Tempero Ludum Journal

Eternal Eclipse

The dyson sphere was my inspiration for this game, **though the goal isn't to build one around the sun as this one is about to explode.**

Week 1

Brainstorm Ideas

1. Grid on bottom of map to correlate to an attribute/bonus/event.

*2. Leveling ability by tile occupation

*3. Point's/coins distributed by map zones

*4. Opponent's/bosses rushing down zones

5. Dice roll to move character/store for later use.

6. Grid map of a solar system players progress along, occupy.

7. Track attributes with token placement on character card

8. Currency to buy armor/weapons/spells

9. Experience gain and level tracking on player card

10. roll/ grid based events depending on tile/zone/roll number trigger

Player choices:

1. Choice between starting character

2. Choice between abilities/attributes/actions

3. Choice of movement direction

4. Choice of weapons/armor/skills

5. Choice of attacking/defending/flee

What went well -
Initially the setup went well, it was fast and easy to figure out, and that was about it.
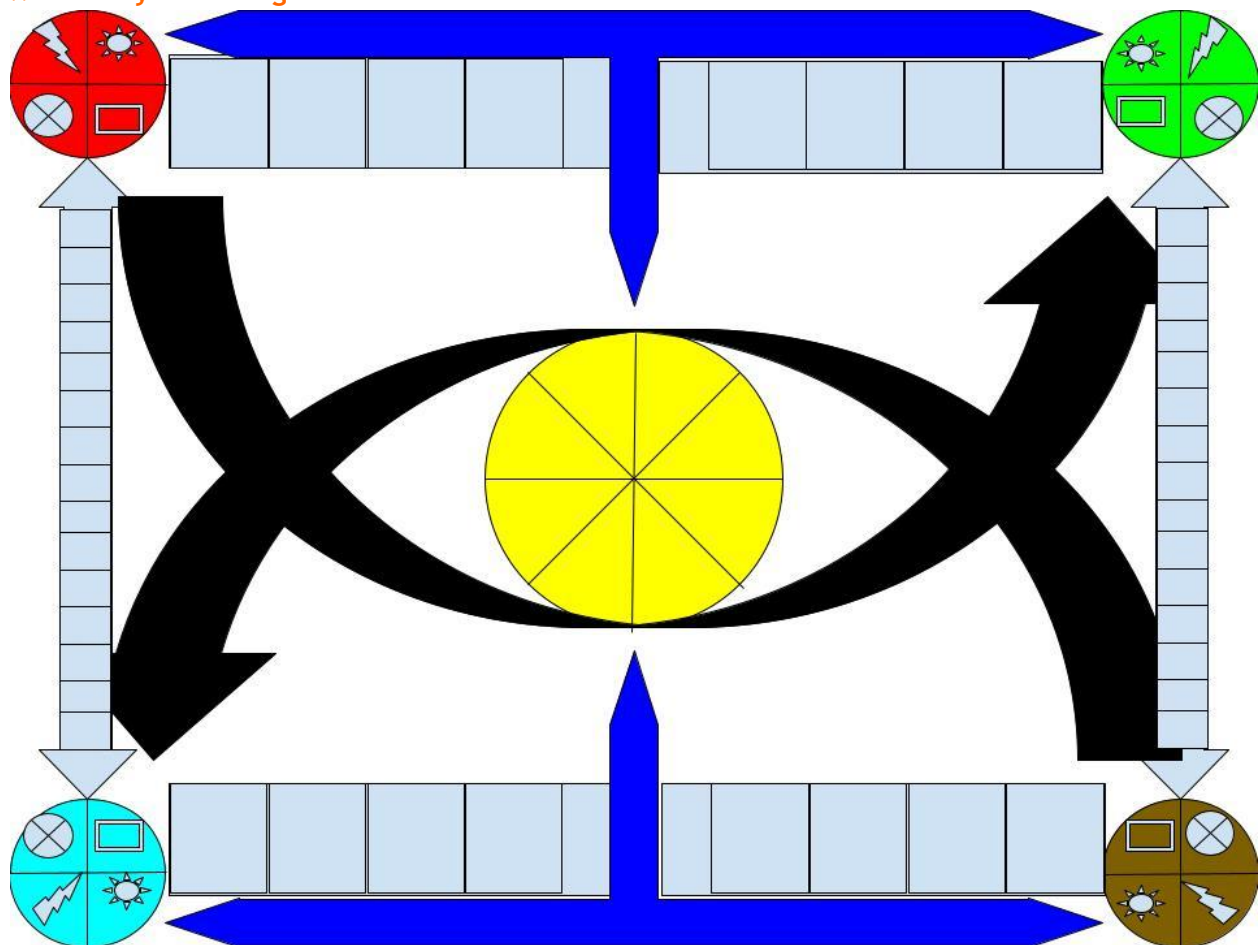
W1T1 What needs to change
Movement system: Fast traveling around a star doesn't give much preparation time for any opponent if they do not initially choose to attack.
Mix up the production of each planet in order to incorporate more competition between the players by forcing their interaction.
Resource collection…
Attacking : Implement

