

Tempero Ludum Journal

My game is called **Adventurer's Guard**. The inspiration from it came from chess and Runescape.

Week 1

Brainstorm Ideas

Mechanical Ideas

1. Roll dice to determine what pawn to move
2. Roll dice to determine attack power
3. Lose a turn
4. Swapping pawn positions
5. Track health, damage dealt, and damage received
6. Score and track points
7. Reclaim lost pawn pieces by reaching the other side of the board
8. Increase maximum movement range by reaching the other side of the board
9. Increase damage output by reaching the other side of the board
10. Rolling dice to determine if the attack succeeds or not

Player Choices

1. Players may choose where to move pawn pieces
2. Players may choose not to attack
3. Players may choose to move multiple squares or just one
4. Players may choose to get a pawn to the enemy side to reclaim a captured piece
5. Players may choose to get a pawn to the enemy side to increase the movement range of that piece
6. Players may choose to get a pawn to the enemy side to increase the damage dealt for that piece
7. Players may choose to swap positions with a pawn if conditions are met
8. Players may choose to defend themselves instead of attacking their enemy

Week 1 Play test

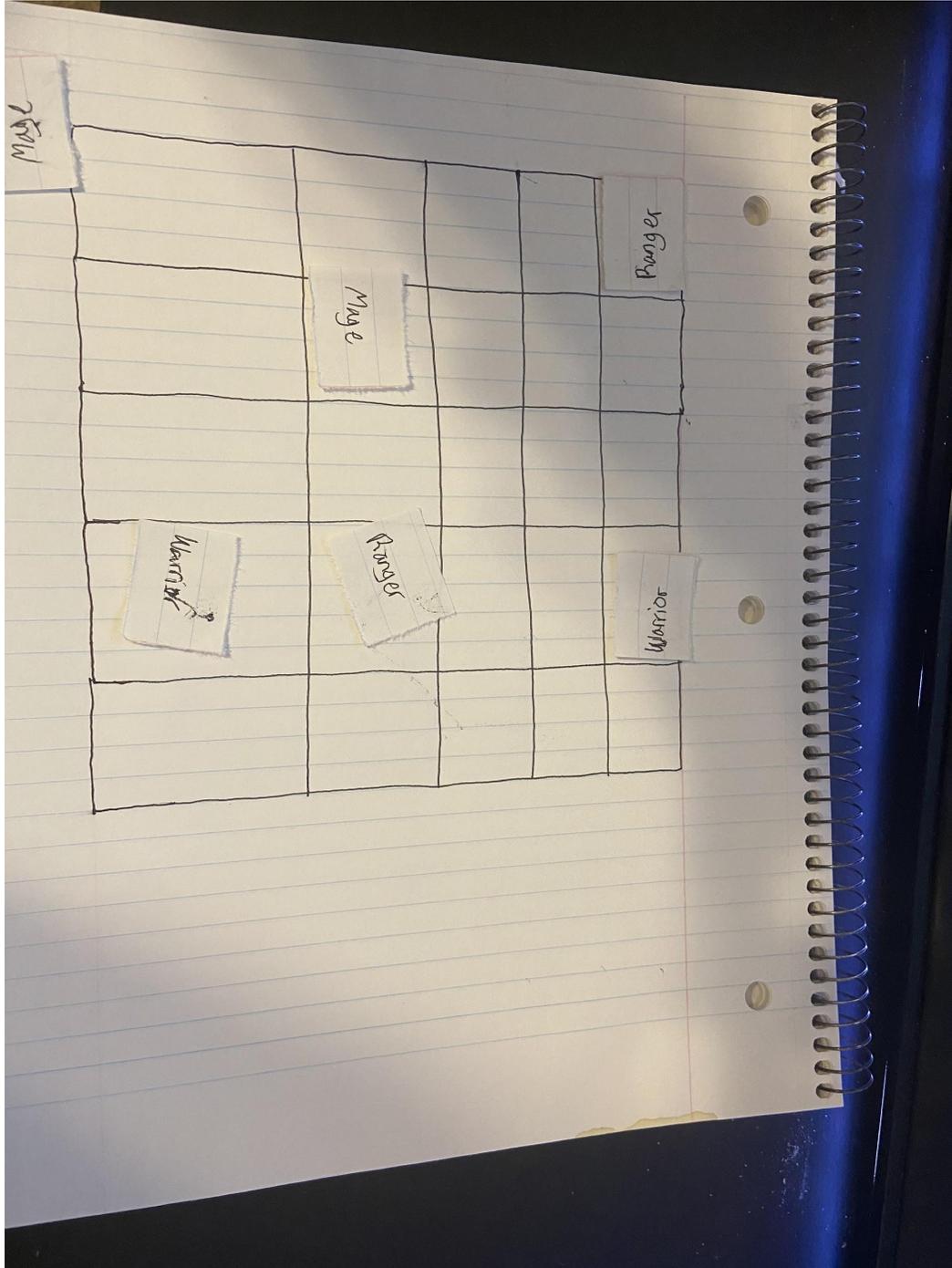
What went well -

Something that went well with the game was the randomization of what pawn to move. There was a scenario where my ranger was stuck on a tile in the path of an enemy mage. I was unable to roll a 3 or 4 to move it out of the way. My opponent was able to roll a 1 or 2 and captured my ranger. The same type of scenario got reversed and was in my favor for the next playtest.

W1T1 What needs to change

Right off the bat, I noticed that I need to change the size of the game board. It's too small for the type of movements the pawns have. I didn't seem to run into any issues mechanically in my first couple of playtests. The games lasted anywhere between 10 to 30 minutes, which was great.

W1T1 Play Test Image



Week 2

Perform playtests

Week 2 Play tests

W2 Test #1 What went well -

Increasing the movement range for pawns was something that went well. During the tests I the warriors are the ones that benefit the most from this. It makes it hard for them to attack or run away. However, if you increase the range of them, it makes the warrior a much stronger class. Since you are unable to attack the warrior until all other pawns are dead, the warrior can run around the board attacking and capturing all the other pawns.

W2 Test #1 What needs to change -

During playtesting I noticed that the movement of the pawns was too easy to predict, making it less strategizing. I made the change to make it so that mages are unable to attack backward. In fact, they can't move backward ever. Once they reach the other side of the board, then they can start moving in the opposite direction they were going. However, they still are unable to move backward.

W2T1 Play Test Image

