Eggin

By *Shane Bennett*

A *1 v 1* Strategy Card Game
for Players
Ages *10+*

Game Description:

It's a 1 v 1 game of elimination. Don't be left with the rotten egg. Players take turns removing cards from the table. Players can choose between one card on a row or the entire row of cards themselves. The cards chosen depict actions that effect the player, opponent or game as a whole, if a player is revealed to have the rotten egg points are deducted until someone is eliminated with the rotten egg.

GRATIS Outline

Goals

- Gaining playable cards from the table.
- Players utilize their drawn cards in subsequent actions to gain a competitive advantage and do their best to ensure the rotten egg is within their opponents hand
- Leave your opponent with the rotten egg to deduct points
- Don't be left with the rotten egg

Rules

- Cards will be shuffled and placed in 5 columns, consisting of 5 cards for the first column, 4 cards for the second and 3 to for the 3rd, 2 cards for the forth column and 1 card for the 5th and final column
- The last one to have eaten chicken goes first, if neither eat chicken flip a coin.
- The player chooses between one card on a row or the entire row itself, maintaining 2+ cards in their hand. Cards are than put into the play field individually, in a rotational manner carrying actions that are carried out unless a block card is put into the play field.
- Players loose points if it is revealed they hold the rotten egg
- The Block Card may be used without costing a turn to use it
- If the barrier card is in play it must be displayed and can be blocked
- Upon the start of the next round if only one card remains then Eggin is called and that card is flipped, if it's the rotten egg reshuffle the deck and start again, if not player holding the rotten egg loses 2 points, 1st to loose all 10 of their points is the looser.
  - Action 1 – Draw Card
  - Action 2 – Play Action Card
  - Action 3 – Use Block Card
- On re-shuffle The player that lays down the card gets another turn.
- Winning is determined by ensuring your opponent has the rotten egg by round end.
- NOTE: Players cannot take the whole column of cards, if it has already been broken

Actions

- Action 1 – Aside from the initial start of a game, players choose if they want to draw more cards from one of the 3 initial columns, taking note they are unable to jump empty space to collect more cards upon said Colum.
- Action 2 – Deciding out of the cards in their hands which one they will put into play to carry out their plan of winning
- Action 3 – You can choose to block an action the opponent has put into play in order to change the course of the game, or set up for a winning round.

Transitions

- Both players draw cards
- Once both players have discarded 1 card or pass turn is declared.
- Block Card does not cost an action to use.
- Skip turn causes the opponent to pass his turn giving the player an additional turn.
- 1 card remains from the draw pile and Eggin is called and a player is holding the rotten egg

Items

- 31x Action Cards
    - 4 x Reshuffle Deck
    - 4 x Swap Cards with opponent
    - 4 x reveal opponents hand
    - 4 x Block
    - 4 x turn skip
    - 4x Barrier Cards
    - 2x Force player to draw
    - 2 x -1 point card (loose points)
    - 2 x +1 point card (Gain points)
    - 1 x Rotten Egg

Setup

- Create a row of 5 cards facing down
- Create a second row of 4 cards
- Create a 3rd row with the 3 cards
- Create a 4th row with 2 cards
- Create a 5th row with the final card
- Repeat steps above to create another 5 rows next to the previously created rows
- Determine who consumed chicken last, that player draws first.
- The opponent draws
- Round 1 begins

Identify Meaningful Choices

Meaningful Choices

Determining location and amount of cards to draw
- This choice starts the game and sets the pace of the round. It determines how many options you initially have and potentially putting the rotten egg into play.
- This choice occurs at the start of every game, and optionally throughout the remainder of the game.

Deciding To Discard or Not To Discard.
- It's the flow of the game itself and has the ability to effect the opponent or the game as a whole. Even deciding not to draw is a tactical choice that could play a positive or negative rule.
- The actions happen at the end of each players turn

Skipping Your Turn
- This choice gives you the option to not increase your risk of receiving the rotten egg. This choice technically gives your opponent another turn, if >2 cards remain on the draw field.

- Optional during every players turn each round after the initial draw and start of the game.

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

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

  Drawing from the draw field determines the length of that game/round yet is also the only way to get the rotten egg into play. The other two give players more options to strategize, or not potentially hinder themselves. Without these choices there wouldn't be any actions going on in the game, these are the driving factors of Eggin.