W1T1 Play Test Image

W1 Self Evaluation
I did ok, spent too long debating on a power up system that I have yet to incorporate instead a pawn is sitting on a tile to harvest in comparison to powering up.

Week 2

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

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

Perform playtests
Print out your rules and board (you may also use roll20.com as described in lecture). Be sure you have 2 dice and any other pawns needed.
Find two players and have them read your rules. Do not explain the rules, but simply have your testers read the rules. No really. DON'T ANSWER QUESTIONS. Remote players will be downloading your game soon, so you won't be there to answer questions.
When you see testers get confused about rules, take this down as a note and change the instructions after the test.
Use your tracking spreadsheet to track events in the game. Since your game is unique to you, I can't tell you which events need to be tracked. It will be up to you to decide what you track and how you do it.
When the testers finish a game, ask them about what can be improved and what should stay the same. Take down these notes as well.
After the test, revise your game. The assignment guidelines for the Tempero Ludum remain the same as week one, but you can revise your rules within the same constraints.
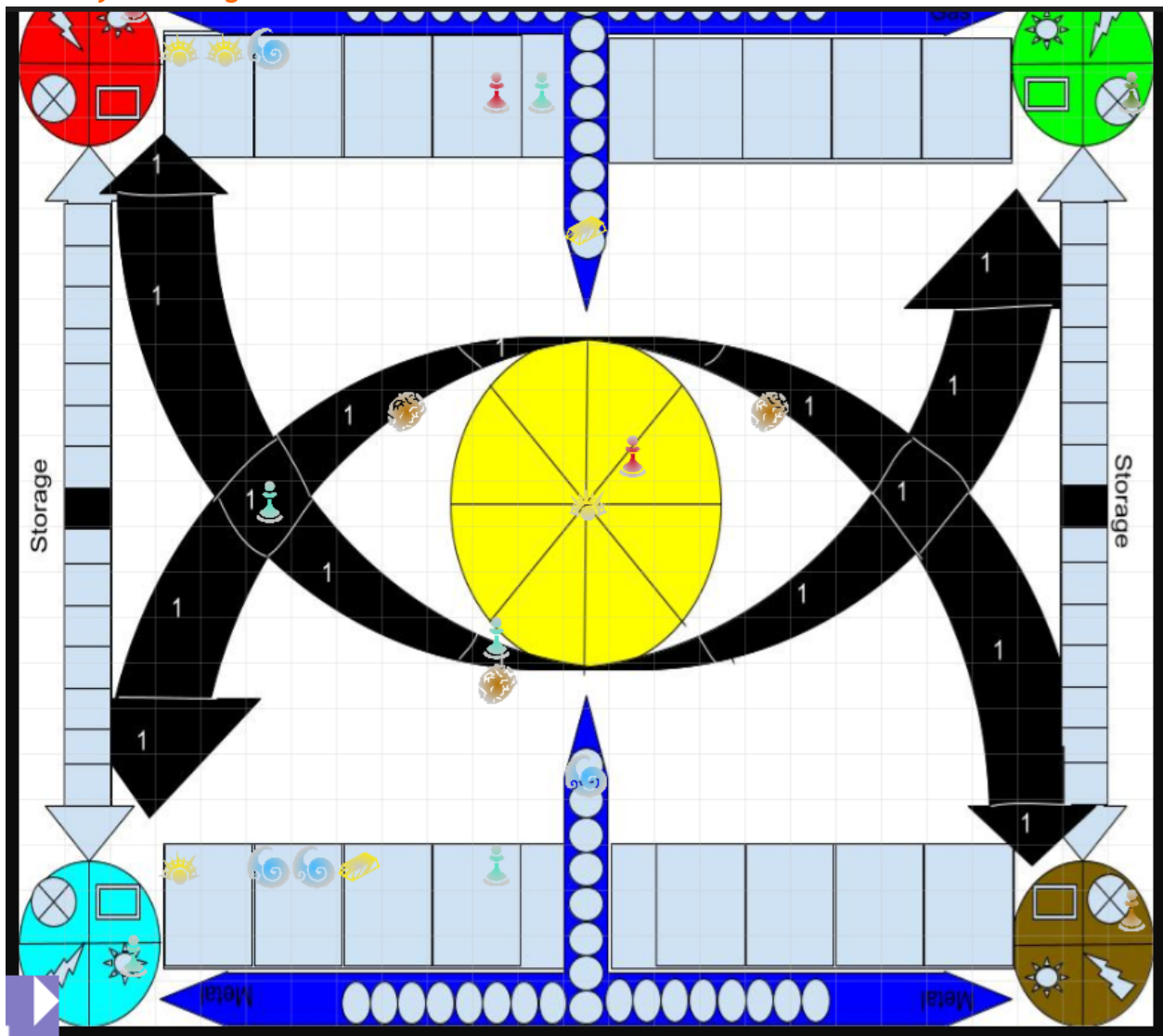
Week 2 Play tests

