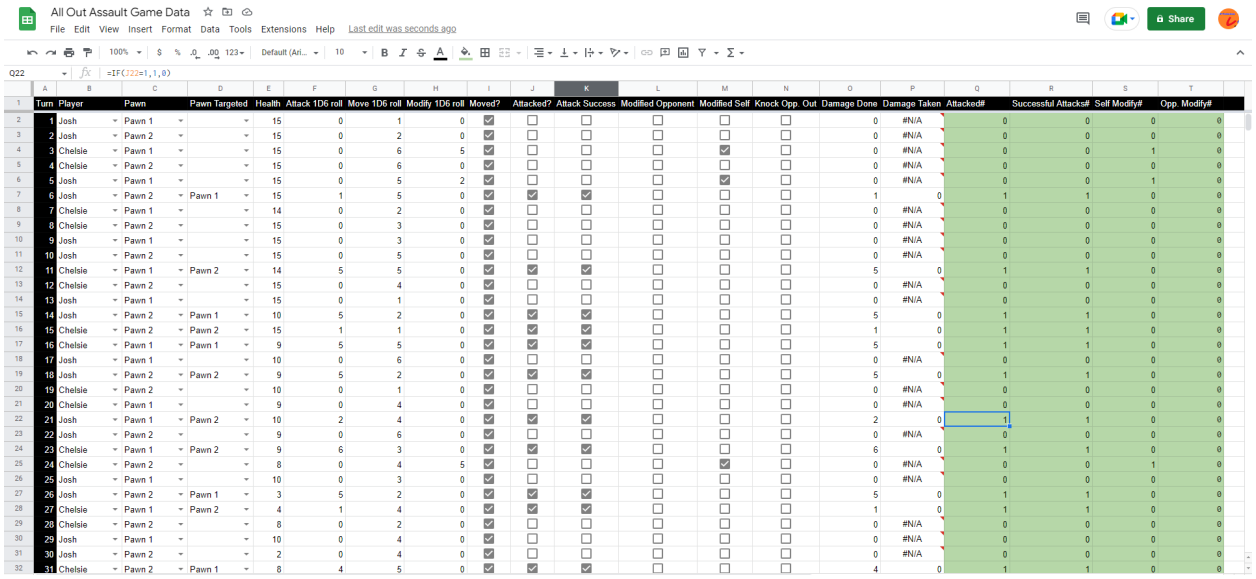
so players can reference the rules quickly mid game. One issue that I also noticed was that if a player rolls a 6 on their first turn they can move their pawn in front of the opponents start space and in the rules it states that players can't jump other pawns. This makes it impossible for the opposing player to move their first turn. I will readjust the size of the board to 7 spaces long and also try using hex or penta spaces to make the lanes more curved and interesting and less linear. Attacking had a 93% success rate (15/16). This didn't offer much variation and made it so that players would use the same statistics when attacking because they were either a 5 or 6. I think changing the modification title to "Stat Swap" will intrigue users and guide them to change their opponents stats that are 5s and 6s and allow a variance in gameplay.

W2T1 Play Test Image

I used Roll20 to run this play test.



W2T1 Play test tracker



All Out Assault Game Data

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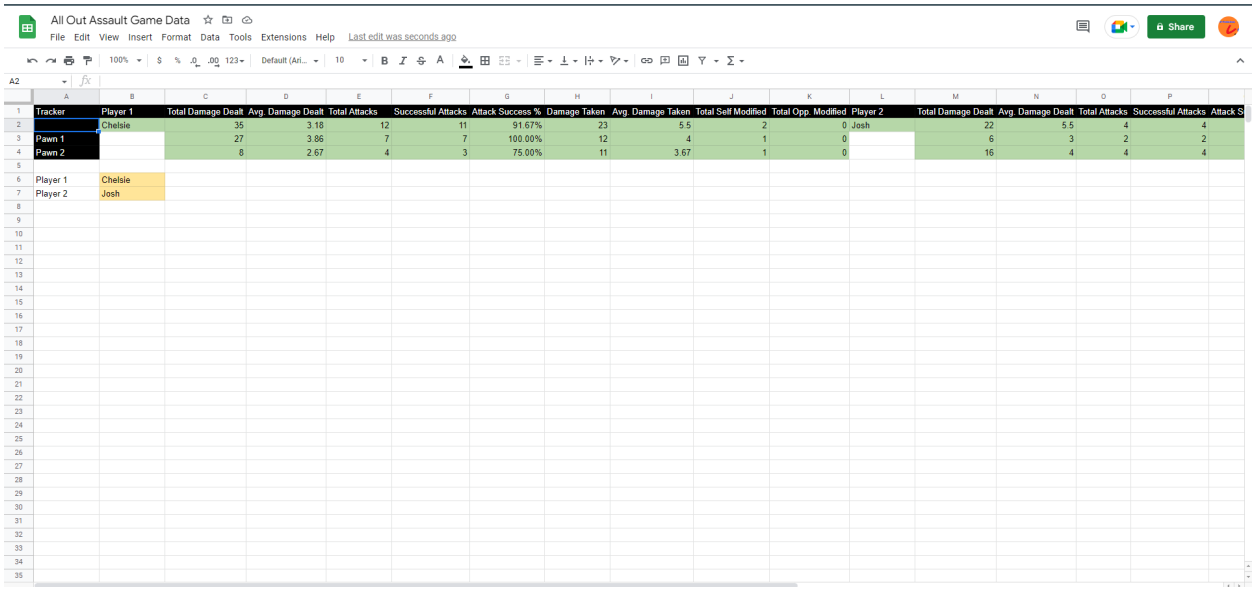
Q22 =IF(J22=1,1,0)