Single Player Playtest #1 Photo
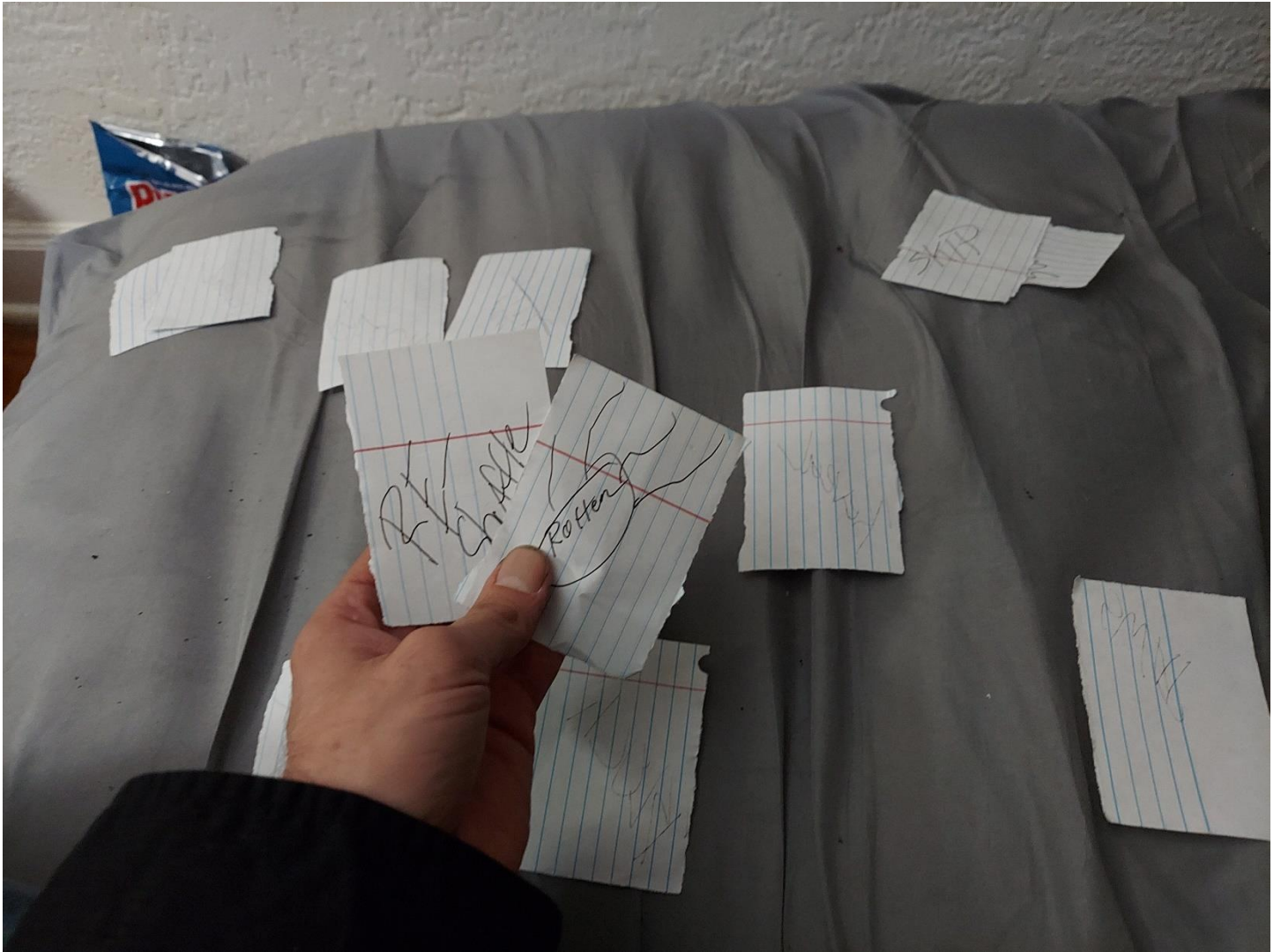
Single Player Playtest #1 Questionnaire

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

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

Eggin is a 1 v 1 simple strategy game where players take turns choosing from columns of cards. Deciding to play the cards in their hand or wait for a more opportune moment as each card lists an action for the player to carry out while avoiding being left with the rotten egg or last card on the table.

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

Game could be shorter then allowed so I implemented the rule if the rotten egg is on the table by Eggin time, the game restarts and a best 2 out of 3 rounds completes a game.

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

Nope, initially Eggin changed 3 times upon it's conception, I've had to incorporate pieces of two of the initial ideas to create one. I'm feeling pretty hopeful about it, I like the drawing concept of the game.

Block and skip – were used most frequently
Reshuffle tended to be used the least.

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

Yes, as you look over the cards in your hand and formulate your next mor each action feels meaningful.

Block and Skip actions gives a sense of protection
Reveal hand – essential in ensuring the rotten egg is in play if you haven't seen it.
Swap Card – essential for getting rid of the rotten egg.
Reshuffle – Is neutral as it restarts the game
Rotten Egg – No one wants it.