W2 Test #1 What went well -
Understanding of how to move around the sun was greatly increased by creating segments that are easily identified. Understanding where their and opponents resources were located

W2 Test #1 What needs to change -
Resource collection needs to be elaborated upon, players felt the ability to jump across the void to collect resources rather then head close to the planet. Also the ability to increase how much resource a pawn can hold will quicken the pace of the game.

2T1 Play Test Image

W2T1 Play test tracker

Turn	Roll Amount	2 Pawns Moved?	Average roll	2 pawns moved
1	8	☑	6	39.39%
2	3	☐		
3	9	☑		
4	5	☑		
5	2	☐		
6	12	☑		
7	4	☐		
8	10	☑		
9	7	☐		
10	2	☐		
11	9	☑		
12	11	☑		
13	7	☐		
14	4	☐		
15	12	☑		
16	8	☐		
17	5	☐		
18	9	☑		
19	7	☐		
20	12	☐		
21	3	☐		
22	8	☐		
23	6	☑		
24	4	☐		
25	11	☐		
26	8	☑		
27	8	☑		
28	9	☐		
29	6	☐		
30	5	☐		
31	11	☑		
32	7	☐		
33	3	☐		

W2 Test #2 What went well -

Players understood How to progress through the game, including movement and how to harvest resources from a planet, including properly moving along the tiles to collect said resource and a game was finally completed with a player collecting all needed resources

W2 Test #2 What needs to change -

I need to balance resource production rate for the planets as 1 per turn may be too slow. Incorporate obstacles for the players as their only obstacles currently are the other players.