The image shows a screenshot of a board game playtest interface. On the left, there is a sidebar with rules and a character selection area. The main area is a 9x9 grid with various pieces (Ranger, Mage, Warrior) placed on it. On the right, there is a chat log showing dice rolls and player names.

Setup Rules
On a 9x9 board, each player is on the opposite side of the other. Player's will put their warrior on the center tile closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages.

Gameplay Rules

- The last person to eat goes first.
- Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3-4: Ranger
 - 5-6: Warrior
- If you roll a number for a pawn you have lost, you lose your turn.
- If you are unable to move your pawn due to it being blocked, you lose your turn.
- Moving:
 - Mages: Forward, left, or right up to 2 spaces. Cannot move backward unless attacking or has reached the other side.
 - Rangers: Diagonal up to 3 spaces, forward or backward.
 - Warriors: 1 space any direction
- Attacking:
 - You are unable to attack the first turn of the game.
 - You must capture all other pieces before being able to attack the warrior.
 - Mages: Can attack as long as an enemy is in line of sight of the mage.
 - Rangers: Can attack as long as an enemy is in line of sight of the ranger.
 - Warriors: Can attack as long as an enemy is in an adjacent square.
- If the player's pawn reaches the opponent's side of the board, increase the movement range by 1.

End Condition Rules
Ends when the player's pawns are captured.

Character selection: Witty (Warrior), Nicholas Jackson (Mage)

Chat Log:

- Nicholas Jackson: rolling d6 (4) = 4
- Witty (GM): rolling d6 (5) = 5
- Nicholas Jackson: rolling d6 (3) = 3
- Witty (GM): rolling d6 (3) = 3
- Nicholas Jackson: rolling d6 (2) = 2
- Witty (GM): rolling d6 (5) = 5

W2T1 Play test tracker

Adventurer's Guard Tracking

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Player	Roll	Capture?	Misc Turn?	Increase Range?	Capture #	Misc #	Increase Range #
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Nicholas Jackson	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Nicholas Jackson	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	6	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0

Game

Adventurer's Guard Tracking

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Tracker	Player #1	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Player #2	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Total Turns	Average Roll	1's	2's	3's	4's	5's	6's	Total Captures
Jacob Dodd	Jacob Dodd	Win	41	3.960243902	10	7	4	5	7	6	6	9	2	Nicholas Jackson	Lost	41	3.602926829	2	9	9	4	9	4	11	1	82	3.536565366	12	16	13	14	11	15	15	
Tracker	Jacob Dodd																																		
Player 1	Jacob Dodd																																		
Player 2	Nicholas Jackson																																		

Game

W2 Test #2 What went well -

After changing the way the mages moved, the game felt a lot smoother and required more strategy on how to move the mages.