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

It's an extremely quick and efficient set-up taking less than a minute. Considering there are at present simply 12 cards, improving them from my paper set-up would be great, I've dabbed into

TTSim for the sake of time I will probably just improve the cards. As the original paper version was too flimsy

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Single Player Playtest #2 Photo
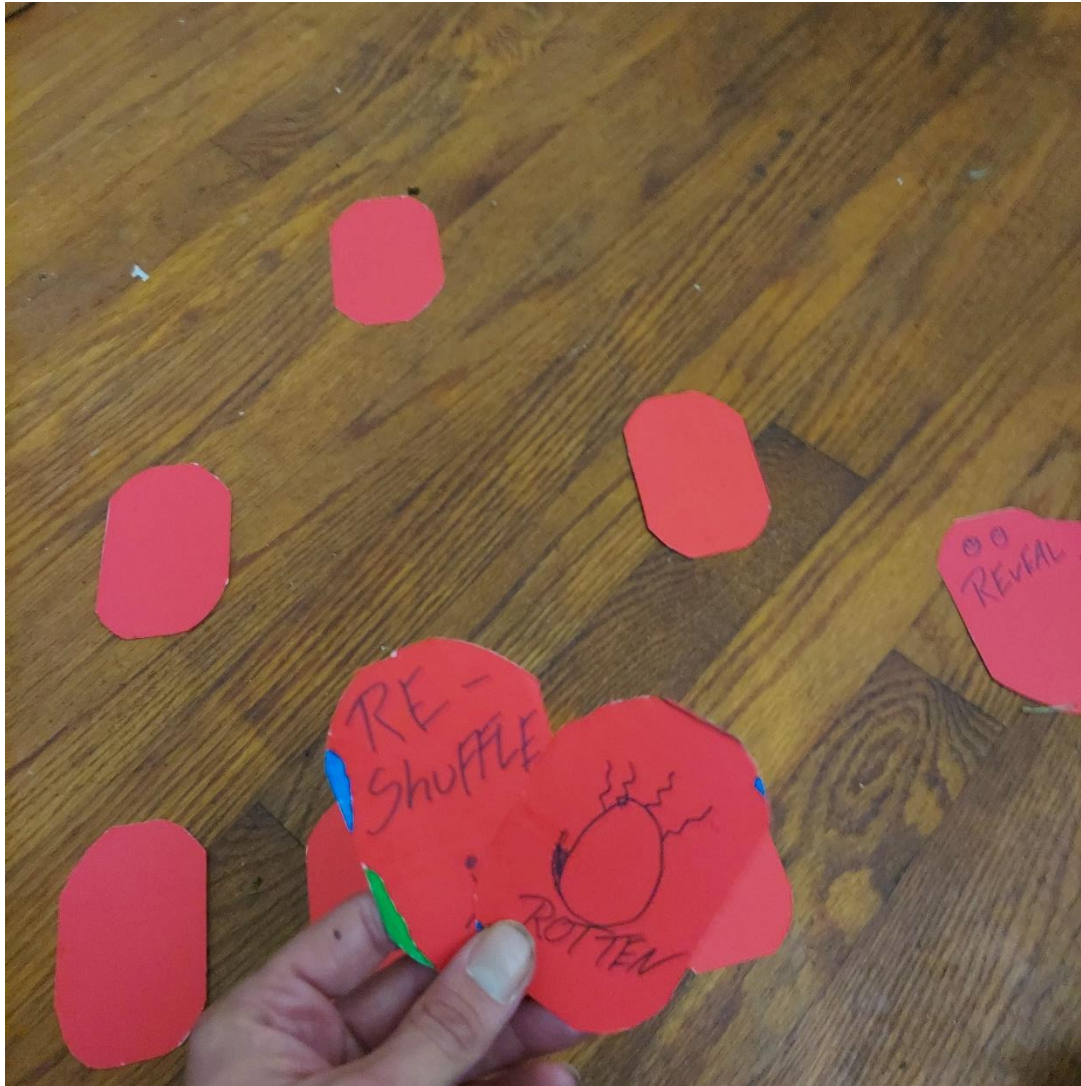
Single Player Playtest #2 Questionnaire

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

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

Drawing a single card throughout the entirety of the game causes the game to become extremely boring and repetitive. The basic card actions become repetitive and the skill I tried to implement isn't experienced. Increased minimum cards in your hand to 2 or more. Another issue is the game stalls if both players continuously skip their turn.

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

My new thoughts are that Eggin needs a lor more work. It has potential but gets boring faster than I would like. The changes I made drastically improved the game and made it more enjoyable, it didn't stall and drag as much as it did the first few times. I believe I may have to add more action cards in order to make a more exciting game.