Turn	Player	Pawn	Pawn Targeted	Health	Attack 1D6 roll	Move 1D6 roll	Modify 1D6 roll	Moved?	Attacked?	Attack Success	Modified Opponent	Modified Self	Knock Opp. Out	Damage Done	Damage Taken	Attacked#	Successful Attacks#	Self Modify#	Opp. Modify#
1	Josh	Pawn 1		15	0	1	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
2	Josh	Pawn 2		15	0	2	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
3	Chelsie	Pawn 1		15	0	6	5	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
4	Chelsie	Pawn 2		15	0	6	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
5	Josh	Pawn 1		15	0	5	2	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
6	Josh	Pawn 2	Pawn 1	15	1	5	0	☑	☑	☑	☐	☐	☐	1	0	1	1	0	0
7	Chelsie	Pawn 1		14	0	2	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
8	Chelsie	Pawn 2		15	0	3	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
9	Josh	Pawn 1		15	0	3	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
10	Josh	Pawn 2		15	0	5	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
11	Chelsie	Pawn 1	Pawn 2	14	5	5	0	☑	☑	☑	☐	☐	☐	5	0	1	1	0	0
12	Chelsie	Pawn 2		15	0	4	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
13	Josh	Pawn 1		15	0	1	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
14	Josh	Pawn 2	Pawn 1	10	5	2	0	☑	☑	☑	☐	☐	☐	5	0	1	1	0	0
15	Chelsie	Pawn 2	Pawn 2	15	1	1	0	☑	☑	☑	☐	☐	☐	1	0	1	1	0	0
16	Chelsie	Pawn 1	Pawn 1	9	5	5	0	☑	☑	☑	☐	☐	☐	5	0	1	1	0	0
17	Josh	Pawn 1		10	0	6	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
18	Josh	Pawn 2	Pawn 2	9	5	2	0	☑	☑	☑	☐	☐	☐	5	0	1	1	0	0
19	Chelsie	Pawn 2		10	0	1	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
20	Chelsie	Pawn 1		9	0	4	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
21	Josh	Pawn 1	Pawn 2	10	2	4	0	☑	☑	☑	☐	☐	☐	2	0	1	1	0	0
22	Josh	Pawn 2		9	0	6	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
23	Chelsie	Pawn 1	Pawn 2	9	6	3	0	☑	☑	☑	☐	☐	☐	6	0	1	1	0	0
24	Chelsie	Pawn 2		8	0	4	5	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
25	Josh	Pawn 1		10	0	3	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
26	Josh	Pawn 2	Pawn 1	3	5	2	0	☑	☑	☑	☐	☐	☐	5	0	1	1	0	0
27	Chelsie	Pawn 1	Pawn 2	4	1	4	0	☑	☑	☑	☐	☐	☐	1	0	1	1	0	0
28	Chelsie	Pawn 2		8	0	2	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
29	Josh	Pawn 1		10	0	4	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
30	Josh	Pawn 2		2	0	4	0	☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
31	Chelsie	Pawn 2	Pawn 1	8	4	5	0	☑	☑	☑	☐	☐	☐	4	0	1	1	0	0



All Out Assault Game Data

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Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Chelsie	35	3.18	12	11	91.67%	23	5.5	2	0	Josh	22	5.5	4	4	
Pawn 1		27	3.86	7	7	100.00%	12	4	1	0		6	3	2	2	
Pawn 2		8	2.67	4	3	75.00%	11	3.67	1	0		16	4	4	4	
Player 1	Chelsie															
Player 2	Josh															

W2 Test #2 What went well -

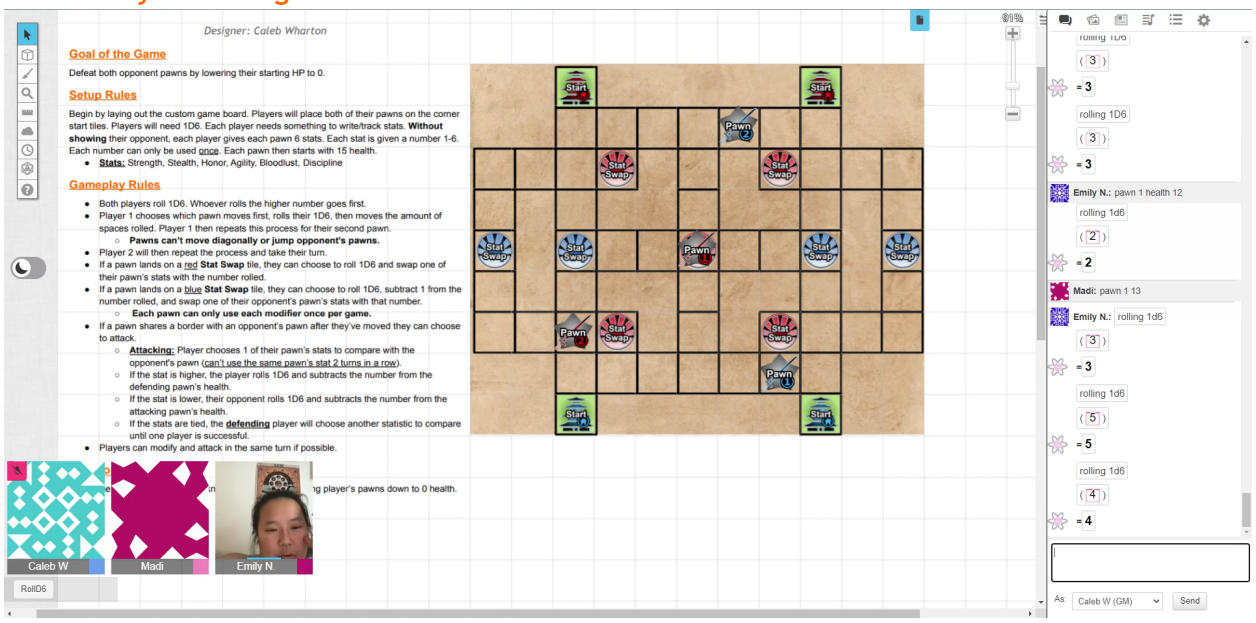
Throughout the playtest I noticed that players were more willing to use the modifiers throughout the game. Players also enjoyed the new map and were able to utilize mechanics to cut off their opponent's advances. Players were able to strategize much better throughout the game since they were using more modifier tiles and this allowed one player to come back from a 2v1 situation with their pawn 2 only having 1 health. This validates that players can win without having the advantage of both pawns.

