Tempero Ludum Journal Template

Week 1

Brainstorm Ideas

Mechanical ideas:

1 - Roll die to determine who goes first

2 - Roll the die and move forward amount on die

3 - When 6 is rolled, roll again

4 - if 1 is rolled, move back 1 space

5 - the player must get the exact number to reach the final spot on board

6 - if 6 is rolled two times in a row, then the player who rolled must change locations with another player.

7 - use a path system that players follow to reach the end

8 - if the player lands on opponent's occupied space, both rolls die. lower roll moves back 2 spaces

9 - If the player is at the end, and rolls a higher number, move backward that number

10 - first to reach the end, wins

Player choices:

1 - player can choose the path to take at intersections

2 - player can skip turns, and must roll twice the next turn

3 - player can shout a prediction for the opponent's roll, and if correct; choose to take the opponent's spaces rolled, or make the opponent move back those spaces.

4 - player can choose to double the next roll, if 1 is rolled, move back 2 spaces. if 6 rolled, then move 12 without another roll.

5 - player can choose to double roll, 2 times per game.
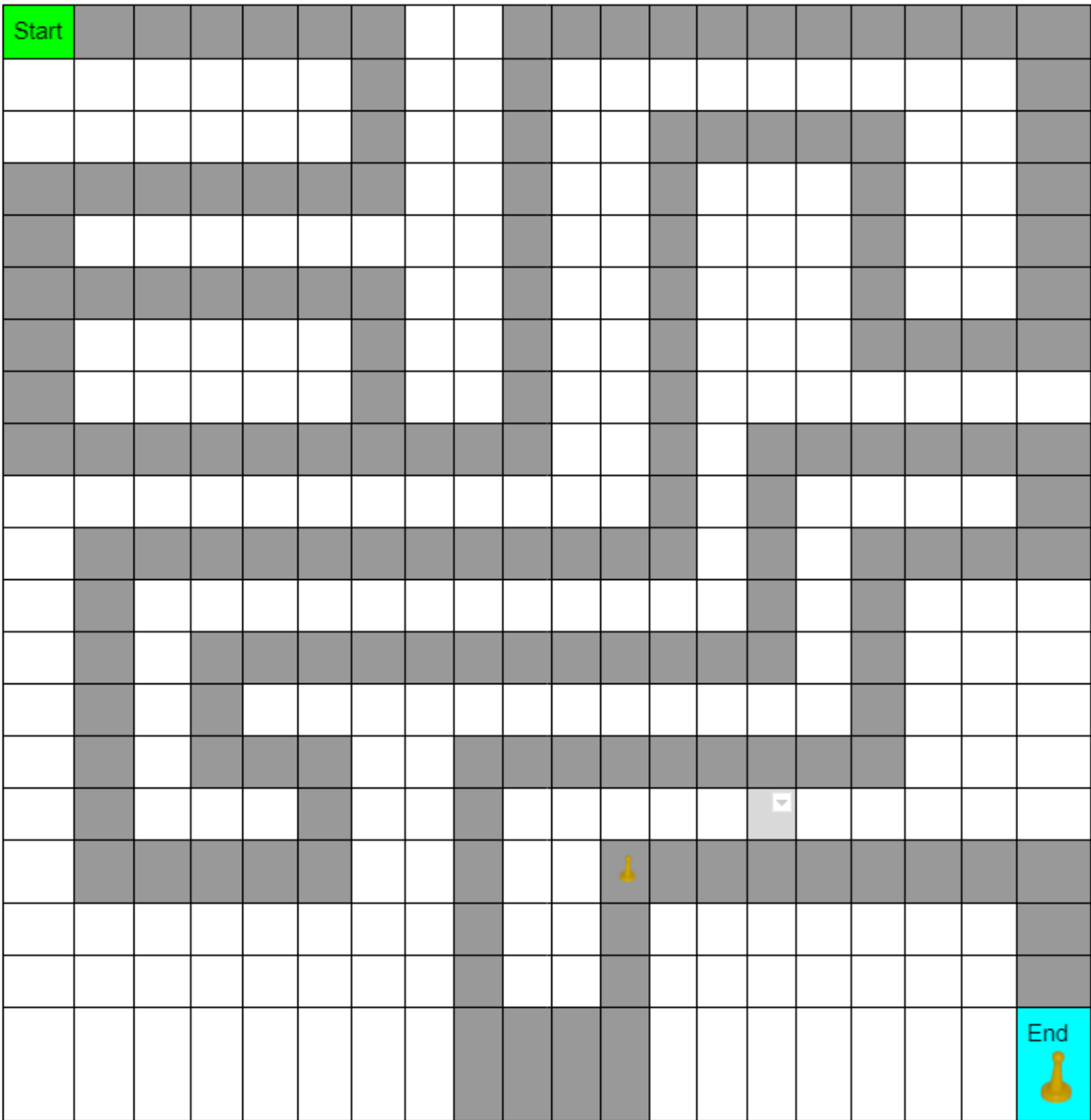
Week 1 Play test