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

The experience diminished as I found a game breaking flaw and still haven't figured out how to alleviate it. I am going to switch up or increase the action card count in some fashion in order to reach my goal. I'll start by adding 3 more cards and 2 more columns.

4. Which actions did you use the most, which did you use the least? Were some not used at all? How can you balance out your actions to create multiple, interesting paths to victory?

Drawing a single card every time. It's a limited strategy but effects the game tremendously and the rules implemented continue the game but does not improve the boring feeling. Forcing the player to maintain 2 or more cards in their hand brings more interest, I was thinking of adding a second rotten egg but the dilemma of bother players having it by game end is an issue.
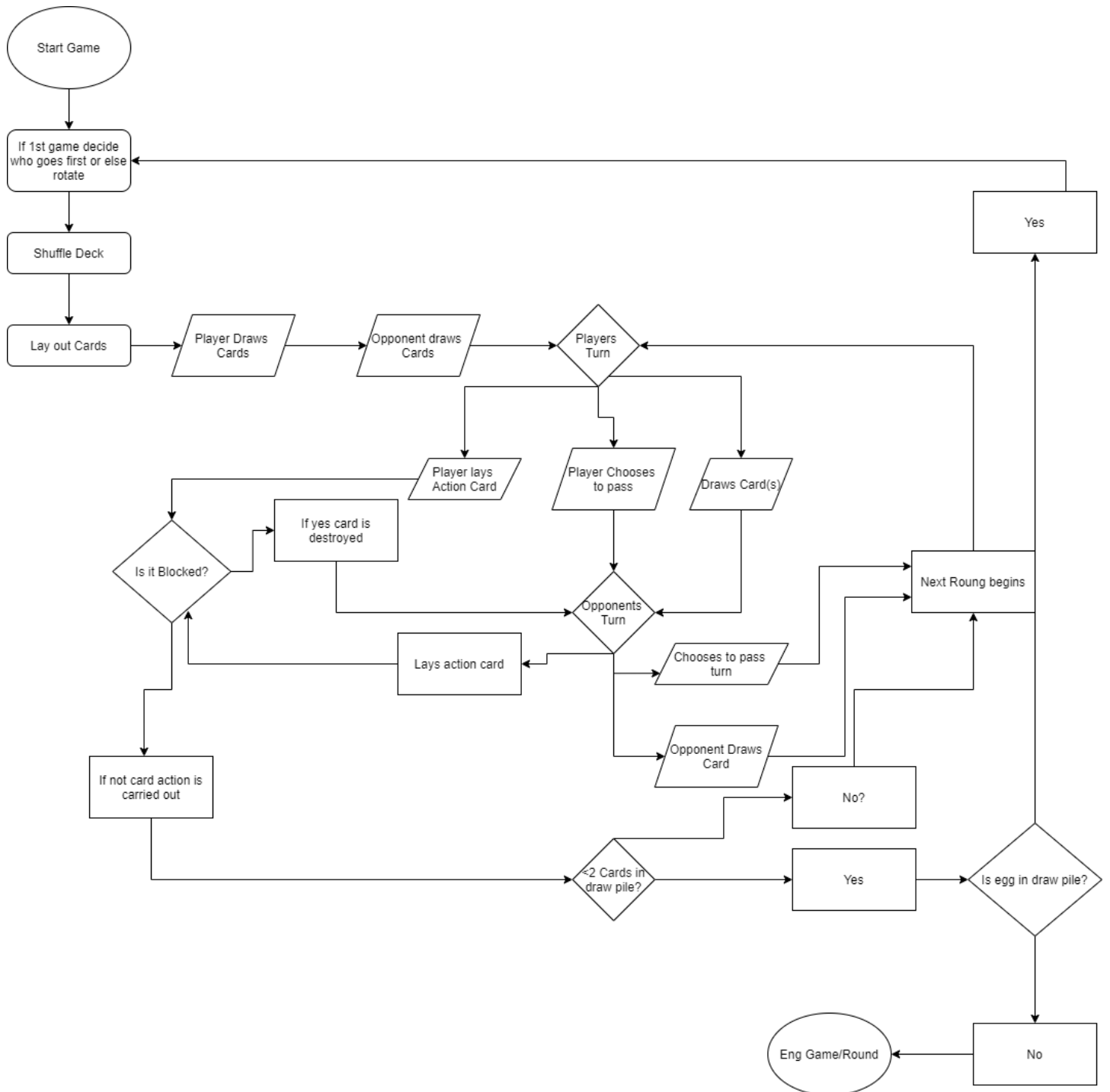
5. Describe the decisions you made throughout a few example turns in your game. Point out each major decision, and quickly describe how that decision was meaningful.