W2 Test #2 What needs to change -

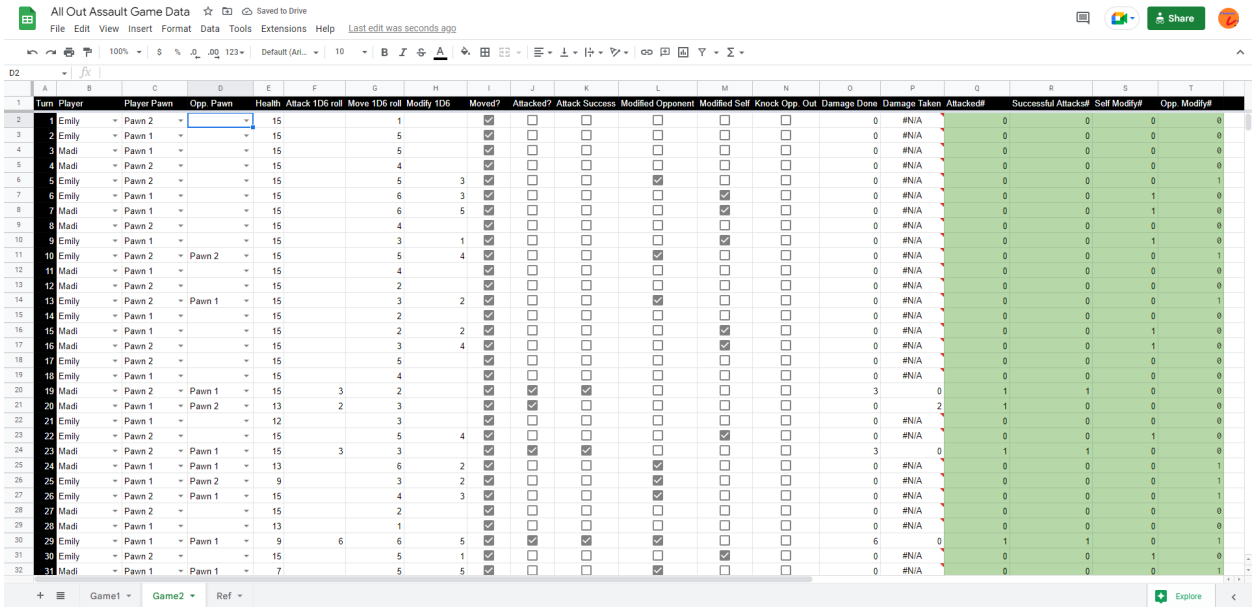
After watching the second playtest I noticed a handful of issues. The first issue being misconstrued rules regarding movement. Players were moving backwards over tiles that they've already moved on that turn. To solve this issue I will add another rule into the rule set that states

pawns aren't allowed to use the same tile to move more than once during their turn. Another rule that was misconstrued was whether or not players were allowed to choose which pawn they modified for self modifying tiles. I will clarify this rule by stating that players must change the stat of the pawn that landed on the tile. The last issue that the playtest group ran into in this game was remembering which modify tiles they have or haven't used with their pawns throughout the game. This was understandable because I have already faced this issue previously. I thought that changing the tiles to 2 varying types and limiting them to 4 opponent modifiers and 5 self modifiers would allow players to track this easier, but this was not the case. Instead I have decided to rework the mechanic by allowing players to use the modifiers infinitely throughout the game, reducing the amount of both modifiers to 2 opponent modifiers and 3 self modifiers with the rule that you cannot use the same modifier 2 turns in a row.

W2 T2 Play Test Image



W2 T2 Play test tracker



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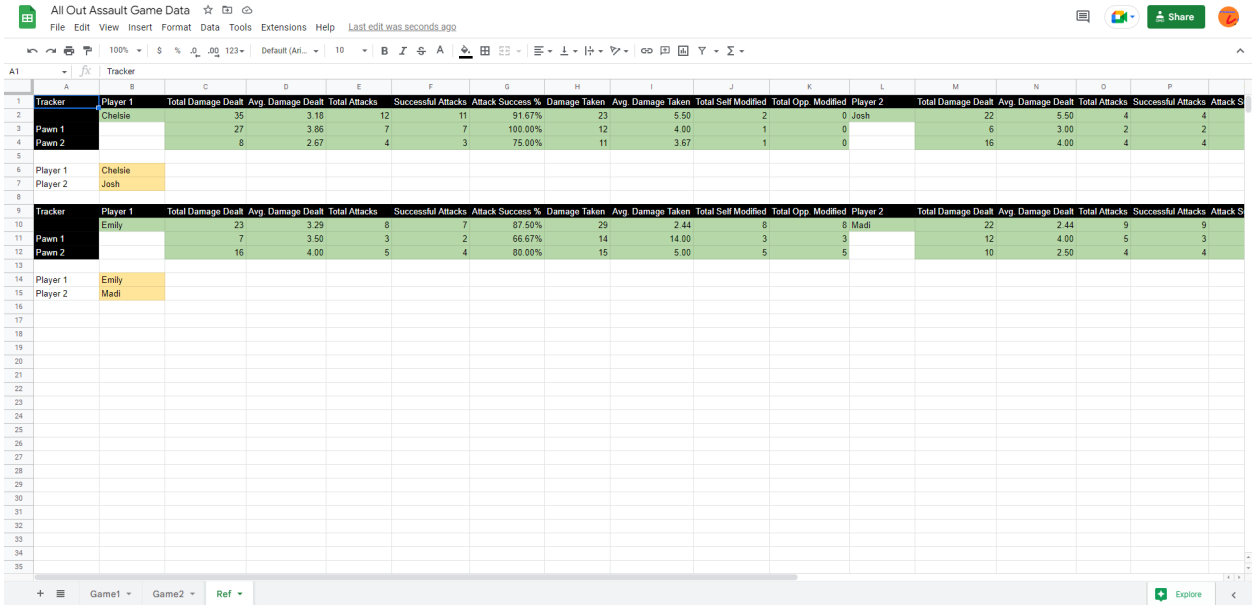
Turn	Player	Player Pawn	Opp. Pawn	Health	Attack 1D6 roll	Move 1D6 roll	Modify 1D6	Moved?	Attacked?	Attack Success	Modified Opponent	Modified Self	Knock Opp. Out	Damage Done	Damage Taken	Attacked#	Successful Attacks#	Self Modify#	Opp. Modify#
1	Emily	Pawn 2		15		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
2	Emily	Pawn 1		15		5		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
3	Madi	Pawn 1		15		5		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
4	Madi	Pawn 2		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
5	Emily	Pawn 2		15		5	3	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
6	Emily	Pawn 1		15		6	3	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
7	Madi	Pawn 1		15		6	5	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
8	Madi	Pawn 2		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
9	Emily	Pawn 1		15		3	1	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
10	Emily	Pawn 2	Pawn 2	15		5	4	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
11	Madi	Pawn 1		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
12	Madi	Pawn 2		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
13	Emily	Pawn 2	Pawn 1	15		3	2	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
14	Emily	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
15	Madi	Pawn 1		15		2	2	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
16	Madi	Pawn 2		15		3	4	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
17	Emily	Pawn 2		15		5		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
18	Emily	Pawn 1		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
19	Madi	Pawn 2	Pawn 1	15	3	2		☑	☑	☑	☐	☐	☐	3	0	1	1	0	0
20	Madi	Pawn 1	Pawn 2	13	2	3		☑	☑	☐	☐	☐	☐	0	2	1	0	0	0
21	Emily	Pawn 1		12		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
22	Emily	Pawn 2		15		5	4	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
23	Madi	Pawn 2	Pawn 1	15	3	3		☑	☑	☑	☐	☐	☐	3	0	1	1	0	0
24	Madi	Pawn 1	Pawn 1	13		6	2	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
25	Emily	Pawn 1	Pawn 2	9		3	2	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
26	Emily	Pawn 2	Pawn 1	15		4	3	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1
27	Madi	Pawn 2		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
28	Madi	Pawn 1		13		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0
29	Emily	Pawn 1	Pawn 1	9	6	6	5	☑	☑	☑	☑	☐	☐	6	0	1	1	0	1
30	Emily	Pawn 2		15		5	1	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0
31	Madi	Pawn 1	Pawn 1	7		5	5	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1