What went well -

I feel the pacing went well. The ability to shout to move forward or cause your opponent to move back is a nice twist and a risk to use it strategically.

W1T1 What needs to change

I feel that the game board could be more diverse, but I was not allowed to put in traps and other things on the board due to restrictions.

I did better than I anticipated due to being able to use Google spreadsheet to make the board and png images of pieces. I was able to move them within the spreadsheet and made it easier to play on my computer.

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.
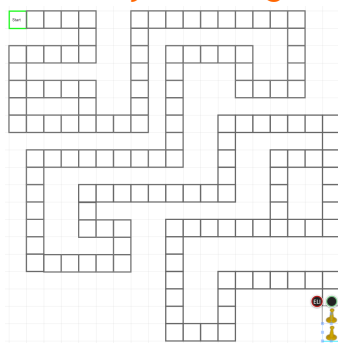
Week 2 Play tests

W2 Test #1 What went well -
The gameplay was quick.

W2 Test #1 What needs to change -
Clean up rule language to clarify double roll.

W2T1 Play Test Image

W2T1 Play test tracker

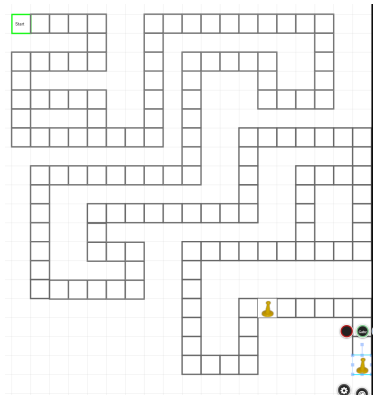| Players	Double 6 rolled	Prediction used (Max 3)	Correct Prediction	Double used (Max 1)	Opponent moved back
Eli	0	3	0	1	1
Gabz	1	1	1	1	0

Continued quick gameplay, improved understanding of rules.

W2 Test #2 What needs to change -
Players seem to enjoy more the second time around.

W2 T2 Play Test Image

W2 T2 Play test tracker

	A	B	C	D	E	F
	Players	**Double 6 rolled**	**Prediction used (Max 3)**	**Correct Prediction**	**Double used (Max 1)**	**Opponent moved back**
	Eli	2	3	2	1	2
	Gabz	0	3	1	1	0

W2 Change List
You are required to address at least one piece of feedback from a peer and make AT LEAST 2 additional major revisions to the game each week. They should be listed below

Improve the rules for how a player moves their piece each turn. I think some of your rules unnecessarily prolong or further complicate the game. The main one of the top of my head being that the player has to move back 2 spaces if they roll the lowest number after a player lands on the same space as the other. As such, I think both players should be allowed to stay on the same space if they land on it within their respective consecutive turns.

- Reduce the number of spaces moved back for the player who rolls lower.
- Remove the move back feature all together if you land on opponents position.

W2 Self Evaluation
I had a few friends play the game and then I joined in versus the winner. The games are fast and I feel proud to have been able to think of something and create it and have people play it. The enjoyment they received was reassuring.