I wanted to see the impacts of single card draws against my set rules, using it with later draws of more cards proved effective. Yet the dullness that single card draws provide was still present. I Also decided to hold the rotten egg until the last moment to swap with my opponent as I knew the block cards had been played.

Flowchart

Start Game

If 1st game decide who goes first or else rotate

Shuffle Deck

Lay out Cards

Player Draws Cards

Opponent draws Cards

Players Turn

Yes

Player lays Action Card

Player Chooses to pass

Draws Card(s)

Is it Blocked?

If yes card is destroyed

Opponents Turn

Next Roung begins

Lays action card

Chooses to pass turn

If not card action is carried out

Opponent Draws Card

No?

<2 Cards in draw pile?

Yes

Is egg in draw pile?

Eng Game/Round

No

Group Playtest Photo #1

Group Playtest #1 Questionnaire

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

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

Unique Card Drafting, Action cards, the ability to skip your turn, as well as block your opponents actions if you posses a block card. Holding on to the rotten egg and developing a way to stick it to your opponent at end game is a dominant strategy, incorporating a health system will cause the player to not want to hold on to the egg as I intended with my design

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

The card drafting took a little to long to explain its importance, being able to visually demonstrate it was invaluable, as well as actually being questioned on it from each of it's steps. I did immediately discover I hadn't fully clarified how the block card worked within the game, (after determining it shouldn't require an action to use it) the rule was implemented.

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

I think my design has potential, it is rather unique. Players had plenty of feedback to share, from having a player suffer damage every round they hold the rotten egg, to incorporating more cards and actions. I do plan on changing my design after the first play test. Incorporating a Health and point system to see if that increases the experience and flow of the game.

Group Playtest Photo #2

Group Playtest #2 Questionnaire

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

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

Players had to quickly remove the egg from their hand as the reveal card was the first card played, instantly testing the health system increasing the flow and entertainment of the game. Initially health began dropping each round the player held the rotten egg it did make for an exciting round but felt more of a limitation. I'll incorporate a point reduction each time the rotten egg is revealed as well as a deduction at the end of the round.

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

After gaining a better understanding and incorporating a new (health) system the game became more understandable and end goal was more defined. Players were receiving more feedback each turn in comparison to the previous version of the game. I did receive questions on how exactly points would be deducted and had to clarify after the first game. I could potentially clarify the rules by focusing less on the column structure of the card drafting process or allow for different layouts.

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

These were very good changes, in comparison to the first play test players seemed to actually enjoy playing the game with the new health system implemented. I find this to be a small tweak that effects a larger mechanic and I plan to maybe incorporate ways of gaining health to possibly extend each round and the overall game play. I feel I could be close to a final design I intend to add more cards and preferably more action cards to see how that effects the game play.
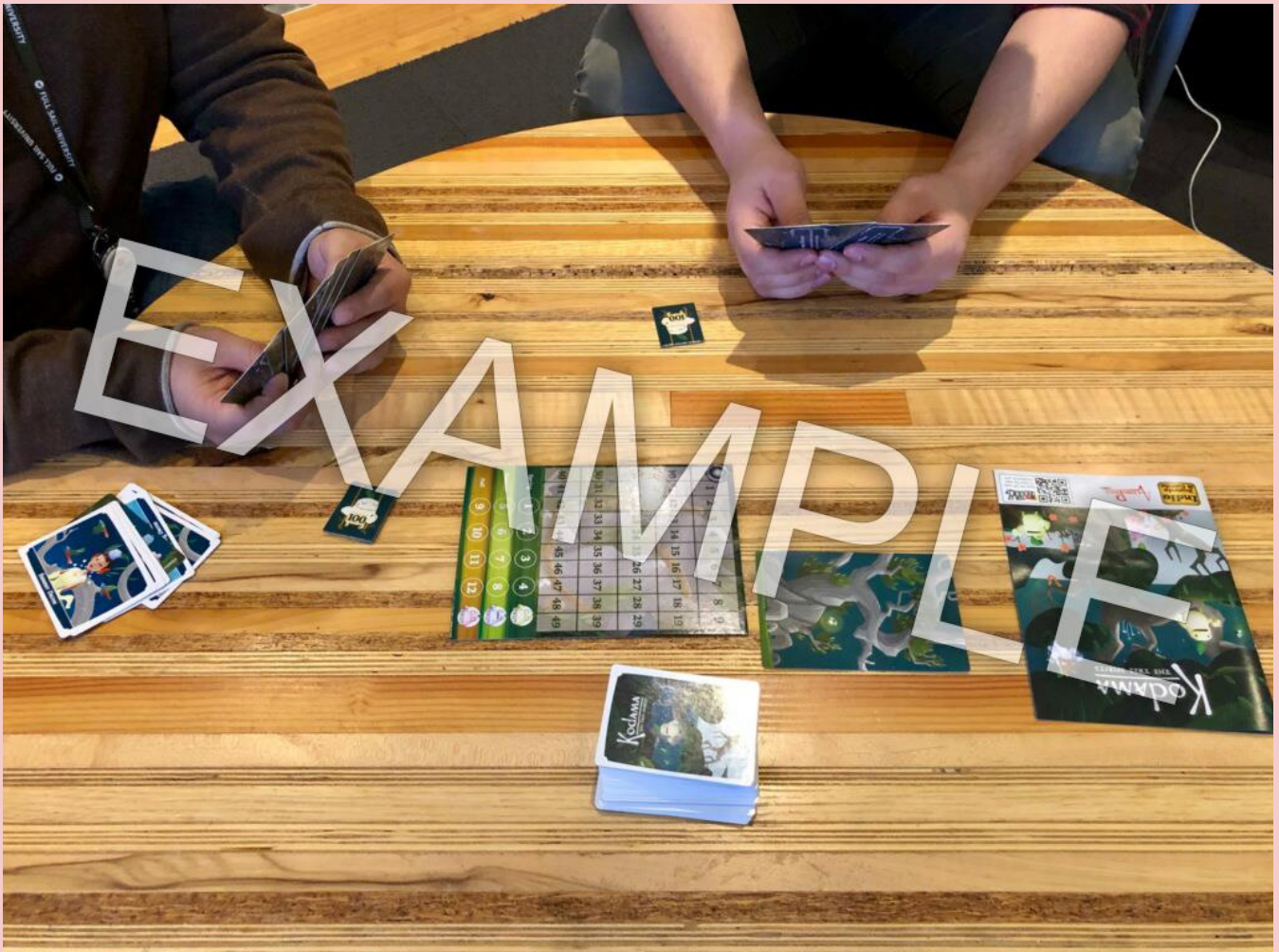
Group Playtest Photo #3

