DAVID COLEMAN

SABRE GURU

TABLE OF CONTENTS

GAME DESCRIPTION

This is a competitive swordplay game. Players take up the sabre in a competition to discover who is the best. This is a strategic duel that is played like a fencing bout.

Glossary

[Action Cards] are played as offense and defense during a [Match] by both players. There are two kinds of action cards.
- Offense Action Cards
- Defense Action Cards

[Offense Cards] contain a description with a number value that is deducted from the opponents [Zeal Points]. These cards are typically attacking cards against an opponent.

[Defense Cards] contain a description with a number value that replaces or adds [Zeal Points] back onto that players dice. These cards are typically counter measures to help a player regain back [Zeal Points].

[Right of Way] is a game piece showing the players who is eligible to gain a victory point in an active [Match]

[Thumbs-Up] is a game piece showing who starts each [Match]

[Zeal Points] An 8-sided dice keeps track of the amount of zeal a player has.

[Match] is several offense and defense cards played against each other to determine a match winner or a draw between both players where neither player takes a victory.

[Match Cards] next to the game board for each player are numbered match cards. Each player has nine match cards that are face down. When a player gains a victory that specific [Match] card is turn over which states "Victory".

[Player Position] One of three positions a player can make on the game mat.

[Advance] It represents a fencing position of offense +1/-1 function

[Stance] A neutral position with no bonus

[Retreat] represents a fencing position of defense +1/-1 function.

A **[Round]** is when a player adds a single card to the game board. There are three rounds slots available but some cards have duel actions and will allow a player to fill those round slots faster.

Target Audience

- Competitive games
- One on one competitive events
- Sword play & sword fighting
- Age range 16 to adult
- Sports

Number of Players

This is a two-player game.

Outline

GOALS:
- Players isolate card types for playable victory actions for a single [Match].
- Using the [Right of Way] players can get an attack opportunity.
- Gain a victory over the other player by reducing their [Zeal Points] to zero.
- Winning the most matches makes that player the Sabre Guru winner.

RULES:

During setup players drew cards and divided them into the two categories of defense and offense. They also choose a starting [Player Position] on the game board.

How to use the [Action] cards: Players take turns using their offense/defense cards to manipulate their [Zeal Points]. Each player can place up to 3 cards in their offense area and 3 cards in their defense area during a single [Match]. When a player has 0 points from an attack the [Match] is over and there is not an opportunity from the opposing player to counter that. The player that still has [Zeal Points] wins the match and turns over the numbered [Match card] showing a victory for that player.

The game starts with the [Preferred Player] choosing a card from the offense cards and places it down in the appropriate space on the game board. The attacking card will have a point value that will be deducted from the opponents [Zeal Points]. Once the opponent deducts that point value from his [Zeal Points] then the round ends for that starting player. The opponent can then counter that attack by choosing from his/her [Defense Cards] which will have a description and point value that is added back to the [Zeal Point] dice. The player that countered that attack can now play an [offense card]. Players will go back and forth playing offense and defense cards till all three spots are filled or a player [Zeal Points] are reduced to zero.

Complete each [Match] for up to 9 matches. The player with the most victories wins the game. After nine matches if the victory points are equal between both fencers, then the game is tied and considered a draw.

There are matches that players will fill up their allotted card slots on the game board areas and they will not be able to place anymore. When this happens and there is not a win/victory condition then the [Match] is a draw. No player receives a victory and the [Match] ends. After each [Match] players will

shuffle all their [Action Cards] and the next match will begin by players drawing 10 cards from his/her [Action Card] deck. After players have divided their offense and defense cards to their appropriate area they will choose a [Player Position] on the mat. The player that was the [Preferred Player] on the last [Match] will give the icon to the other player so he/she can start the next [Match]. Players will rotate the [Preferred Player] icon and function every other [Match] and so forth.

Functions of the [Offense Cards] reduce the opponents [Zeal Points] while [Defense Cards] reduce the effects of the attacking damage by giving back points to that player. Those cards can be effected by a [Player Position].

[Retreat] represents a fencing position of defense: This position for the player will add a +1 to all defense cards played on that specific area. It also will -1 points from all offense cards played in that specific area.

[Stance] represents a fencing position of holding ground or neutrality. In this position players do not gain any extra point for this position taken and all action cards played are as they state.

[Advance] represents a fencing position of offense: This position for the player will add a +1 to all offense cards played on that specific area. It also will -1 points from all defense cards played in that specific area.

If an attacking player reduces an opponent's [Zeal Points] to zero the [Match] ends and the attacking player wins a victory for that [Match].

The condition of the [Right of Way] is a unique ability to attack. Players will be using cards that will change the condition of the [Right of Way] icon on the game board. The player with this icon in their possession can use the offense cards to attack. A player that does not have the [Right of Way] will not be able to place down an attacking card from his/her offense deck. When this happens, the opposing player will not be able to place down a counter action from their defense deck.