W2 T2 Play Test Image
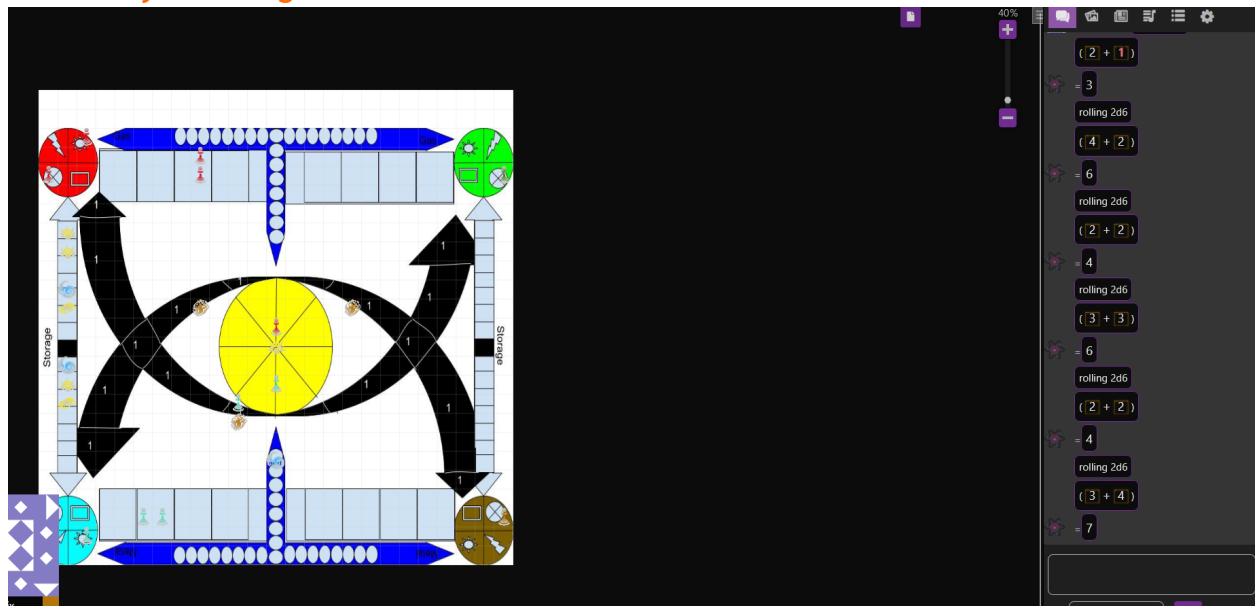
W2 T2 Play test tracker

F3   ▾ *fx*

	A	B	C	D	E	F
1	Turn	Roll Amount	2 Pawns Moved?		Average roll	2 pawns moved
2	1	3	☐		6	42.42%
3	2	11	☐			
4	3	4	☐			
5	4	6	☑			
6	5	4	☑			
7	6	3	☐			
8	7	10	☑			
9	8	8	☐			
10	9	6	☑			
11	10	8	☐			
12	11	5	☐			
13	12	12	☑			
14	13	4	☐			
15	14	7	☐			
16	15	3	☑			
17	16	8	☐			
18	17	7	☐			
19	18	11	☑			
20	19	3	☐			
21	20	4	☑			
22	21	8	☐			
23	22	9	☑			
24	23	6	☐			
25	24	2	☐			
26	25	10	☑			
27	26	11	☐			
28	27	5	☑			
29	28	3	☐			
30	29	6	☑			
31	30	6	☐			
32	31	4	☐			
33	32	6	☑			
34	33	7	☑			

+ ☰   Sheet1 ▾   Sheet2 ▾

W2 Change List

Unclear Directions: Directions were updated to be more clear on movement

Movement: Updated to show zones a player can move upon
Storage: For Collected Resources
Limited planet resources from 4 to 2 in order to increase player involvement

W2 Self Evaluation
I believe the game is progressing at a fair pace, though I do want to incorporate more player decisions but at the same time don't want to balance out the new possibilities right now either until I feel the game is in a stable state.

Week 3

Week 3 Play tests

W3 Test #1 What went well -
Overall the game progressed as intended, RSS are easily collected with enough time before the sun goes supernova. Players are able to play until this point due to the mechanic of pawns not being taken out of play. From the data the game is set into 3 equal phases of moving, collecting and fighting.

W3 Test #1 What needs to change -
Player movement: Allowing only one entrance and exit to a planet creates a dominant strategy resulting in cutting off the opponent from gathering other RSS if they have a run of bad rolls, allowing an additional entry/exit point will point more strain on using this strategy.

