

DOMINIC SVENTOR

SCOPE OUT

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GAME DESCRIPTION

You arrive at a unique and remote junkyard that happens to contain three powerful components that ever existed. Work alone or as a team to scavenge these three mysterious components scattered throughout the junkyard before your opponents do. As you journey through the junkyard, use “Ability” and “Sonic Blast” cards to shift gears in gameplay. Whether scavenging the cards in the Burial pile, or disrupting opponents, players seek to scope out the three components, and obtain true power!

Module Used

- All v All (2-4 Player) / Cooperative (4 Player)
 - **All v All:** Players go against each other to obtain the 3 “Key Components.” The individual player has to use wits and special cards like “Ability” and “Sonic Blast” to turn tides in gameplay.
 - **Cooperative:** Same as “All v All,” but a player can tag along with another player. The same concept as All v All--only you can now work together as 2 players and form a 2v2 experience.

Number of Players

- 2-4 Players
- Ages 14+

GRATIS Outline

Goals

- Player(s) must obtain ALL three **Key Component** cards from the Burial Pile to win the game, and they can do so alone or with a teammate.

Rules

- Player must work individually or with another partner to win the game.
- Before the game starts, provide Player Menu mats to associated players (i.e., Player 1 gets Player 1 Menu mat, Player 2 gets Player 2 Menu mat, etc.). Each Player Menu is designed to have:
 - 3 slots for the Key Component Cards
 - 3 slots for the Scope LV Cards
 - 2 slots for the Ability Cards
 - 1 slot for the Sonic Blast Card

Player Menu mats are to help keep players organized and makes gameplay run smoothly compared to the traditional handheld decks. With Player Menu mats, players can organize obtained cards from the game’s main card pile. However, this also adds more gameplay value as

it visualizes limit on player's card storage, making players make more meaningful decisions on the cards they draw during gameplay.

- After the Player Menu mats are set up, decide who will shuffle the Burial cards and form them into the Burial Pile, which will be set in the middle of the play area, **face down**.
- Players decide who will go first. If no decision can be made, just go clockwise starting from the shuffler.
- The game is ready to begin. The first player has a set of options: draw a card from the top of the deck (Scope) or skip their turn.
- A card will be pulled. If the card is a junk card, Dirt (brown cards) or Scraps (gray cards), the player will place the card in the Discard Pile, which then Player 2 takes over. However, if the card drawn is a special card, (Scope LV, Ability, Sonic Blast or Key Component), that player has another set of options: either obtain the card and insert it inside their Player Menu in the designated zone, or discard it into the Discard Pile. Once a decision is made, Player 2 takes over.
- If the player does not decide to pick up the card, they can discard it by formulating a Discard Pile next to the Burial Pile. The Discard cards will be faced up rather than faced down to make it easier to trace back previous actions from players.
- Once the first round is over, the real game begins. There should be a great chance that at least one player had obtained a special card. Depending on this special card, the player has a variety of choices to make:
 - **Scope LV (yellow card)**: continue to draw from the Burial Pile (if a Scope LV card was obtained, that player's Scope level increases, making that player draw two cards instead of one. Each player's Scope LV starts off as 1. The maximum Scope LV a player can have is 3, which can make the player draw three cards. **Otherwise, every Scope LV card obtained when a player is at a max Scope LV, that Scope LV card must be discarded or distributed towards a legible partner in Cooperative Mode.**
 - **Ability (light blue cards)**: player can use a variety of abilities which can shift gameplay around. Abilities like **Scrape** (Scope two cards from the Burial Pile), **Dig** (Scope three cards from the Burial Pile), **Plummet** (Scope four cards from the Burial Pile), **Steal SLV** (Steal a Scope LV card from an opponent or teammate. Using this card towards a player with a Scope LV of 1, that player will skip their turn), **Steal AC** (Steal an Ability Card from an opponent or teammate), **Shuffle** (Have shuffler reshuffle the current Burial Pile), **Cyclone** (Shuffler morphs current Burial Pile and Discard Pile and shuffles them together to create a new Burial Pile) and **Disturb** (Being the only card available to use during any player's turn, prevents a pickup of a Key Component card by another opponent- a player who has been affected by this must discard all Key Component cards into the Discard Pile.) are all different kinds of Ability Cards each player can obtain and use from the Burial Pile.
 - **Sonic Blast (black card)**: a unique card that can "blast" all of the opponents' Key Component cards through the use of strong sound waves. A single card of this is in the Burial Pile. This card is incredible rare, but can turn the tables immensely when the odds aren't on your team's end.