ACTION:
- Draw cards for placement advantage
- Player strategy position on game mat
- Choose card interaction for a victory plan
- Adjust Zeal Point dice
- Play several matches against opponent
- Placement of game piece for player preferred status
- Gain right of way for attacking

TRANSITIONS:
Thumbs-Up board game piece represents the [Preferred Player]. The [Preferred Player] always starts the [Match}. Players will rotate every other turn as the [Preferred Player] by placing the [Thumbs-Up] on the appropriate spot on the game board.

[Right of Way] board game piece gives a player the ability to attack

New matches require the [Action Cards] to be shuffled before starting a new [Match]

ITEMS:
- One game board at 11 inches by 17 inches
- Two 8-sided dice.
- One yellow "right of way" flag piece.
- One green "preferred player" thumbs up piece.
- Two fencing character pieces. (1 Red and 1 purple)
- 18 match cards. Nine red match cards and nine purple match cards. (1.75 inches by 2.5 inches)
- 54 action cards (27 red and 27 purple) (1.75 inches by 2.5 inches)
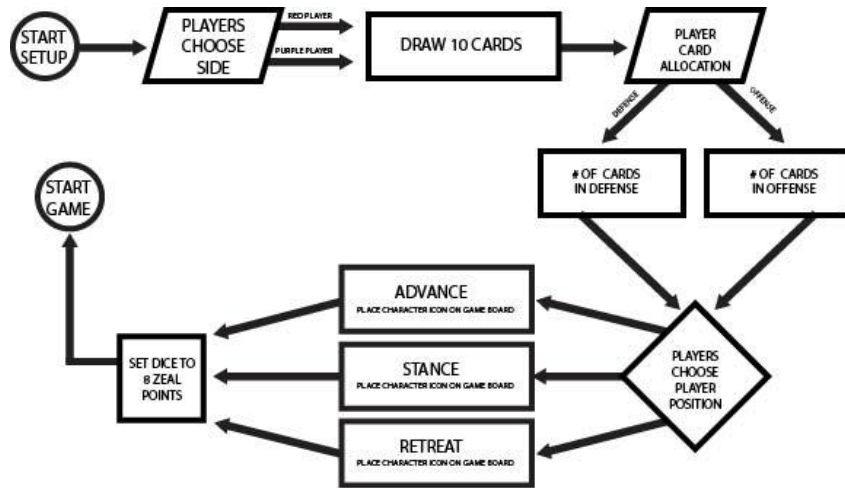
SETUP:
1. Players choose a color side to play from. Red or Purple.
2. Draw 10 [Action Cards] and determine what Position you want to play and then place the cards in the Defense/Offense categories so that all the defense cards are on the [Defense] category side and the offense cards are on the [Offense] side category.
3. After placing cards take your Fencing Character and place them on one of three Positions. [Retreat], [Stance], or [Advance].
4. Set Zeal Factor dice to 8 points.
5. Determine who will start the 1st [Match]. The player who starts the 1st [Match] will also be the [Preferred Player]. Use the thumb Up board game piece to represent [Preferred Player].
6. Preferred player starts game with his choice of offense card by placing it on the gameboard. The attacking card must have the ability to gain the [Right of Way] before placing card, otherwise the starting player must forfeit the first card placed to the opponent. In the event no player can start the game, re-shuffle the [Actions Cards] and start again with the [Preferred Player].
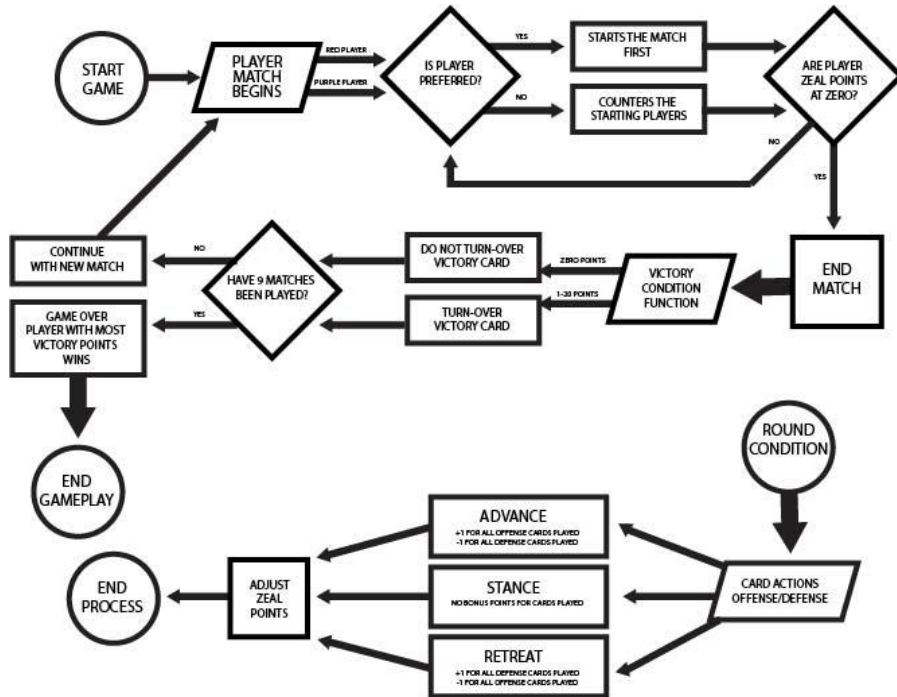
CONCLUSION:
This will be like standard, competitive, and Olympic fencing styles for foil, saber, and epee. This game is designed with some similarities in verbiage and actions but is its own gameplay experience and is not meant to be a serious game or educational game.