W3T1 Play Test Image
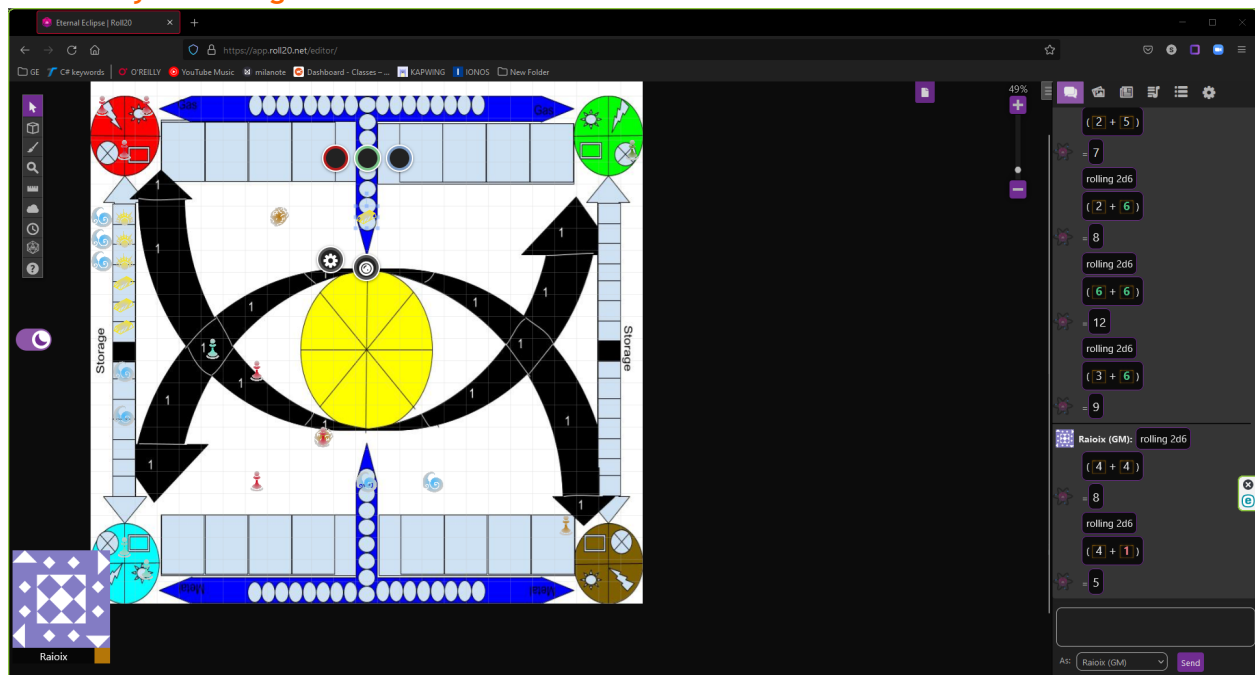
W3T1 Play test tracker

Player	Turn	Roll Amount	Rss Collected?	Is Double?	Attack/Pawn death	2 Pans moved?
Player 1	1	11				
Player 2	2	6				
Player 1	3	11	☑			☑
Player 2	4	8				
Player 1	5	7	☑			
Player 2	6	8	☑	☑		☑
Player 1	7	4				☑
Player 2	8	6				☑
Player 1	9	11	☑			
Player 2	10	6				☑
Player 2	11	7			☑	
Player 1	12	4				☑
Player 2	13	10				☑
Player 2	14	6			☑	
Player 1	15	7	☑			
Player 2	16	9	☑			
Player 1	17	11	☑			☑
Player 2	18	2		☑		
Player 2	19	10			☑	
Player 1	20	7				☑
Player 2	21	11	☑			☑
Player 1	22	8	☑			☑
Player 1	23	4		☑	☑	
Player 2	24	4				
Player 2	25	6			☑	
Player 1	26	6				
Player 1	27	11			☑	
Player 2	28	7				
Player 2	29	6			☑	
Player 1	30	4	☑			
Player 2	31	7				☑
Player 1	32	6				
Player 1	33	5			☑	

Total Turn 49 — Total Rss 16 — Total Doubles 6 — 2 Pawns Moved 18

Avg Roll	7.367346939
Chance of double	12.24%
Chance of rss collect	32.65%
Times pawn dies	12
% 2 pawns moved	36.73%

	Total Turns	Total movement	Avg Movement	Total Rss
Player 1	23	173	7.52173913	10
Player 2	26	188	7.230769231	6
Player 3	0	0	#DIV/0!	#ERROR!
Player 4	0	0	#DIV/0!	#ERROR!