W2 Test #2 What needs to change -

I still noticed that moves were predictable. So I changed the rules to now state that the pawns do not have to stay in a straight line to move. For example, the ranger is only able to move diagonally up to 3 spaces. A valid move it could make would be left up, right up, right down.

W2 T2 Play Test Image

Capture all of the opponent's pawns.

Setup Rules

On a 9x9 board, each player is on the opposite side of the other. Player's will put their warrior on the center tile closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages.

Gameplay Rules

- The last person to eat goes first.
- Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3-4: Ranger
 - 5-6: Warrior
- If you roll a number for a pawn you have lost, you lose your turn.
- If you are unable to move your pawn due to it being blocked, you lose your turn.
- Moving:
 - Mages: Forward, left, or right up to 2 spaces. Cannot move backward unless attacking or has reached the other side.
 - Rangers: Diagonal up to 3 spaces, forward or backward.
 - Warriors: 1 space any direction
- Attacking:
 - You are unable to attack the first turn of the game.
 - You must capture all other pieces before being able to attack the warrior.
 - Mages: Can attack as long as an enemy is in line of sight of the mage.
 - Rangers: Can attack as long as an enemy is in line of sight of the ranger.
 - Warriors: Can attack as long as an enemy is in an adjacent square.
- If the player's pawn reaches the opponent's side of the board, increase the movement range by 1.

First Condition Rules

ends with player's pawns are captured.

Witty
Nicholas Jackson

RollDice

Witty (GM): rolling d6
(6)
= 6

Nicholas Jackson: rolling d6
(4)
= 4

Witty (GM): rolling d6
(6)
= 6

Nicholas Jackson: rolling d6
(5)
= 5

Witty (GM): rolling d6
(1)
= 1

Nicholas Jackson: rolling d6
(5)
= 5

As: Witty (GM) Send

The rule changes were discussed in voice chat with each other. So the image for it was not replaced.

W2 T2 Play test tracker

Adventurer's Guard Tracking

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Player	Roll	Capture?	Misc Turn?	Increase Range?	Capture #	Misc #	Increase Range #
Nicholas Jackson	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	4	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Nicholas Jackson	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	3	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Jacob Dodd	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0
Nicholas Jackson	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0
Nicholas Jackson	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0
Jacob Dodd		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0

Ref Game Explore

Adventurer's Guard Tracking

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100% 0.00 123- Default (Ar...) 10 B J A

Tracker	Player #1	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Player #2	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Total Turns	Average Roll	1's	2's	3's	4's	5's	6's	Total Captures
Jacob Dodd	Jacob Dodd	Lost	16	3.25	4	0	5	4	1	2	1	5	0	Nicholas Jackson	Win	17	3.764705882	3	3	0	2	7	2	5	0	0	33	3.507352941	7	3	5	6	9	4	
Tracker	Jacob Dodd																																		
Player 1	Jacob Dodd																																		
Player 2	Nicholas Jackson																																		

Ref Game

W2 Change List

You are required to make AT LEAST 3 major revisions to the game each week. They should be listed below

- Changing movements to be non-linear. (Does not need to be a straight line)
- Changing mage movements to never be able to go backward from the direction they are going.
- Clarified rules more to let players know how they can attack.

Week 3

Week 3 Play tests

W3 Test #1 What went well -

The changes I've been making have resulted in great feedback and I think the direction of the game is going not only where I want it, but also where the players want it. Based on feedback I just need to clarify rules better and change a dominant strategy with missing turns.

W3 Test #1 What needs to change -

As mentioned above, I need to change the dominant strategy when you miss a turn because your pawn is captured. During this week I changed the rules a little bit to make it so that instead of just losing your turn, you have the option to move your enemy's pawn. You can still lose a turn if both your pawn and the enemy pawn are captured however.