Game1 Game2 Ref Explore



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Tracker

Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Chelsie	35	3.18	12	11	91.67%	23	5.50	2	0	Josh	22	5.50	4	4	
Pawn 1		27	3.86	7	7	100.00%	12	4.00	1	0		6	3.00	2	2	
Pawn 2		8	2.67	4	3	75.00%	11	3.67	1	0		16	4.00	4	4	

Player 1	Chelsie
Player 2	Josh

Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Emily	23	3.29	8	7	87.50%	29	2.44	8	8	Madi	22	2.44	9	9	
Pawn 1		7	3.50	3	2	66.67%	14	14.00	3	3		12	4.00	5	3	
Pawn 2		16	4.00	5	4	80.00%	15	5.00	5	5		10	2.50	4	4	

Player 1	Emily
Player 2	Madi

Game1 Game2 Ref Explore

W2 Change List

“We had some confusion in the rules about what "encountering and enemy" means, It is if you run into them while moving, or are you adjacent to them when you end your turn? We also found it to somewhat overwhelming at times. We both agreed that having two separate pawns each with 6 stats, was a lot to keep track of. The modifier spots are really cool. I interpreted the rules as "Trade a stat with one of the opponents pawns, which stat is decided by a D6 roll." We felt that the randomness of trading a stat made it feel a little pointless. If you could choose which stat to trade, then you could attack somebody, and if their stat was higher than yours, you could

go trade it out. It would reward you for learning your opponents stats. Also a bigger board with modifier spaces more spread out, might lead to more shenanigans."
-William S.-

"Honestly i really enjoyed your game so I don't have many complaints especially since you released the updated version. But what I would suggest making it more visually appealing is maybe give the game board a battlefield aesthetic that matches the samurai style of your pawns."
-Caleb L.-

- Changing the "modify" tiles to "stat swap" tiles and creating two variations. One variation lets players modify their pawn, the other variation allows players to modify an opponent's pawn.
- Increasing board size, creating more routes and variations for players to take and use to to strategize.
- Changing stat adjectives to stats that are relevant to samurai and the games theme to create a better sense of immersion for players
- Created a new rule telling players to keep their stats hidden while initializing them at the start of the game.
- I changed the rules regarding rerolling your opponent's stats to reroll, subtract the reroll by 1 and swap an opponent's stat with the result.
- Changed the tie rule for attacking. I made it so if the players tie then the defender gets a chance to counter and choose a stat to compare.

W2 Self Evaluation

This week I have made an immense amount of progress on my game. I am happy with the rule changes and mechanics changes that I have made. I feel like my game is getting a lot closer to a well rounded game. I have made the rules a bit more understandable and tried to increase the amount of meaningful choices the players have by altering the map and changing the "modify" tiles. With all of the changes to the current version I believe players will be more immersed, have more meaningful and strategic gameplay, and they should increase the replayability of my game for players.

Week 3

Week 3 Play tests

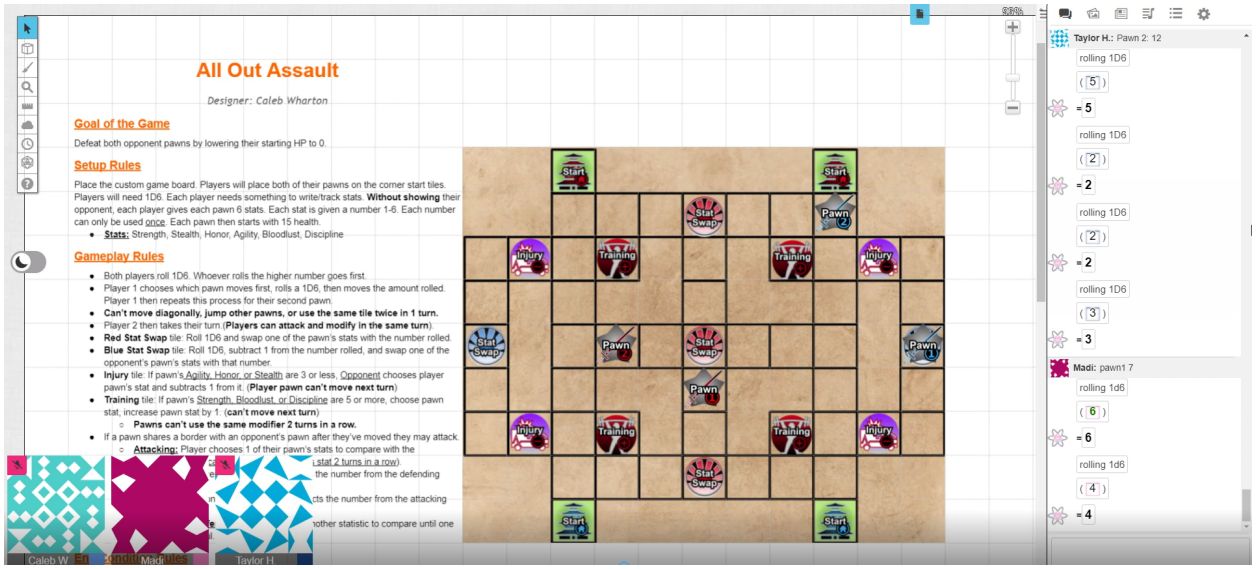
W3 Test #1 What went well -

With this being the first playtest with training and injury added in I didn't expect players to utilize it as much as they did, but they were able to use it and develop strategies around them.The way the injury tiles are placed makes it so that if players use a blue stat swap they will have a 16.6% chance of rolling a 3 and landing on a an injury tile. This did happen twice throughout the playtest.

W3 Test #1 What needs to change -

This playtest was almost seamless aside from one question and the game lasted a little longer than I would've liked. Players seemed to be confused regarding moving and whether or not they could move less spaces rolled in order to attack. This will get clarified in the rules and highlighted to allow players to stop if they encounter another player. Aside from this question. The game ran over to about 35-37 minutes, so to counter this I will lower both pawns health to 12. This can decrease playtime and make it possible for players to defeat one opposing pawn by rolling 2 6's in a row when attacking.