Week 3

Week 3 Play tests

W3 Test #1 What went well -

Continued fun is being had while playing the game. I used my children to test if it was easy for children aged 6-10 could play without any advisement and it did go smooth (after explaining the Shout rule in detail).

W3 Test #1 What needs to change -

I think removing the move back process needs to occur as my kids did not like having to move back the space and it did not enhance the gameplay at all.

W3T1 Play Test Image
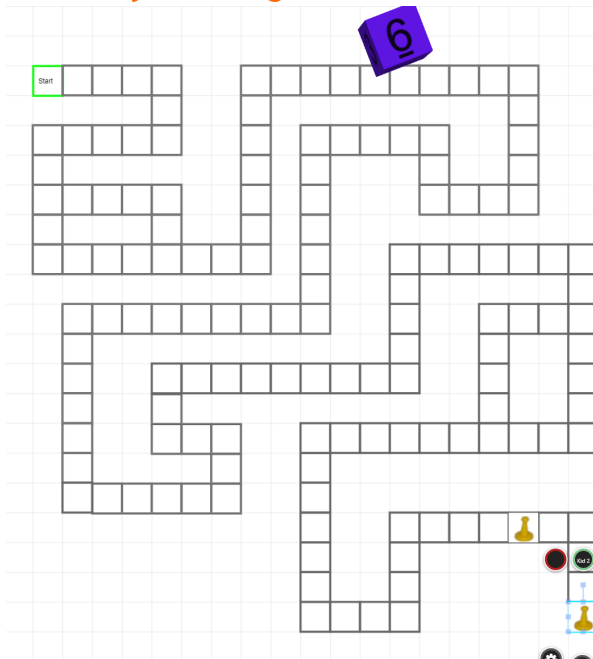
W3T1 Play test tracker

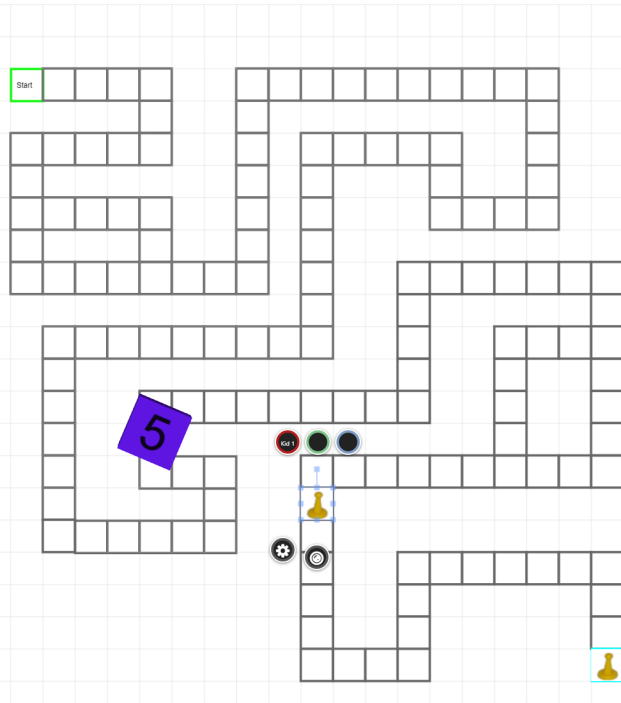|	A	B	C	D	E
	Players	Double 6 rolled	Prediction used (Max 3)	Correct Prediction	Double used (Max 1)
	Kid 1	0	3	0	1
	Kid 2	1	3	0	1

W3T1 Test #2 What went well -

Kids now understand fully how to complete the game and wanted to sit on my computer to continue to play. They had a good time and proved the game has replayability without losing entertainment.

W3T2 Test #2 What needs to change -

I think it's as close to fun and balanced as I could make it with the restrictions given at the beginning of the assignment. I do not plan to change anything further.