W3T1 Test #2 What went well -
The game progressed without any kind of dominant strategy, though player combat dropped to nill during the early stages due to having multiple routes to take.
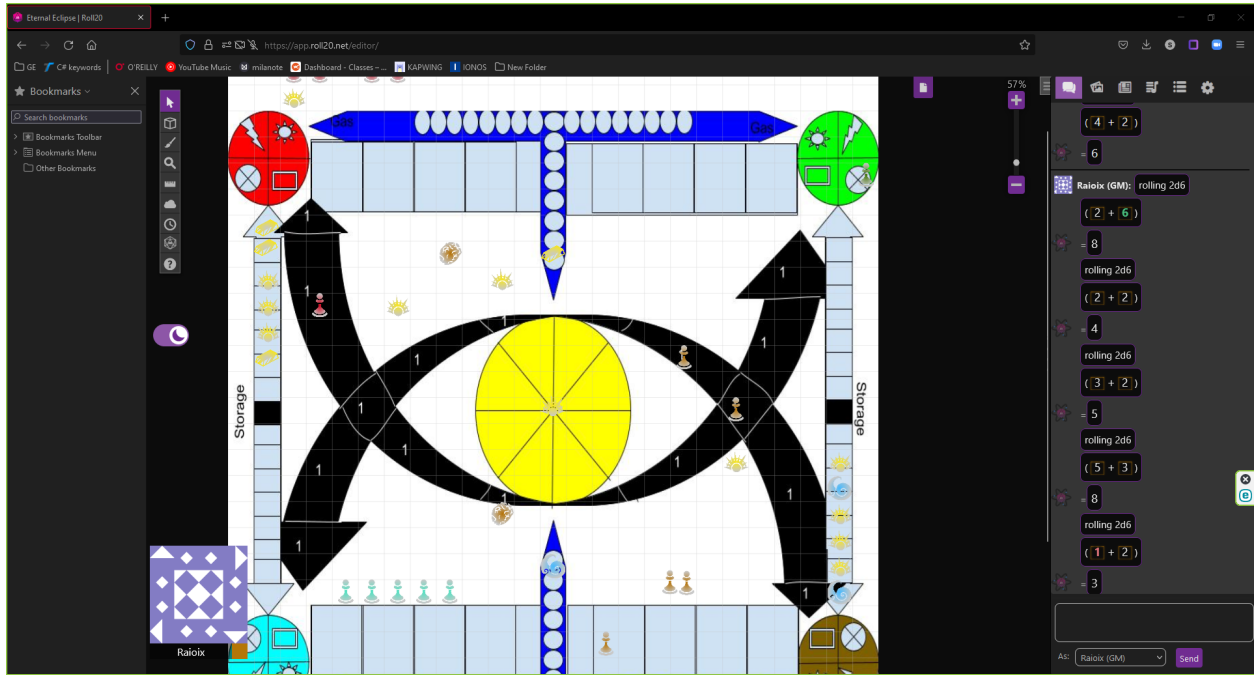
W3T2 Test #2 What needs to change -
Possibly:
 The Sun Timer: if it's RSS are strictly targeted it could go supernova sooner than desired, may need to set a turn timer after it's RSS are Depleted.

Pawn Respawn: Lengthens the length of the game and allows for more reckless tactics.

3T2 Play Test Image

W3T2 Play test tracker

	Total Turns	Total RSS	Total Doubles	2 Pawns Moved
	46	12	11	21
Pawns Died	4			
% 2 pawns moved	45.65%			
% of RSS	26.09%			
Avg. Roll	7			

	Total Moves	Total RSS	Pawn Deaths	% Attacking
Player 1	165	8	1	4.85%
Player 2	140	4	3	2.86%
Player 3	0	0	0	#DIV/0!
Player 4	0	0	0	#DIV/0!

W3 Calculate probability

W3 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

Copy / paste the "improve" section of feedback from your discussion post here, then write about how you addressed it. Delete this text when you are done.