W3T1 Play Test Image



W3T1 Play test tracker

Player	Player Pawn	Opp. Pawn	Health	Attack 1D6 roll	Move 1D6 roll	Modify 1D6	Moved?	Attacked?	Attack Success	Modified Opponent	Modified Self	Knock Opp. Out	Damage Done	Damage Taken	Attacked#	Successful Attacks#	Self Modify#	Opp. Modify#	Trained
Madi	Pawn 1		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2		15		4	6	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Taylor	Pawn 1		15		5		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 2		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑
Madi	Pawn 1		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2		15		1		☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 1		15		5	1	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Taylor	Pawn 2		15				☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 1		15		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑
Madi	Pawn 2	Pawn 1	10	5	4		☑	☑	☐	☐	☐	☐	0	5	1	0	0	0	☐
Taylor	Pawn 1		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 2		15		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 1		15				☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2		10		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 1		15		5	3	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Taylor	Pawn 2		15		2	2	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Madi	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2	Pawn 1	10		6	1	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1	☐
Taylor	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 2		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 1		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2	Pawn 1	10	1	6		☑	☑	☑	☐	☐	☐	1	0	1	1	0	0	☐
Taylor	Pawn 1		14		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 2		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2		10		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 1		14		1	6	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Taylor	Pawn 2		15		6		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑
Madi	Pawn 1		15		6		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Madi	Pawn 2		10		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Taylor	Pawn 1		14		6		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑

Game1 | Game2 | Game3 | Game4 | Ref | Probability | Explore

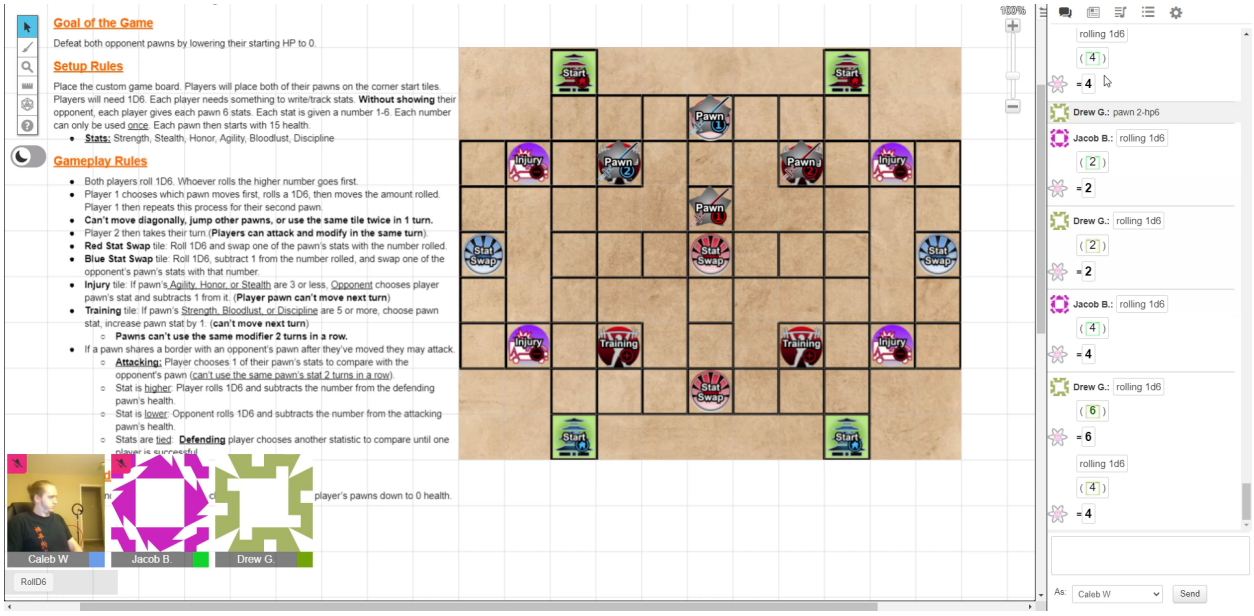
W3T1 Test #2 What went well -

Both playertesters were new to the game and were able to read the rules and play the game without having any questions that weren't outlined in the rules. Players did have to reference the rules multiple times throughout gameplay, but this was just to verify that they were playing properly. Players enjoyed the injury and training systems and were able to utilize them properly, as well as the rest of the "modify" tiles. The game also only lasted just over 20 minutes.

W3T2 Test #2 What needs to change -

Throughout this playtest I noticed the rule "pawns can't use the same stat 2 turns in a row" was getting overlooked. To fix this I will be bolding it to highlight it in the rules. Players also pointed out that they would enjoy more depth, like a healing tile. After deliberating with playtesters and brainstorming, I came to the conclusion I will include 2 healing tiles that allow players to roll 2D6, divide that by 3 and add that number to their health. Each pawn can only use each healing tile once per game. This will justify lowering the pawn HP and increase the depth of play and strategy allowed for players.