W3T2 Play Test Image

W3T2 Play test tracker

	A	B	C	D	E
	Players	Double 6 rolled	Prediction used (Max 3)	Correct Prediction	Double used (Max 1)
	Kid 1	1	3	1	1
	Kid 2	1	3	1	1

W3 Calculate probability

	A	B	C	D	E	F	G
1	1D6	Events	Count	Chance		6	1
2		1	1	16.67%		Double %	16.67%
3		2	1	16.67%			
4		3	1	16.67%			
5		4	1	16.67%			
6		5	1	16.67%			
7		6	1	16.67%		Higher Roll	Reference E11:E17
8		Total	6	100.00%			
9							
10							
11	1D6	Events	Count	Chance	orHigher	orLower	
12		1	1	16.67%	100.00%	16.67%	
13		2	1	16.67%	83.33%	33.33%	
14		3	1	16.67%	66.67%	50.00%	
15		4	1	16.67%	50.00%	66.67%	
16		5	1	16.67%	33.33%	83.33%	
17		6	1	16.67%	16.67%	100.00%	
18		Total	6	100.00%			
19							

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.

- Remove the move back feature all together if you land on opponents position.
- Remove the move back 4 spaces if you roll a one during the DOUBLE feature.

W3 Self Evaluation
I do not see how the game could improve anymore. The main feedback every week was to reduce or remove the move back feature. Now that it is removed I do not know where the game will go from here as I do not want to lose anymore features that cause the game to be fun and entertaining. I think the game is a great foundation and I'd like to continue working on it even after this class is over.

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
Remember, getting play testers is required and is your responsibility. Ideally you will have testers from the class discussion and testers you find personally. Two tests are required at minimum, but many more tests are recommended. Delete this paragraph before submission.

Final Play Test
The testers were in line with what I expected and they thought it was fun. After removing any move back feature by rolling the dice it changed the pacing and got better results. I also, added designated areas on the map where you have to change positions with the opponent because I

like the chaos it caused. By thinking you can win by rolling the highest number only was too simple for what I wanted.

Play Test Image
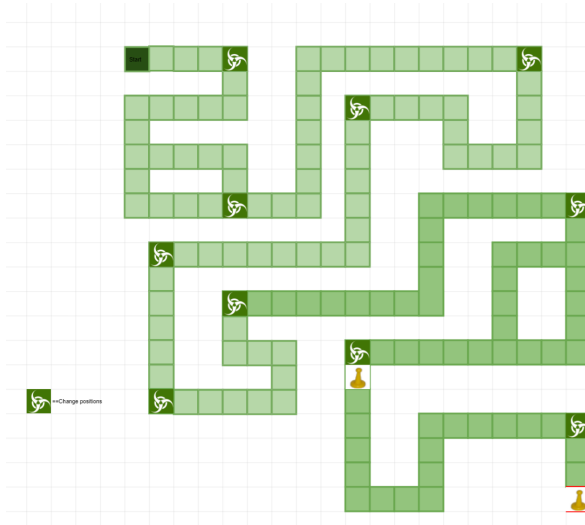
Experiments

Perform at least 3 experiments with your game. Change something about the game to make it play radically different. This could be a mechanic, the board, or anything else. Perform a playtest with the experiments in place and take notes. Then write up what the changes did to the game and whether the experiment has led you to revise the game.

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.

- Changed the board to include random spots that make players change positions if one lands on it. This just added more luck and randomness so there is rarely a repeat winner.
- Add cards that can be drawn (move random spaces, next turn roll dice twice, move to the next intersection, etc.) This throws the game into a random chaos that cannot be predicted and made for some funny moments towards the end of the game.
- Make the roll be divided by 2, so if a 6 is rolled it equals 3. Makes the game last longer and the smaller moves feel important with the updated map and changing the positions with the other player.

Final Thoughts

I was stressed at the beginning of this project because it felt overwhelming with working 40 hours a week, having kids, and life in general. But, by week 3 I found my pacing and found this to be one of the most enjoyable assignments I've had to date.I feel that I could have been more creative in my game, but with the limitations provided I did not want to over complicate the assignment and cause myself more stress. I went for the safe play and after playing other

student's games it made me doubt myself some because I feel they were more creative because I was more worried about my stress level. Overall, I think I made the right choice at this stage in my life. I will use what I've learned in this class to push myself further than before.

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

My suggestion: Play, Test, Repeat