Flowcharts

SETUP CHART

Setup Flowchart

START SETUP → **PLAYERS CHOOSE SIDE**

- RED PLAYER
- PURPLE PLAYER

→ **DRAW 10 CARDS** → **PLAYER CARD ALLOCATION**

- DEFENCE → **# OF CARDS IN DEFENSE**
- OFFENSE → **# OF CARDS IN OFFENSE**

→ **PLAYERS CHOOSE PLAYER POSITION**

- **ADVANCE** — PLACE CHARACTER ICON ON GAME BOARD
- **STANCE** — PLACE CHARACTER ICON ON GAME BOARD
- **RETREAT** — PLACE CHARACTER ICON ON GAME BOARD

→ **SET DICE TO 8 ZEAL POINTS** → **START GAME**

START GAME

START GAME → **PLAYER MATCH BEGINS**

- RED PLAYER
- PURPLE PLAYER

→ **IS PLAYER PREFERRED?**

- YES → **STARTS THE MATCH FIRST**
- NO → **COUNTERS THE STARTING PLAYERS**

→ **ARE PLAYER ZEAL POINTS AT ZERO?**

- NO → (back to PLAYER MATCH BEGINS loop)
- YES → **END MATCH**

END MATCH → **VICTORY CONDITION FUNCTION**

- ZERO POINTS → **DO NOT TURN-OVER VICTORY CARD**
- 1-30 POINTS → **TURN-OVER VICTORY CARD**

→ **HAVE 9 MATCHES BEEN PLAYED?**

- NO → **CONTINUE WITH NEW MATCH** → (back to PLAYER MATCH BEGINS)
- YES → **GAME OVER PLAYER WITH MOST VICTORY POINTS WINS** → **END GAMEPLAY**

ROUND CONDITION → **CARD ACTIONS OFFENSE/DEFENSE**

- **ADVANCE** — +1 FOR ALL OFFENSE CARDS PLAYED / -1 FOR ALL DEFENSE CARDS PLAYED
- **STANCE** — NO BONUS POINTS FOR CARDS PLAYED
- **RETREAT** — +1 FOR ALL DEFENSE CARDS PLAYED / -1 FOR ALL OFFENSE CARDS PLAYED

→ **ADJUST ZEAL POINTS** → **END PROCESS**

Meaningful Action Analysis (MAA)

- [Action Cards] have meaningful player value (Offense/Defense). Players will have choices to play the strategic card for attacking and defending in a [Match].
- [Player Position] have meaningful player value (Advance, Stance, Retreat). Players can determine from the 10 cards drawn at the beginning of each [Match] what position of advantage they want. Choosing the [Advance] option will give players an attaching advantage but reduce their ability in defense. Choosing the [Stance] option will give players a neutral condition where there are no benefits or reductions on cards played. Choosing the [Retreat] options will give players a defense advantage but a reduced ability on offense.
- The [Right of Way] icon player piece is an important strategy for players to be able to use offense cards to attack with.
- The [Preferred Player] icon game piece has a small advantage for the player in two ways. If a full 9 matches are played the starting player will get one more than the opponent. The other advantage is that by going first in a game that player can set the first attacking standard for the opponent to react or respond to.
- Drawing cards are random and have no significant meaningful actions for players. Card are shuffled before each [Match].
- Choosing player board sides has no significant meaningful actions for players. This is a personal choice that has no bearing on victory conditions.

Players will have a few opportunity's in each [Match] to use skills that can lead or persuade how the other player uses his/her cards on the next [Round] during a [Match]. Learning a player's habits can also aid in future matches before the final victory points are gained by an opponent. Players can also change their own patterns for more subtle or obvious tactics.

Board Design

Component Pieces

- Game Board
- Two 8-sided dice. (1 Red and 1 purple)
- One yellow [Right of Way] flag pieces
- One green [Preferred Player] thumbs up pieces
- Two fencing character pieces. (1 Red and 1 purple)
- 18 Victory Cards. (9 red and 9 purple)
- 54 [Action Cards] (27 red and 27 purple)