W3T1 Play Test Image

The image shows a screenshot of a game interface. On the left, there is a sidebar with the following sections:

- Goal of the Game**: Capture all of the opponent's pawns.
- Setup Rules**: On a 9x9 board, each player is on the opposite side of the other. Player's will put their warrior on the center file closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages.
- Gameplay Rules**:
 - The last person to eat goes first.
 - Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3-4: Ranger
 - 5-6: Warrior
 - If you roll a number for a pawn you have lost, you can move the enemy pawn of the same type. The move must be a valid move.
 - If the enemy's pawn is also missing, you lose your turn.
 - If you are unable to move your pawn due to it being blocked, you lose your turn.
 - Moving**:
 - Movement does not need to be in a straight path.
 - Mages**: Forward, left, or right up to 2 spaces. If the mage reaches the enemy side, the mage switches directions. It is unable to move backward from its current direction.
 - Rangers**: Diagonal up to 3 spaces, forward or backward.
 - Warriors**: 1 space in any direction.
 - Attacking**:
 - You are unable to attack the first turn of the game.
 - You must capture all other pieces before being able to attack the warrior.
 - You can only attack in the direction your pawn can move.
 - To attack, the enemy pawn must be within a valid move for your pawn. In order to capture you must land on the enemy's tile.
 - If the player's pawn reaches the opponent's side of the board, increase the movement range by 1.

At the bottom left, there are two player avatars: Witty and Bryce R. Below them are four dice: two blue Mage dice, one green Ranger die, and one red Warrior die.

The main area is a 9x9 board with a gray and white checkerboard pattern. On the board, there are several pieces:

- A red Warrior piece on the center file (file 5), row 7.
- A blue Mage piece on the left side (file 1), row 7.
- A green Ranger piece on the center file (file 5), row 5.
- A red Warrior piece on the center file (file 5), row 4.
- A blue Mage piece on the right side (file 9), row 4.

On the right side, there is a chat log showing the following messages:

- Witty (GM): rolling d6
 - (1)
 - = 1
- Bryce R.: rolling d6
 - (6)
 - = 6
- Witty (GM): rolling d6
 - (4)
 - = 4
- Bryce R.: rolling d6
 - (2)
 - = 2
- Witty (GM): rolling d6
 - (2)
 - = 2
- Bryce R.: rolling d6
 - (2)
 - = 2

W3T1 Play test tracker

Adventurer's Guard Tracking

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Player	Capture?	Miss Turn?	Increased Range?	Moved Enemy?	Capture #	Miss #	Increased Range #	Moved Enemy #
Jacob	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0	0
Bryce	2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	1
Bryce	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	0	0	0	1
Bryce	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	4	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	1	0	0
Bryce	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Jacob	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0
Bryce	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	0	0	0

Adventurer's Guard Tracking

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Tracker	Player #1	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Moved Enemy	Player #2	Winner	Turns	Average Roll	1's	2's	3's	4's	5's	6's	Captures	Lost Turns	Increase Range	Moved Enemy	Total Turns	Average Roll
Jacob	Jacob	Lost	20	3.75	2	4	4	9	7	2	1	1	1	1	10, Bryce	Win	20	3.392657143	5	5	2	5	5	5	0	1	0	56	3.571428571	
Tracker	Jacob																													
Player 1	Jacob																													
Player 2	Bryce																													

W3T1 Test #2 What went well -

All the changes I've made so far have been spot on. The game is starting to feel more natural to move, and less hindering when your pieces get captured.

W3T2 Test #2 What needs to change -

The only thing that I and my playtester found is that I need to clarify how to move enemy pawns. There were many times I was able to move his pieces, and he thought that I could just move his piece into mine, suiciding the piece. I just need to add in the rules to clarify this cannot be done.

W3T2 Play Test Image

Adventurer's Guard

Designer: Jacob Dodd

Goal of the Game
Capture all of the opponent's pawns.

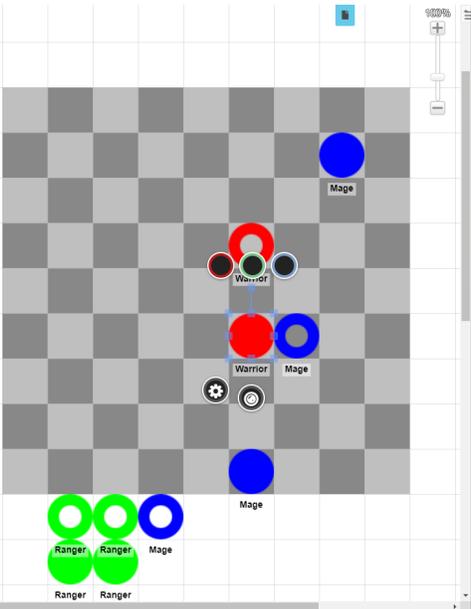
Setup Rules
On a 9x9 board, each player is on the opposite side of the other. Player 1 will put their warrior on the center tile closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages.