- Added an additional entrance/exit to players planets to prevent bad rolls and opponent opposition from hindering the player.
- Caused RSS to return to the point obtained upon pawn death to prolong RSS collection
- Describe your major change here

W3 Self Evaluation

I got set back a bit and took longer to play test than I had anticipated. Overall though I am happy with the progress and direction the game is heading in. The only dilemma I see so far would be due to taking too much time to complete the game on occasions.

Week 4

For this week, try and get all the final polish on your month long project. If you can, make the board look nice. Make sure all the directions are clear and free of grammatical errors. Do a final pass (I know, it's a lot of iteration, but that's what we do).

Week 4 Play tests

Final Play Test

For the final play test, I included obstacles that affected the pawns and player planets in order to create a less safe environment.

Play Test Image
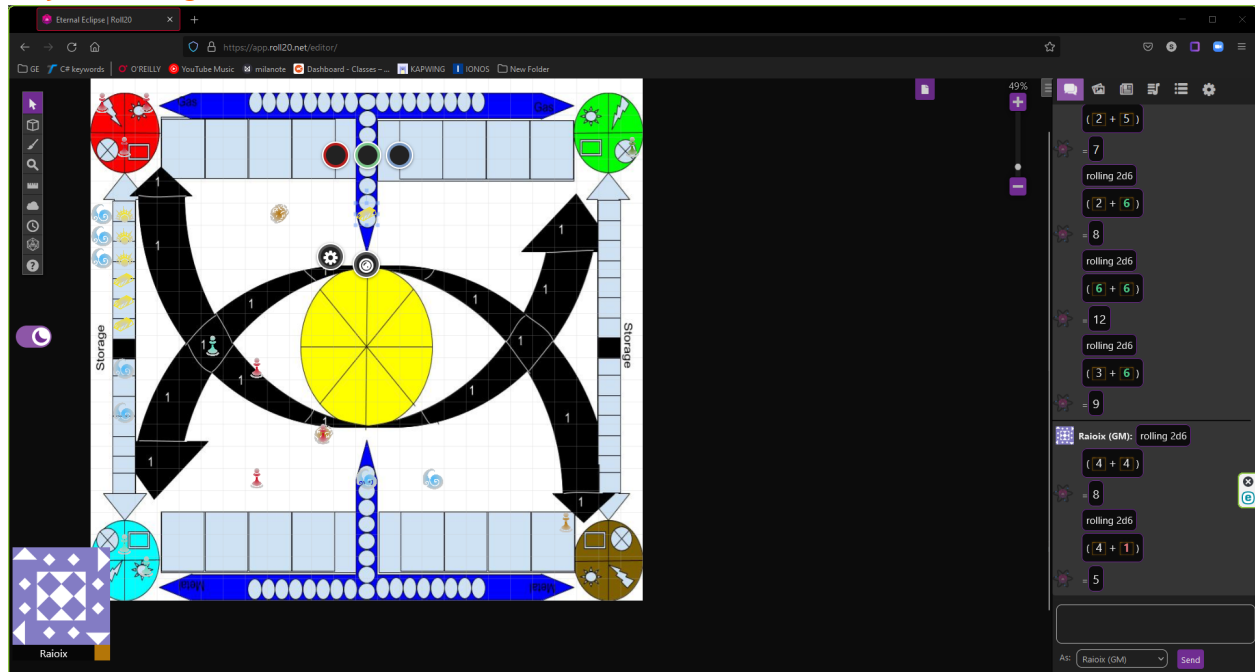
Experiments

1. Allowed obstacles between players and the sun
2. Introduced a variable that affects the players planet on a random basis

Change List

You are required to make AT LEAST 3 major revisions to the game each week. They should be listed below. For this final week, your changes may be your experiments, or last changes needed to improve the game. Also include you feedback comment and how you addressed it.

- Adjusted variable on RSS deterioration at the sun the control game time
- Incorporated resistance each player faces traveling outside their world.
- Added mechanic to reduce a players planets RSS stock pil

Final Thoughts

Not so well, it took far too long to be able to play test what I wanted to incorporate. Overall I am happy with the game though.

Bonus (not required)

If we were to change the name of the Tempero Ludum project to something more catchy, what would you suggest?

2022E