DETAILED DESIGN & TESTING - ASSIGNMENT 3

Play Testers Stage 1

All play testers were family members. All were interested and fit at least 1 profile of the targeted audience listed.
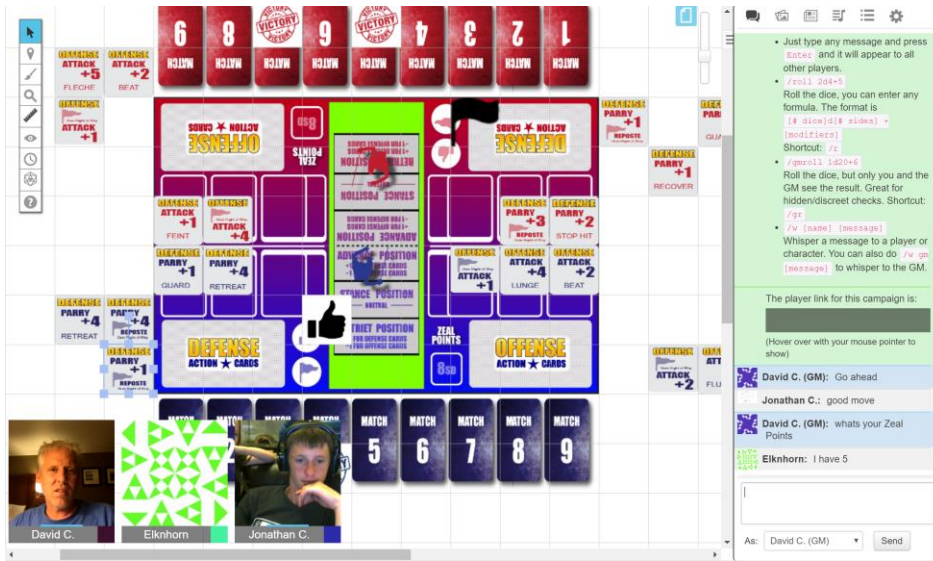Total number testing: 6
David, 47, male, in-person
Juanita, 41, female, in-person

Jonathan, 16, male, in-person
Cathryn, 15, female, in-person (did well even below the age target age)
Dallin, 13, male, in-person (did well even below the age target age)
Orella, 12, female, in-person (needed help from others)

Test Stage 1 Results

Players Jon and Dallin are figuring out the card balance. They are frustrated that there have been draws between them where there were no winners for specific matches.
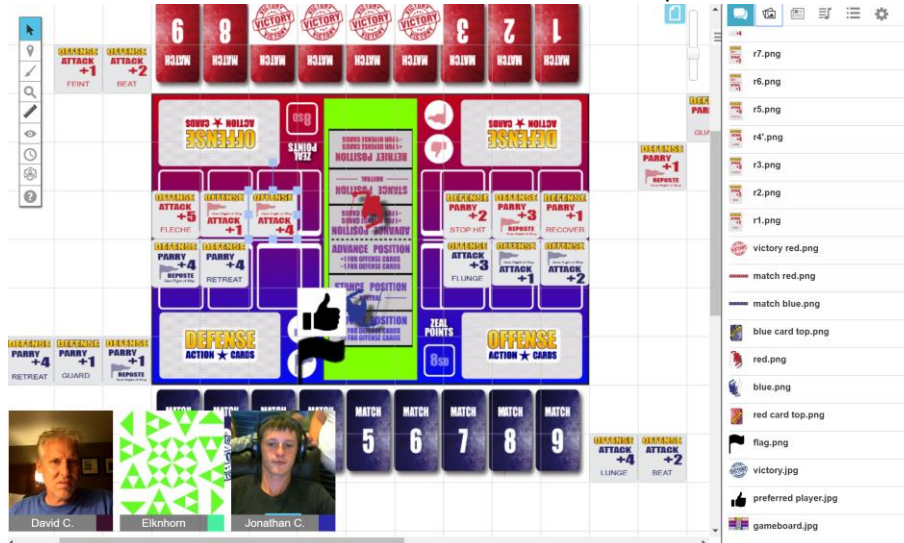
Jon and Dallin play a second match to see if Dallin can beat his brother. It looks like he just might be able to do it too. Each of these testers are keeping score with their own 8-sided dice at their computer. We had to ask in the chat several time what their current Zeal Points were.

It's the girls turn now and they are weighing in on how to use the Right of Way. Learning how to use both defense and offense to get the Right of Way and not wasting a card from both actions that give the Right of Way 2 times.

Test Stage 1 Reflection

Comment 1: This was a universal issue with all play tests. The fourth card option was confusing. Both in understanding how to use it and when to use it in the game. The testers just avoided dealing with that option and played past those unclear opportunities.

> Analysis: The fourth card option was not really needed in the game as I can see that players just ignored that unclear and confusing opportunity. I would be best to remove that entirely from the game since it is already balanced for a 3-card experience in both defense and offense.

Comment 2: Younger players got upset when they forgot to add their bonus point or deduction on the [Player Position] area. They wanted something that would remind them or be more visible to them for that bonus.

> Analysis: I think this is a good suggestion and will try to show the bonus values better on the [Player Position] area. Matching them up on the correct side for the board will also help on the mat area. I will also keep their player color to isolate what they are looking at. I will also make the +1 and -1 larger and more prominent.

Comment 3: One player commented on wanting arrows to show how the cards would be placed down in order on the game board for both areas of defense and offense. They said it would help line up the offense card and the opposing players defense card.