Gameplay Rules

- The last person to eat goes first.
- Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3-4: Ranger
 - 5-6: Warrior
- If you roll a number for a pawn you have lost, you can move the enemy pawn of the same type. The move must be a valid move. You cannot suicide the enemy.
 - If the enemy's pawn is also missing, you lose your turn.
- If you are unable to move your pawn due to it being blocked, you lose your turn.
- Moving**
 - Movement does not need to be in a straight path.
 - Mages:** Forward, left, or right up to 2 spaces. If the mage reaches the enemy side, the mage switches directions. It is unable to move backward from its current direction.
 - Rangers:** Diagonal up to 3 spaces, forward or backward.
 - Warriors:** 1 space in any direction.
- Attacking**
 - You are unable to attack the first turn of the game.
 - You must capture all other pieces before being able to attack the warrior.
 - Back in the direction your pawn can move.
 - Any pawn must be within a valid move for your pawn. In order to attack, you must land on the enemy's tile.
 - When you capture the opponent's side of the board, increase the movement.

Willy The Great and Bryce R. are the player's pawns are captured.

RollDice



Witty (GM): rolling d6
(5)
= 5

Bryce R.: rolling d6
(2)
= 2

Witty (GM): rolling d6
(5)
= 5

Bryce R.: rolling d6
(3)
= 3

Witty (GM): rolling d6
(3)
= 3

Bryce R.: rolling d6
(5)
= 5

As: Witty (GM) Send

W3 Calculate probability

Options	Count	Odds	Opp Higher	Opp Lower	Chance to move warrior	Chance to have warrior captured
1	1	16.67%	100.00%	16.67%	33.33%	66.67%
2	1	16.67%	83.33%	33.33%		
3	1	16.67%	66.67%	50.00%		
4	1	16.67%	50.00%	66.67%		
5	1	16.67%	33.33%	83.33%		
6	1	16.67%	16.67%	100.00%		
Total	6	100.00%				

In the image above I am calculating the odds of rolling a 5 or a 6 to move the warrior. The second calculation is the probability that the warrior will be captured on the next move. In order for this to happen, the enemy must roll a 1, 2, 3, or 4 to move their enhanced mage or enhanced ranger. (3 and 4 moves respectively). Image of the scenario is provided below.

Goal of the Game
Capture all of the opponent's pawns.

Setup Rules
On a 9x9 board, each player is on the opposite side of the other. Player's will put their warrior on the center tile closest to them. The mages will go to the left and right of the warrior. The rangers go above the mages.

Gameplay Rules

- The last person to eat goes first.
- Roll dice to determine what pawn to move. Each number represents a pawn type:
 - 1-2: Mage
 - 3-4: Ranger
 - 5-6: Warrior
- If you roll a number for a pawn you have lost, you can move the enemy pawn of the same type. The move must be a valid move.
 - If the enemy's pawn is also missing, you lose your turn.
 - If you are unable to move your pawn due to it being blocked, you lose your turn.
- Moving:**
 - Movement does not need to be in a straight path.
 - Mages:** Forward, left, or right up to 2 spaces. If the mage reaches the enemy side, the mage switches directions. It is unable to move backward from its current direction.
 - Rangers:** Diagonal up to 3 spaces, forward or backward.
 - Warriors:** 1 space in any direction.
- Attacking:**
 - You are unable to attack the first turn of the game.
 - You must capture all other pieces before being able to attack the warrior.
 - You can only attack in the direction your pawn can move.
 - To attack, the enemy pawn must be within a valid move for your pawn. In order to capture you must land on the enemy's tile.
- If the player's pawn reaches the opponent's side of the board, increase the movement range by 1.

Witty (GM): rolling d6
(1) = 1
Bryce R.: rolling d6
(6) = 6
Witty (GM): rolling d6
(4) = 4
Bryce R.: rolling d6
(2) = 2
Witty (GM): rolling d6
(2) = 2
Bryce R.: rolling d6
(2) = 2

W3 Change List

- Instead of missing a turn when you cannot move your piece due to it being captured, you now move an enemy piece.
- Clarified the movement of the mage better. Trying to make sure the player knows the mage is unable to move backward from the current direction it is moving towards.
- Clarified how to move enemy pawn's if you cannot move your own. Made sure players know they cannot suicide the enemy.