W3T2 Play Test Image



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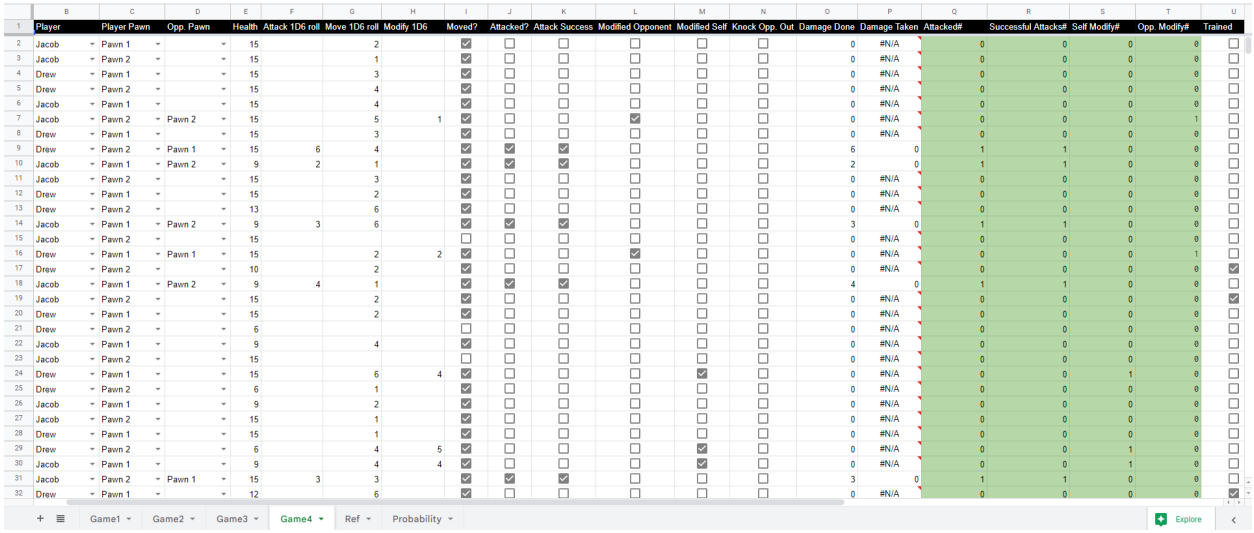
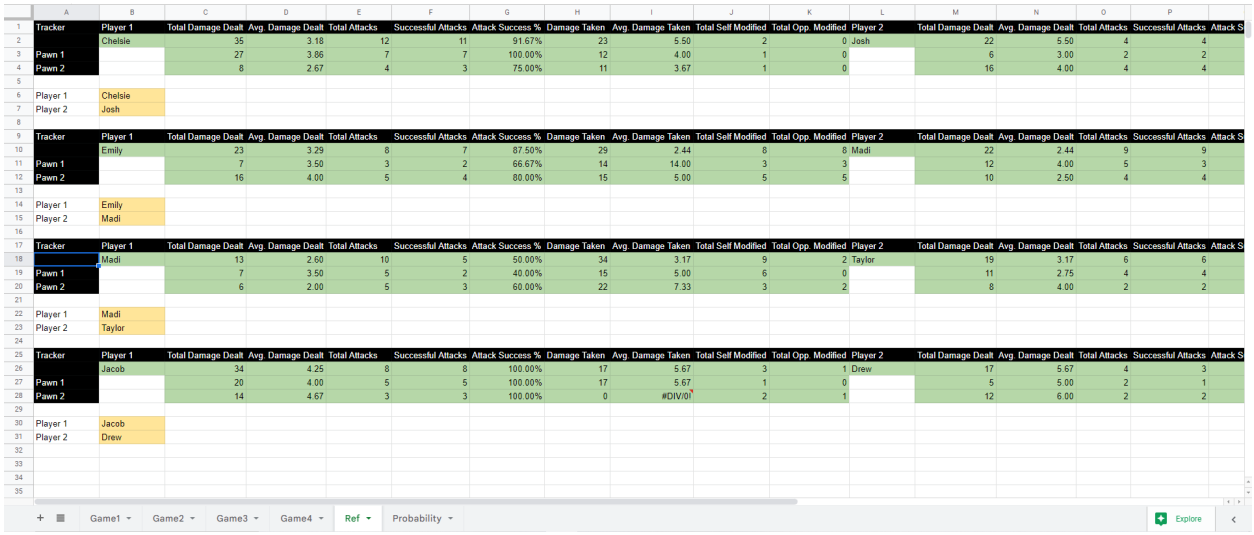
W3T2 Play test tracker



Player	Player Pawn	Opp. Pawn	Health	Attack 1D6 roll	Move 1D6 roll	Modify 1D6	Moved?	Attacked?	Attack Success	Modified Opponent	Modified Self	Knock Opp. Out	Damage Done	Damage Taken	Attacked#	Successful Attacks#	Self Modify#	Opp. Modify#	Trained
Jacob	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 2		15		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 1		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 2		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 1		15		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 2	Pawn 2	15		5	1	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1	☐
Drew	Pawn 1		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 2	Pawn 1	15	6	4		☑	☑	☑	☐	☐	☐	6	0	1	1	0	0	☐
Jacob	Pawn 1	Pawn 2	9	2	1		☑	☑	☑	☐	☐	☐	2	0	1	1	0	0	☐
Jacob	Pawn 2		15		3		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 2		13		6		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 1	Pawn 2	9	3	6		☑	☑	☑	☐	☐	☐	3	0	1	1	0	0	☐
Jacob	Pawn 2		15				☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 1	Pawn 1	15		2	2	☑	☐	☐	☑	☐	☐	0	#N/A	0	0	0	1	☐
Drew	Pawn 2		10		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑
Jacob	Pawn 1	Pawn 2	9	4	1		☑	☑	☑	☐	☐	☐	4	0	1	1	0	0	☐
Jacob	Pawn 2		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑
Drew	Pawn 1		15		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 2		6				☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 1		9		4		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 2		15				☐	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 1		15		6	4	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Drew	Pawn 2		6		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 1		9		2		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Jacob	Pawn 2		15		1		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☐
Drew	Pawn 2		6		4	5	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Jacob	Pawn 1		9		4	4	☑	☐	☐	☐	☑	☐	0	#N/A	0	0	1	0	☐
Jacob	Pawn 2	Pawn 1	15	3	3		☑	☑	☑	☐	☐	☐	3	0	1	1	0	0	☐
Drew	Pawn 1		12		6		☑	☐	☐	☐	☐	☐	0	#N/A	0	0	0	0	☑

Game1 | Game2 | Game3 | Game4 | Ref | Probability | Explore



Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Chelsie	35	3.18	12	11	91.67%	23	5.50	2	0	Josh	22	5.50	4	4	
Pawn 1		27	3.86	7	7	100.00%	12	4.00	1	0		6	3.00	2	2	
Pawn 2		8	2.67	4	3	75.00%	11	3.67	1	0		16	4.00	4	4	

Player 1	Chelsie
Player 2	Josh

Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Emily	23	3.29	8	7	87.50%	29	2.44	8	8	Madi	22	2.44	9	9	
Pawn 1		7	3.50	3	2	66.67%	14	14.00	3	3		12	4.00	5	3	
Pawn 2		16	4.00	5	4	80.00%	15	5.00	5	5		10	2.50	4	4	

Player 1	Emily
Player 2	Madi

Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Madi	13	2.60	10	5	50.00%	34	3.17	9	2	Taylor	19	3.17	6	6	
Pawn 1		7	3.50	5	2	40.00%	15	5.00	6	0		11	2.75	4	4	
Pawn 2		6	2.00	5	3	60.00%	22	7.33	3	2		8	4.00	2	2	