> Analysis: I really liked this idea and not only added arrows but numbers for card placement from 1st to 3rd. I would like to see if this helps in the placement of the card interaction.

Comment 4: One player wanted more clarification on how the [Right of Way] worked. It causes frustration during the game when it was unclear how to get it.

> Analysis: I will need to add more emphasis and reinforce the rule behind this so it is clearer that this is needed in order to attack with the [Offense Cards]. This would include how to use defense and offense [Action Cards] that have the gain [Right of Way] option.

Designer Comment 1: I noticed that there was a subtle confusion on placing the [Right of Way] flag on the board and also the [Preferred Player] thumb on the board. It looked like it was getting in the way of the interaction with the cards and moving the player character.

       Analysis: I am moving the [Right of Way] and [Preferred Player] area on the game board to the other side by the offense card side. This is will make it a more related correlation to having those for starting and attacking.

Designer Comment 2: I noticed that was some minor confusion when a player could not play a card on the defense and offense from their available deck. They worked it out with logical choice, but I did not like that it was unclear to them.

       Analysis: I will focus a specific part in the rules on when this happens and what to do about it.

Designer Comment 3: There was some discussion by players on a mechanic that they worked out in game. When a player puts down an attacking card and the opponent reaches zero [Zeal Points] it was understood by player to counter act that with defense.

       Analysis: I am changing that to so that it is absolute when zero is reached that not counter measure can change that. The game ends and the player that plays a card that causes an opponent to reach zero [Zeal Point] is the victor.

Designer Comment 4: I notice a mechanic that did not come up in the game but reasoned that it could happen that a player may not have an ability to do any damage at all to an opponent but may want to play an attack card that would also give him/her the ability to gain the [Right of Way].

       I will be adding that info on the next iteration for rules and understanding.

The testers that I had were very good at coming up with rules on the fly if they were not understood. This was good in the fact that they were working out the problem the way they saw it or wanted it to be understood. No games just stopped. In every game, I had to make at least two clarifications on matters of not understanding my own write up at the beginning of the game.

Detailed Rules for Players

This is a competitive swordplay game. Players take up the sabre in a competition to discover who is the best. This is a strategic duel that is played like a fencing bout.

Number of players: 2

Goal: Win the majority of 9 matches to become the Sabre Guru champion.

Glossary Terms:

    [Action Cards] are played as offense and defense during a [Match] by both players. There are two kinds of action cards.
- Offense Action Cards
- Defense Action Cards

    [Offense Cards] contain a description with a number value that is deducted from the opponents [Zeal Points]. These cards are typically attacking cards against an opponent.

[Defense Cards] contain a description with a number value that replaces or adds [Zeal Points] back onto that players dice. These cards are typically counter measures to help a player regain back [Zeal Points].

[Right of Way] is a game piece showing the players who is eligible to gain a victory point in an active [Match]

[Thumbs-Up] is a game piece showing who starts each [Match]

[Zeal Points] An 8 sided dice keeps track of the amount of zeal a player has.

[Match] is several offense and defense cards played against each other to determine a match winner or a draw between both players where neither player takes a victory.

[Match Cards] next to the game board for each player are numbered match cards. Each player has nine match cards that are face down. When a player gains a victory that specific [Match] card is turn over which states "Victory".

[Player Position] One of three positions a player can make on the game mat.

[Advance] It represents a fencing position of offense +1/-1 fuction

[Stance] A neutral position with no bonus

[Retreat] represents a fencing position of defense +1/-1 function.

A **[Round]** is when a player adds a single card to the game board. There are three rounds slots available but some cards have duel actions and will allow a player to fill those round slots faster.

Items you will need to play the game:

- Game Board
- Two 8-sided dice. (1 Red and 1 purple)
- One yellow **[Right of Way]** flag pieces
- One green **[Preferred Player]** thumbs up pieces
- Two fencing character pieces. (1 Red and 1 purple)
- 18 Victory Cards. (9 red and 9 purple)
- 54 [Action Cards] (27 red and 27 purple)

SETUP:

1. Players choose a color side to play from. Red or Purple.
2. Draw 10 **[Action Cards]** and determine what Position you want to play and then place the cards in the defense/offense categories so that all the defense cards are on the defense category side and the offense cards are on the offense side category. <u>These cards will also be face down so that your opponent cannot see what you have before you play it.</u>
3. After placing your cards take your Fencing Character and place it on one of three Positions. **[Retreat], [Stance],** or **[Advance].**
4. Set Zeal Factor dice to 8 points.
5. Determine who will start the 1ˢᵗ **[Match].** The player who starts the 1ˢᵗ **[Match]** will also be the **[Preferred Player].** Use the thumb Up board game piece to represent **[Preferred Player].**
6. Preferred player starts game with his choice of offense card by placing it on the gameboard. The attacking card must have the ability to gain the **[Right of Way]** before placing card, otherwise the starting player must forfeit the first card placed to the opponent. In the event no player can start the game, re-shuffle the **[Actions Cards]** and start again with the **[Preferred Player].**

Begin Game:

The game starts with the **[Preferred Player]** choosing a card from the offense cards and places it down in the appropriate space on the game board. The attacking card will have a point value that will be deducted from the opponents **[Zeal Points].** Once the opponent deducts that point value from his [Zeal Points] then the round ends for that starting player. The opponent can then counter that attack by choosing from his/her **[Defense Cards]** which will have a description and point value that is added back to the **[Zeal Point]** dice. The player that countered that attack can now play an **[offense card].** Players will go back and forth playing offense and defense cards till all three card spots are filled or a player **[Zeal Points]** are reduced to zero.