Group Playtest #3 Questionnaire

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

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

The gameplay was faster as an understanding for the game was achieved. It is interesting enough for multiple playthroughs but the meaningful choices didn't increase from the previous playtest. Though I do believe lack of total cards is contributing to that and have now incorporated more cards and actions to increase the meaningful choices. Though I am still focused on the card drafting aspect of the game.

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

Only partly because the importance I was trying to instil into the card drafting was lost the first time I explained how to play. After that the rest of the rules and cards were revealed the concept of the game was better understood. Listing out the cards and what their actions are could help clarify the game as a whole, or writing out a quick round detailing the options a

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

The game initially was similar to a TCG game where you collected eggs to power your chicken (attack character) Yet I noticed quite a few students were going that route so it evolved into a quick paced card drafting game. The Critiques are the best, having a fresh set of ideas thrown around to stew over, just receiving input from outside sources is crucial for the development.

Week 4 - Assignment 4
Rulebook, Quick Reference, Observed Playtest and Final Reflection

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Rulebook

Thematic Backstory

You are one of two workers clearing out 2 mysteriously small pyramids, as work begins your opponent disturbed a rather strange bird looking statue. Enraging Eggin, the chicken god. In doing so Eggin threw down a stinky curse within your path and to ensure your survival you must give the curse to your opponent, as Eggin demands someone takes his curse.

List of Game Components

Components : 31 Cards
- *4 Block Cards (Block your opponent from using an action)*
- *4 Skip Cards (Card skips your opponent giving you an additional turn)*
- *4 Reveal Cards (Card forces your opponent to reveal his hand, deducting points if opponent is holding the egg)*
- *2 Reshuffle cards (Card resets the round forcing all cards to be returned to the field after being shuffled)*
- *4 Barrier Cards (Protects the player from an opponents action must be displayed face up)*
- *2 Force Draw Cards (Card forces the opponent to draw from the draw field)*
- *1 Positive Cards (Gives poits to the holder upon reveal card and endgame)*
- *1 Negative cards (Subtract points from the holder upon reveal card and endgame)*
- *1 Rotten Egg (Causes the player to loose points and loose the round if held by end game)*

Game Setup

Cards are shuffled and laid face down in rows. 5 cards for the first row, 4 chards for the second, 3 chards for the third row two cards for the forth row and 1 card to make a 5th row. Repeat order above to create an additional 5 rows from the remainder of the cards placing the final card in between the two Pyramid of rows created earlier. Decide who ate chicken last or flip a coin to decide who goes first. 1st phase is a draw phase where players decide how many and from where they will draw their cards, maintaining at least 2 cards in their hands. After both players have drawn cards the battle phase begins and each player decides between drawing cards, laying action cards, or skipping their turn, In a rotational order.