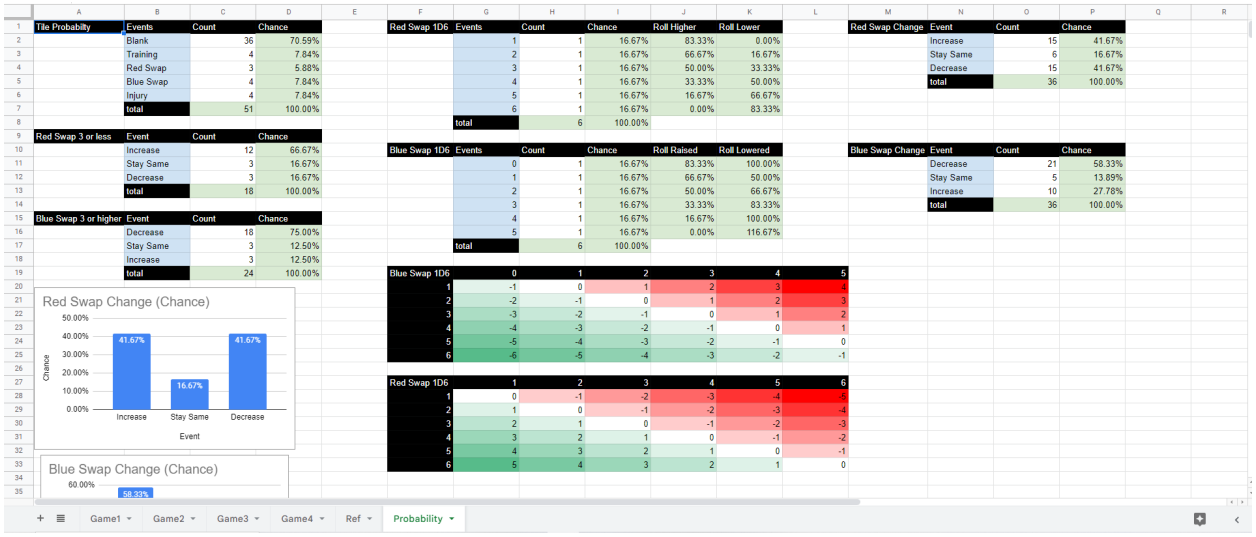
Player 1	Madi
Player 2	Taylor

Tracker	Player 1	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack Success %	Damage Taken	Avg. Damage Taken	Total Self Modified	Total Opp. Modified	Player 2	Total Damage Dealt	Avg. Damage Dealt	Total Attacks	Successful Attacks	Attack S
	Jacob	34	4.25	8	8	100.00%	17	5.67	3	1	Drew	17	5.67	4	3	
Pawn 1		20	4.00	5	5	100.00%	17	5.67	1	0		5	5.00	2	1	
Pawn 2		14	4.67	3	3	100.00%	0	#DIV/0!	2	1		12	6.00	2	2	

Player 1	Jacob
Player 2	Drew

Game1 | Game2 | Game3 | Game4 | Ref | Probability | Explore

W3 Calculate probability



Tile Probabilty	Events	Count	Chance
	Blank	36	70.59%
	Training	4	7.84%
	Red Swap	3	5.88%
	Blue Swap	4	7.84%
	Injury	4	7.84%
	total	51	100.00%

Red Swap 3 or less	Event	Count	Chance
	Increase	12	66.67%
	Stay Same	3	16.67%
	Decrease	3	16.67%
	total	18	100.00%

Blue Swap 3 or higher	Event	Count	Chance
	Decrease	18	75.00%
	Stay Same	3	12.50%
	Increase	3	12.50%
	total	24	100.00%

Red Swap 1D6	Events	Count	Chance	Roll Higher	Roll Lower
	1	1	16.67%	83.33%	0.00%
	2	1	16.67%	66.67%	16.67%
	3	1	16.67%	50.00%	33.33%
	4	1	16.67%	33.33%	50.00%
	5	1	16.67%	16.67%	66.67%
	6	1	16.67%	0.00%	83.33%
	total	6	100.00%		

Blue Swap 1D6	Events	Count	Chance	Roll Raised	Roll Lowered
	0	1	16.67%	83.33%	100.00%
	1	1	16.67%	66.67%	50.00%
	2	1	16.67%	50.00%	66.67%
	3	1	16.67%	33.33%	83.33%
	4	1	16.67%	16.67%	100.00%
	5	1	16.67%	0.00%	116.67%
	total	6	100.00%		

Blue Swap 1D6	0	1	2	3	4	5
1	-1	0	1	2	3	4
2	-2	-1	0	1	2	3
3	-3	-2	-1	0	1	2
4	-4	-3	-2	-1	0	1
5	-5	-4	-3	-2	-1	0
6	-6	-5	-4	-3	-2	-1

Red Swap 1D6	1	2	3	4	5	6
1	0	-1	-2	-3	-4	-5
2	1	0	-1	-2	-3	-4
3	2	1	0	-1	-2	-3
4	3	2	1	0	-1	-2
5	4	3	2	1	0	-1
6	5	4	3	2	1	0

Red Swap Change	Event	Count	Chance
	Increase	15	41.67%
	Stay Same	6	16.67%
	Decrease	15	41.67%
	total	36	100.00%

Blue Swap Change	Event	Count	Chance
	Decrease	21	58.33%
	Stay Same	5	13.89%
	Increase	10	27.78%
	total	36	100.00%

W3 Change List

Again, still a fun game once you get it going. I played on roll20, thanks for that. It was a good time. I believe to make the game more engaging maybe have 1 more component on the tiles that represent a secondary level-up system for your pawns stats. For example, have a "workout" tile that increases strength but this means that the pawn is out for 2 rounds because he's in the gym. When he returns his strength increases by (insert any value here). This will make it more engaging as folks are now thinking about what they need to do next to get a vantage point.
-Joseph C.-

- I added two new tiles. “Injury” tiles make it so that if players land on them their opponent can take one from their stats and their pawn doesn’t move the next turn.
- The next tile added was the “Training” Tile. The “Training” Tile allows players to land in them and increase a stat by one with the downside of losing their ability to move next turn.
- The final tile to be added this week is the “Meditation” tile. This tile allows players to roll 2D6, divide that number by 3, then add that to their health. This allows players to increase their health and strategize around using these healing tiles.
- Health has been lowered from 15 to 12 per pawn to expedite gameplay and increase the worth of the “meditation” tiles.

W3 Self Evaluation

This week came with a lot of mechanical changes to my game. The changes to the mechanics were well tested this week and allowed me to make vital changes to the combat system. Playtesters were able to play the game without having major questions that halt gameplay. Playtesters we’re able to enjoy the flow of the game and I am now able to minutely change aspects and variables to adjust the flow of the game. The game board has been refined enough that it is playable and the changes I’ve made to it and the systems have increased the replay value. The changes allow unique gameplay for players each game and offer enough options

that even if players are getting poor rolls from their die, then they will still have options to increase their stats or decrease opponent's stats.