How to use the **[Action Cards**]: Players take turns using their offense/defense cards to manipulate their **[Zeal Points].** Each player can place up to 3 cards in their offense area and 3 cards in their defense area during a single **[Match].** When a player has 0 points from an attack the [Match] is over and there is not an opportunity from the opposing player to counter that. The player that still has **[Zeal Points]** wins the match and turns over the numbered **[Match card]** showing a victory for that player.

Complete each [Match] for up to 9 matches. The player with the most victories wins the game. After nine matches if the victory points are equal between both fencers, then the game is tied and considered a draw.

If all the card spaces are filled up and there is not a winner then there is not a win/victory condition and it is considered a draw. No player receives a victory and the **[Match]** ends. After each **[Match]** players will shuffle all their **[Action Cards]** and the next match will begin by players drawing 10 cards from his/her **[Action Card]** deck. After players have divided their offense and defense cards to their appropriate area they will choose a **[Player Position]** on the mat. The player that was the [Preferred Player] on the last **[Match]** will give the icon to the other player so he/she can start the next **[Match].** Players will rotate the **[Preferred Player]** icon and function on every other **[Match]** and so forth.

Functions of the **[Offense Cards]** reduce the opponents **[Zeal Points]** while **[Defense Cards]** reduce the effects of the attacking damage by giving back points to that player. Those cards can be effected by a **[Player Position].**

[Retreat] represents a fencing position of defense: This position for the player will add a +1 to all defense cards played on that specific area. It also will -1 points from all offense cards played in that specific area.

[Stance] represents a fencing position of holding ground or neutrality. In this position players do not gain any extra point for this position taken and all action cards played are as they state.

[Advance] represents a fencing position of offense: This position for the player will add a +1 to all offense cards played on that specific area. It also will -1 points from all defense cards played in that specific area.

Remember: If an attacking player reduces an opponent's [Zeal Points] to zero the [Match] ends and the attacking player wins a victory for that [Match].

The condition of the **[Right of Way]** is a unique ability to attack. Players will be using cards that will change the condition of the **[Right of Way]** icon on the game board. The player with this icon in their possession can use the offense cards to attack. A player that does not have the [Right of Way] will not be able to place down an attacking card from his/her offense deck. When this happens, the opposing player will not be able to place down a counter action from their defense deck. The play continues to the next category and next card slot leaving the previous slot blank with no card.

Play Testers Stage 2

All play testers were family members. All were interested and fit at least 1 profile of the targeted audience listed.
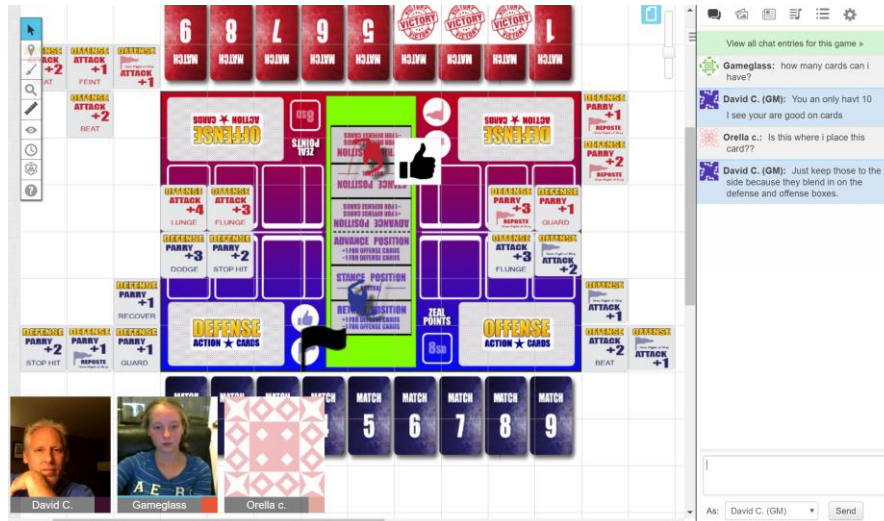Total number testing: 3
Cathryn, 15, female, in-person (did well even below the age target age)
Dallin, 13, male, in-person (did well even below the age target age)
Orella, 12, female, in-person (needed help from others)

Test Stage 2 Results

New Round for playing the winner of the last game. It was learned here that it was too confusing to try and use the fourth card area. Both players just agreed to use the three spaces available for each action area. Even after explaining it they opted to keep playing the way they had already discussed.