Objective

Ensure you do not hold the rotten egg by the time only one card is left to be drawn from the table so that you are not left with the rotten egg.

Turn Overview

1. *Players draw minimum of 2 Cards from the draw pile, keep them hidden.*
2. *Choose to draw addition cards into your hand*
3. *Select one of your cards from your hand and play it.*
4. *If no Block card than action on said card is carried out.*

Details Regarding Various Game Mechanics

o Drafting the cards are the fuel of the game and determines the overall game length. Paying attention to how many cards are left to be drafted gives players the ability to induct probability into their decision making.
o Block Cards and Skip Cards give players a second turn by cancelling the opponents ability to lay an action card.

Ending the Game

Ensure your opponent is left with the rotten egg and negative cards to deduct from their health pool, first player to have all 10 points of health depleted is the loser.

Examples of Play

Players draw a minimum of 2 cards into their hand, Player 1 decides to have more options and decides to draw more cards from the draw pile. Player 2 decides to do the same yet has drawn the rotten egg. Player 1 decides to play a reveal card. Player 2 has no block card and thus must reveal his hand, revealing he has the rotten egg and has 2 points deducted from him.

Frequently Asked Questions (FAQ)

In the FAQ, you can list answers to some frequently asked questions from your playtesters. You should first try to write your rules and instructions in a way that answers these questions outright. If there is not a natural place to answer that question and it cannot be solved with a rule change, you may want to include it here.

Q: Is the Barrier card the same as the Block card?
A: Somewhat, they both stop an action from taking place, except a Barrier card requires an action to play while the Block card does not.

Q: When is the final card flipped from the draw field?
A: Once both players have exhausted their next turn.

Documentation Updates (Patch Notes)

Here you will be keeping track of the changes of your Rulebook as it continues to take shape. You should be noting important updates and when they were made. Smaller updates like spelling and grammatical fixes are not necessary to list. Think of this as the Patch Notes to your game, which you keep a running tally of to keep track of your design history. It is important to keep track of the changes you make so that you can reference them for future changes.

For Example:
Version 0.2 - After Observed Playtest #1
Introduced action cards to the 12 card count to give the game more meaning besides simply drafting cards.
Version 0.3 - After Observed Playtest #2
Flaw discovered with players choosing to draw a single card throughout the game, introduced rule requiring players to have at least 2 cards in their hand.
Version 0.4 - After Group Playtest #1
Defined that the block card does not take an action in order to use and that the skip card uses an action point.
Version 0.5 - After Group Playtest#2
Discovered Dominant strategy of holding the egg until endgame, incorporated points to relieve that strategy. The rotten egg now deducts 2 points upon reveal and endgame.

Version 0.6 - After Group Playtest #3
Doubled the total card count to give more possibilities to the game
Version 0.7 - After Group Playtest #4
Incorporated positive and negative point cards to utilize the players heath system more.
Version 0.8 – After Group Playtest #5
Discovered a tendency to where players didn't want to draw cards closer to end game, incorporated a force opponent to draw cards

Quick Reference (Cheat Sheet)

How to win: Ensure your opponent is left with the rotten egg causing them to looses all their health.

Start: Both players draw a minimum of 2 cards from any of the rows available
After drawing the player determined to go first will either choose to draw more cards, lay down an action card or end their turn. Next is the opponents turn and has the same options as player 1. Note having more cards in your hand gives you potentially more options but potentially putting the rotten egg into play as well. Using Barrier cards early gives the player a sense of peace and should be utilized asap.

Observed Playtest Photo #1

How long did this playtest last in minutes?

___8_ Minutes

Observed Playtest #1 Questionnaire

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

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

Players understood the rules just not exactly how they were implemented each turn. Showing the flowchart allowed for better understanding of each players turn and how the game mechanics operate. The cheat sheet showing what each card does was extremely helpful in understanding the game.

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

Most enjoyed the progress of the game, most of all when they are able to deduct points from the player or had the ability to give the egg to their enemy. There was hesitation around the end of the round to where players didn't want to draft cards anymore as to not draw the egg close to end game. Though through first time playing, players tended to use action cards (such as block) without an action to block.

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

User experience was ok, the understanding of the game was achieved quick enough. Though my explaining of it in the rules were not as easy to understand. The Quick Reference was helpful showing how a round transitions and what each card is capable of (i.e their action)

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

Players are able to choose to draft cards, play an action card and/or block an opponent's action. All meaningful choices are used throughout the round equally, until the end of the round and less cards are being drafted from the draw field.. In order to try and counter that I added in action cards that force the opponent to draw cards.