Week 4

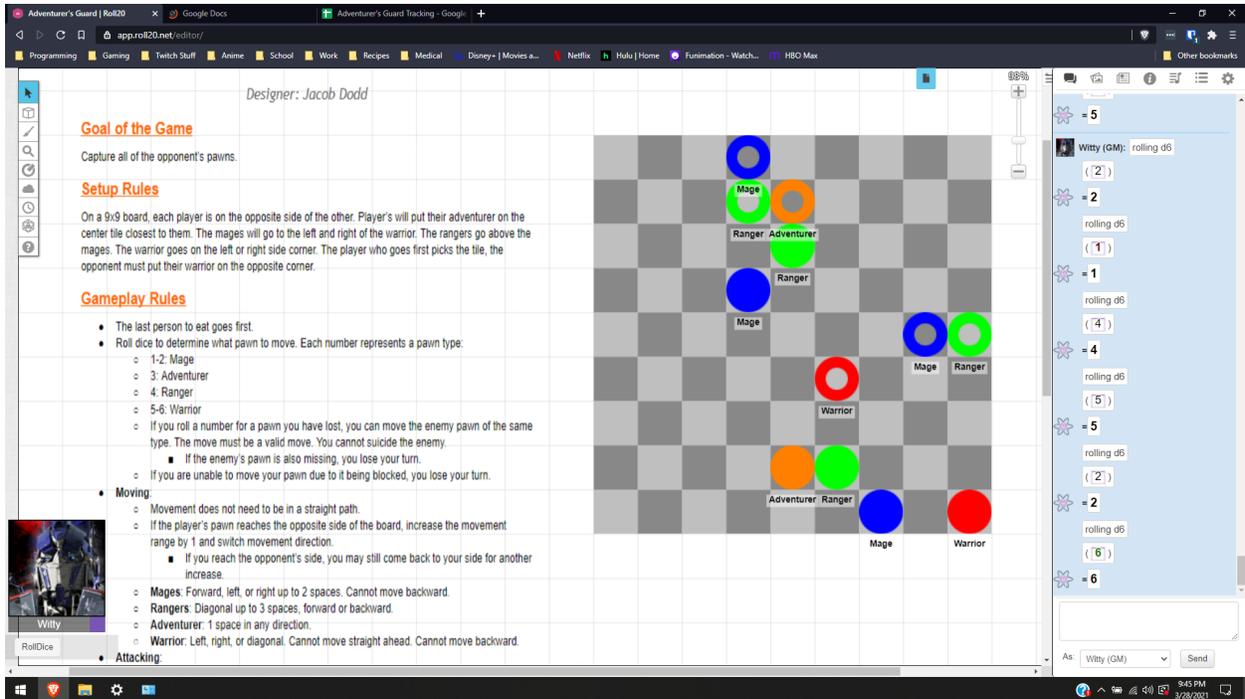
For this week, try and get all the final polish on your month long project. If you can, make the board look nice. Make sure all the directions are clear and free of grammatical errors. Do a final pass (I know, it's a lot of iteration, but that's what we do).

Week 4 Play tests

Final Play Test

I playtested the game with my sister-in-law on my laptop and we used the same computer to do it. The feedback I received from the game was that it was great and easy to figure out. The rules were simple and not extremely complex. Based on this feedback I can determine that the changes I have made to the game were the right choices. Since most of the feedback I had beforehand was based on clarity of the rules.

Play Test Image



Experiments

The experiments I decided to go with was the addition of the warrior pawn. The original warrior pawn got its name changed to the adventurer. New movement patterns were created for the warrior and it added an interesting dynamic to the game. Another experiment I tried was changing the ranger to be used less as I noticed 3 and 4 was rolled the most. This made the ranger the most powerful unit on the board, with the changes every piece now has a lot of power.

Change List

- New piece added, movement is left/right, diagonal. Not backward and forward.
- Changed the name of the original warrior to the adventurer. Named the new piece the warrior.
- Changed the movement for the ranger and adventurer. The adventurer requires a 3 and the ranger requires a 4.

Final Thoughts

The progress of my game was a lot more than I thought it would be initially. I've always been one of the type of people that makes my first draft the final product. However, with this project, I was able to get feedback and change my game throughout the month. These changes led me to making a better game than my original design.

Overall, I really enjoyed this project. It helped me learn how to look at data from my games and changes things based on them. During all my playtests, I noticed that the most commonly rolled numbers are 3s and 4s. Which meant that the ranger unit was the one moving the most. Since the ranger unit also had the most squares it could move, it made it one of the most powerful units, and therefore was claimed really early on. One of the changes I made was to add an additional unit, and change the way pawns are selected. By making the adventurer only movable with 3s, but unkillable, it made for a very interesting dynamic where the adventurer was no moving a lot more than previous playtests (remember the adventurer used to be the warrior)