This is a start of a new game. Orella is concerned with a unique challenge of having 8 cards in defense and only 2 in offense. Her tactic ended up playing an offensive position to gain an extra point for attacking.

Test Stage 2 Reflection

Still working on the final revision and what will be chosen to be update from the Stage 2 play test.

DETAILED DESIGN & TESTING - ASSIGNMENT 4

New Mechanic

Adding in a few new cards that act like wild cards for a quicker game per [Match]. These were included for both red and purple players containing four cards that had an offense or defense side value plus a [Right of Way] gain and three generic offense and defense value cards with number values.

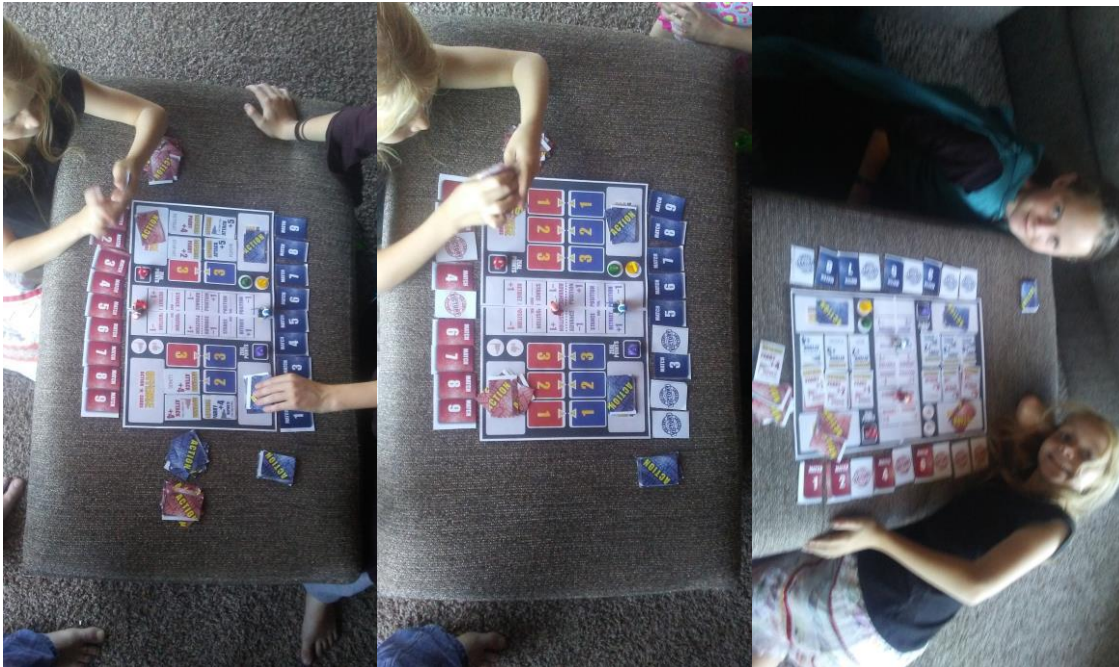## Play Testers Stage 3

Total number testing: 6
David, 47, male, in-person
Jonathan, 16, male, in-person
Cathryn, 15, female, in-person (did well even below the age target age)

Dallin, 13, male, in-person (did well even below the age target age)
Orella, 12, female, in-person (needed help from others)
Sandra, 10, female, in-person (needed help from others)

Test Stage 3 Results

Play Test 1
This game was with Sandra and Orella. Both were young and did have some difficulty with the [Player Position]. They opted to have each other keep their player position in the neutral space so they did not have to do the extra math calculations on their zeal points.

- Picture 1 is the beginning of the game with a good start for both.
- Picture 2 is midway in the game where they did try one more time to see if they could do the player position. This failed and they went back to the neutral stance which made the game easier for them.
- Picture 3 is the end of the game Sandra was the winner with 5 victories.

Play Test

This game was with Jonathan and Dallin. This was a close match and it was more intense when the very first match was a draw with no winners.

- Picture 1 is the beginning of the game with both players trying the player position option. This was a good game in that Jonathan used the Advance position giving him a stronger attach and weaker defense.
- Picture 2 is midway in the game where Dallin was showing some strength in a winner streak.
- Picture 3 is the end of the game where an interesting turn of events gave Dallin the final victory over his brother. Dallin being younger had a boost of confidence while Jon wanted a rematch.

Play Test 3

This game was with Cathryn and Orella. In this version of the game both agreed to keep a neutral stance only for the entire game to simplify it.

- Picture 1 is the beginning of the game with a good start for both.
- Picture 2 is midway in the game where Orella only drew a single defense card and 9 offense cards. As you can see in the next image she clearly lost that match.
- Picture 3 is the end of the game and where the last match was a draw. Both players decided that the one with the most [Zeal Points] would be the winner. They are showing the closeness of their game by pointing to the value on the dice.