Observed Playtest Photo #2

How long did this playtest last in minutes?
___5_ Minutes

Observed Playtest #2 Questionnaire

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

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

Yes, I didn't expect to run into my 4 remaining card issue so soon after I had increased the total card count. This time it was more of an avoidance of drawing any of the remaining cards due to the possibility of it being the rotten egg. So I had to incorporate another set of action cards that force the opponent to draw cards.

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

It is fairly quick to grasp once you get past how the cards are laid out (their drafting rows) that seems to be the most daunting task as the drafting was the premise to this game and is a focal point just not as complex as first imagined. The next was some of the actions cards such as barrier were questioned so a detailed explanation of the cards would improve understanding.

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

It was competitive, and faster paced than other playtests as it was intended to be, but did reach a slow point as the drafting pile was left with 4 cards, the players were hesitant to draw more cards but did so to continue the game along. After adding in action cards to force players to draw cards I believe this is the route I want to take.

Observed Playtest Photo #3

How long did this playtest last in minutes?
__10__ Minutes

Observed Playtest #3 Questionnaire

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

1. Can you put this version of your game down in front of a group of people, walk away, and have them fully understand how to play the game? If yes, how did you achieve this. If no, what needs to be done to get there?

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

No, I believe adding pictures to help show how the cards are laid out would make it easier to understand, mixed with the Rules and Quick Reference I believe players would have a far better grasp of the game at this point in time. As it will alleviate possible questions on how to lay out the cards.

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

The players battling each other made it unique, some took a more aggressive approach and others a more defensive approach. It was enjoyable watching the reactions of players as they found themselves in different predicaments and what they utilized to get out of it. To ensure it remains interesting I could expand upon the action cards from simple to more complex/multifaceted actions that require more planning utilize.

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

Most enjoyed it (though sure some felt it was simplistic) What I heard the most was that the game has a lot of potential if it was expanded on and gave suggestions of adding in a type of collection, as in collect 5 cards and then x will happen. A way to add more depth to the game over simply draw and discard.

Final Reflection Questionnaire
(at least **two paragraphs** per question)

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

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

I learned that it's never a perfect idea from the start. It's concept is simply the beginning and is expanded upon throughout the duration of the creation process. I also learned about trying to find as many flaws as possible early on in the development so that fixing them will be easier rather than later in the game where far more mechanics could potentially be effected. Documentation was highly important, it allowed me to keep a list of the components of my game as well as the rules and mechanics. It also allowed me to keep track of the changes I made as well as the reasoning for the changes to be made. Documentation is the precursor for someone to understand how to play your game.

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

I learned that throughout the design process, things change. They have to in order for the game to flow as intended. That it will probable break, have to have something tweaked or some new component introduced and then tested to see if it works at desired. That this circle of adding or tweaking components and testing them is part of the process and is needed to achieve the desired results for the game. I also learned not to get too attached to one component of a design because it could not work and be eliminated from the game. That the iterative design process is used to test how a process will flow before adding in additional functions/actions to be sure said process will work as intended.

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

I learned that it is crucial to game development. Having outside feedback helps to identify problems I couldn't see while designing the game. I am capable of seeing what type of strategy players come up with, if any of them are Dominant strategies and need to be eliminated. Playtesting has given me the ability to see how the actual flow of my game goes while it is being played. I can see where it speeds up, slows down and problems that arise. Players will not always play the game as it was designed, some will try and find new ways to play and others will try and break the game. Which is great, having major problems discovered early by actually having the game played out is extremely beneficial in helping me construct my game, especially when players break it and ive got to incorporate new rules to alleviate found problems.

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

I liked the drafting aspect of my game, how drafting was essentially the life of the round, in addition to the health each player possess. I also like how players try and get rid of the rotten egg, when actions are blocked and don't go as a player expected the excitement in the final moments of the round or end game.

What I don't like is I wasn't able to bring the drafting aspect of my game into full fruition as I intended instead having to give more substance (actions) to the cards being drawn. Also the complexity of the game needs to increase, I spent most of my time creating a flow of action cards and sometimes it feels pretty boring just laying a card down with simple actions in some cases.

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

Simply creating another game will improve the process. As initially the process unfolded in a week by week manner as I learned the process of creating a game. To improve upon that process I can not get overly attached to specific components of the game (Like I did with the drafting aspect in my game) Making it a point to create as clear and concise instructions for the player as possible. I also learned to document EVERYTHING something that seemed trivial at the start ended up being far from trivial (Game Breakers)

The steps I will take next time will be a bigger focus on my flow chart and the possible player actions that a player can have as well as thinking of how I want the flow and endgame experience to be instead of discovering it through the design process.