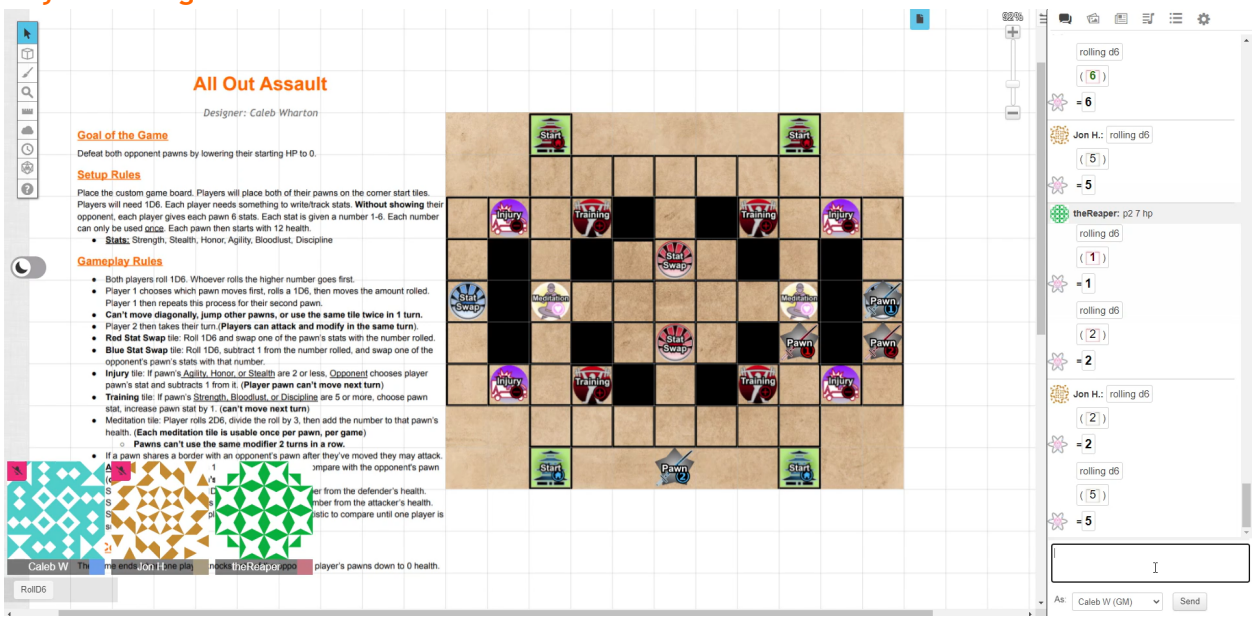
Week 4

Week 4 Play tests

Final Play Test

Both playtesters started by taking a few minutes to review the rules. The playtesters were able to utilize all of the modifier tiles and have a competitive match. The meditation tile was the newest addition to the game and playtesters were easily able to adapt this into their play styles. Playtesters did note some ambiguities in the rules that could be clarified like stat caps and move distance. Playtesters played the game without a stat cap on their health and other stats and I wasn't opposed since there wasn't a specified rule. This has changed how I viewed the game and I will now add stat caps to the 6 base stats. As well as removing a max capacity to the health. The players also questioned if you could roll a 6 and move only 3 spaces to attack an enemy that was close by. I will implement a new mechanic that states, "players can move any number of spaces equal or less to their roll.".

Play Test Image



Experiments

Experiment 1.) No maximum stat capacity. Stats can surpass 6. Stat swaps add to players stat total.

Prior to this experiment I hypothesized that players would use training tiles more often to surpass the prior maximum stat capacity of 6. Throughout the experiment players used stat

swaps the same amount of times as they would normally, however players could become dominant in a single stat.

Experiment 2.) Defenders get +2 to attack rolls.
This was supposed to add tension to attacks and increase the damage dealt by a counterattack. Prior to the experiment I hypothesized that players would be more hesitant to attack and this was the case at first until players learned each other's stats from a few battles.

Experiment 3.) Ranged Attacks. Players roll 2D6. The first number rolled is the range, the second number rolled is the damage. Always hits, but can only be used twice per pawn, per game. Requires Discipline or Stealth of 4+.
This was my final experiment and this was supposed to add some diversity of attack. Players did fail ranged attacks from not rolling a high enough distance, which made this feel a bit more balanced. However this experiment made players play more carefully and make more meaningful position choices when moving their pawns.

After running all three experiments the only ones I would be willing to add are the 2nd and third experiment. The second experiment adds more of a counter opportunity for players that successfully defend attacks. The third experiment would need tweaked if added to the rules just to balance it a bit more, but it is a completely viable way to attack in my game and limiting each pawn to using it twice does offer some strategy to the ranged attacks and when to use them.

Change List

We had a hard time keeping up with the rules of the game itself. Most of the rules in the rulebook were either a tad confusing or lacked clarity on some things. For example, the rule that explains that you move your pawn and then repeat the same process for the second one, do we move that pawn to the exact same area in which we moved the first? If so then we would not be able to use the same tile we land on twice. Or do we roll again for the second pawn? So there could be a bit more clarity unless I missed it. Also, there are a lot of things to track in this game, I would maybe consider having fewer stats to track maybe. Attacking was also a bit hard to understand as well, it feels as though you were trying to make it super unique and exclusive to this game which I love the effort, but its a little too complex. Sometimes less is more.
-Sean M.-

- To fix the issues with rule clarity, I have revised multiple rules and attempted to clarify them.
- I changed the rules about moving to allow players to choose how far they move. Players will now roll a dice and move any number of spaces less than or equal the number rolled.
- Defenders gain +2 to any attack roll when they successfully defend/ counter attacks.

Final Thoughts

After doing the month-long process of building my game from the ground up, I learned the importance of the iterative design process and thorough playtesting. From learning to

brainstorm more efficiently to learning how to redesign and restructure roles and mechanics, the month-long process has taught me to better design games and better design systems. I have learned to balance microsystems and macrosystems much better, as well as balancing game mechanics to make play more fun, interactive and fair for the player.
When I look back at where the game started with a simple open map, a handful of mechanics, and few paper cutouts of pawns, I realize that this process has really developed my game and improved it tenfold. The games map was changed multiple times, from adding tiles to changing lanes. This alone increased the replay value of my game and increased the users experience by allowing them to make more meaningful decisions. Not only did I make changes to the map, but I reworded the rules numerous times and was able to tweak them little by little to change the mechanics and find a good fair middle ground for mechanics, so players could have a more enjoyable experience.
I made tons of changes to my game, but could've never made as accurate of changes if I never would've playtested or tracked my games stats. The stat tracking helped me pinpoint the exact areas of my game that were lacking and where my game could be tweaked to better the players experience. Throughout playtests I was able to watch players ask honest questions and make honest moves without having a preconceived idea of what they should do with mechanics. This helped me look at each mechanic and rule from a different perspective and to understand whether or not the mechanic was understood by the players. In conclusion, this month-long project has increased my overall knowledge of documenting my game design projects, using the iterative design process to better my games, and helped me better understand data recording and manipulating.

Bonus (not required)
If we were to change the name of the Tempero Ludum project to something more catchy, what would you suggest?

2022F