Test Stage 3 Reflection

Comment 1: With all the younger play testers it came up that the [Player Position] was a problem. The minor recalculation from a played card value was frustrating to them. On their own they agreed to keep a neutral stance throughout the game.

> Analysis: It is tempting to create a secondary set of rules for this option. I think I will let it be for now that the target audience of 16 is appropriate. Allowing younger ones to play and figure this type of mechanic deduction was great.

Comment 2: There was a question on what to do about ties in a game for two areas. One was for a draw condition for a single match. The other was about a draw for victories.

> Analysis: There definitely needs to be a resolution for this. While playing the game and both of these conditions raised the overall solution to fall back to the [Zeal Points]. The player with the most would be the victor in both cases unless the point value of the zeal was the same or tied between both players.

Comment 3: A continued question arose on the [Action Cards] about playing a defense card and a offense that gave the [Right of Way] to the player. Was it okay to play a second card that gave this ability?

> Analysis: It was agreeable for the players to allow this. I will reinforce this in the rules as it is also what I intended in the rules.

Comment 4: Jonathan came up with a great way to show on the game board a way to place a card in an offense [Round] for when a player did not have the right card to play. By playing a card but face down in the 1,2, or 3 spot let the other player know that is was non effective and unusable.

> Analysis: This adds a new dynamic in the fact that the player that does this actually loses a card from their hand. I like this change. I am considering adding it to the game with further tests.

Designer Comment 1: Seeing the option of playing a game with just a [Neutral Stance] for younger players was a great way for me to see the age level of understanding. I can see that this is a great work around for younger players.

> Analysis: It might be appropriate to place this option in the main set of rules for those that have younger ones. The threshold for this was at the 14-year-old range for those that tested the game. It would be appropriate to continue target testing on this range.

Designer Comment 2: There is a question on placing two [Right of Way] cards from defense and then offense.

> Analysis: More testing would have to be done to target this in two different scenarios. Play matches with allowing this and playing matches where players were restricted and only allowed to play a single [Right of Way] gain. The results from those tests would offer options on rule changes if needed. As it stands it is allowed in the rules to place a second [Right of Way] gain.

Designer Comment 3: I like the option of leaning to a winner from a draw match by using the [Zeal Points] as a deciding factor.

> Analysis: The play testing shows this to be the favor for draws in single matches and for number of victories. It helps eliminate ties but not completely. This may be an optional rule set as well. Until further tests can show this the current rule will stand allowing more matches to be a draw as well as number of victories.

Designer Comment 4: I still see a problem in where to start placing cards on the game board for the 1, 2, and 3 slots available for both defense and offense.

> Analysis: I believe this to be a problem in cosmetic design and solvable by graphic iteration. Study would have to be done on similar games and how the graphic layout sets apart the cards and placement.

Play Testers Stage 4

Total number testing: 3
David, 47, male, in-person
Jonathan, 16, male, in-person
Dallin, 13, male, in-person (did well even below the age target age)

Test Stage 4 Results

New Rule Play Test 1 & 2
Jonathan and Dallin are trying out the new rule with wild cards. They are showing the cards they drew that had the wild cards in their 10. Picture 1 on left is Dallin. Picture 2 middle is Jonathan. It was Dallin that won this game also as the [Preferred Player]. The second game was most interesting. At the point in picture three the Jonathan was NOT the [Preferred Player] and he won the game but no wild cards were played. They were not needed.

Picture 4 on left is that same match father in play. Picture 5 show Jon as the winner and Picture 6 shows the wild cards not used.

Test Stage 4 Reflection

Player Comments: Both players felt that these cards were insignificant. One game they used the wild cards till they were all used. The next game there was not even an opportunity to use them effectively.

Analyze: It is still unclear if these cards sped up the game play between matches. More testing would have to be done. It does appear that it favors the player that goes first in the individual match. This could be a big problem. This hindered the game in a subtle way and I do not think that adding these options helped the game experience for either of the testers.

Another issue is that it was unclear on placing specific wild cards that stated another card could be placed. Did players move to the next slot or place it on top of the wild card. It was intended that you place it on top of the wild card but that was never explained. I had to explain that to them at first game when it was used.

Final Reflection

a. I have learned that documentation is really the only way to iterate a game. It is probably the same for the waterfall method as well. It is a way to keep old or past records of the game rules and mechanic. These can be used to chart new concepts or revive old ideas back into a game creation.

b. It was very helpful knowing that I would be able to go back through for improvements. It helps to let go of some things and allow faults to progress the end goal of the design. There were moments when I felt lost in the jumble of partial concepts and ideas but the record part of the document let me know where I had come from which in turn help to steer where I wanted to go.

c. Play testing was the most rewarding part of discovery. It revealed all the flaws of the game. It also provided both a quick solution opportunity and a option of changing the rule or mechanic completely later. It gave me something to work with.
d. This class was placed at the right time in all the courses. I applied as many parts and understanding as I could from previous classes. I enjoyed this process very much. I look forward to what I have learned here in this class being applied to my next classes.