- Skip: the player can skip their turn if they'd like. While this does absolutely nothing, this could be a prospective choice and be able to help the player later in the game.
- Trade (Cooperative Mode): the player can set up a trading phase between themselves and a teammate. This can enable players to exchange any amount of cards from their Player Menu with their co-op partner.
- Note: All the Ability cards are specifically labeled, with their designated description.

While the **Key Component** card doesn't have any use, it is a requirement for winning the game. Once you have obtained one of them, your team must search and obtain the remaining two in order to win. Once an Ability Card is used, it is placed in the Discard Pile. This also goes for Key Components cards that are Sonic Blasted. Note, that each player has limited Ability Card slots of 2- if a player wants another Ability Card from the Burial Pile, that player has to either skip that card, or switch and discard the switched Ability Card.

- If a player reaches the end of the Burial Pile, regardless of their Scope LV, they must obtain whatever card and end their turn.
- Once the Burial Pile is diminished, the original shuffler shuffles the Discard Pile. Once the pile is shuffled, the shuffler puts the pile into the middle of the play area, now known as the new Burial Pile. The game resumes and the next player goes up.
- Once a player or team has obtained all three Key Component cards, that player or team wins, and the game officially ends.

Actions

- Select Shuffler
- Draw
- Discard
- Play Card
- Skip Turn
- Shuffle

Transitions

- Start Game
- End Game
- Play Card
- Skip Turn

Items

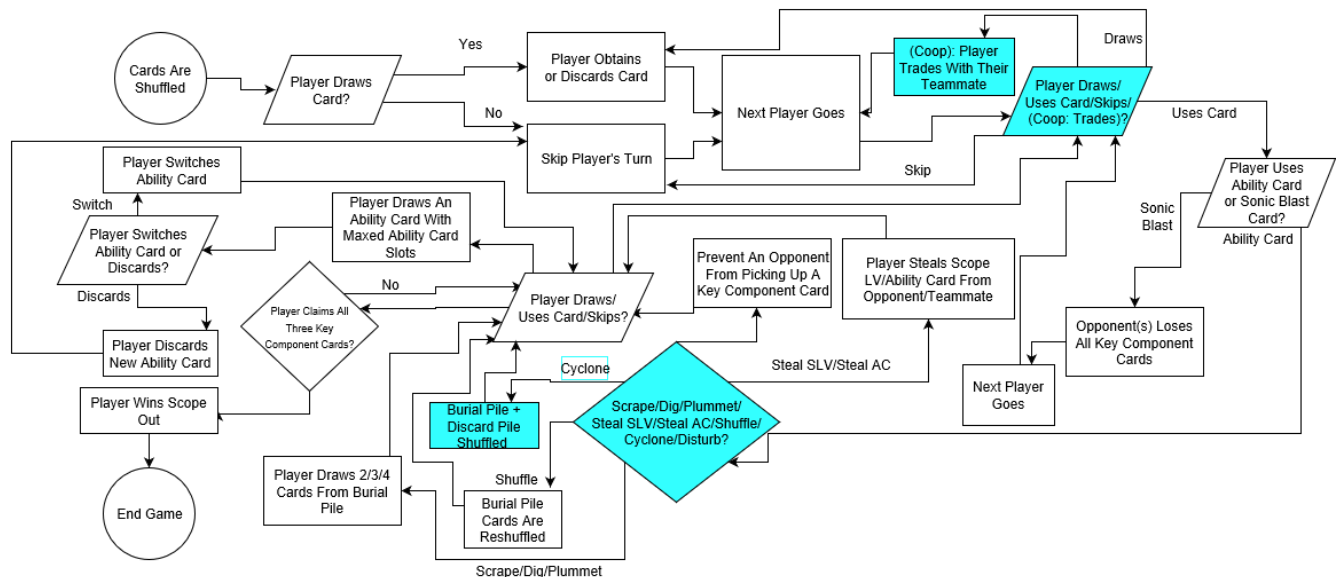
- Player Menu Mat
- Dirt Card
- Scraps Card
- Scope LV Card
- Ability Card
- Sonic Blast Card
- Key Component Card

Setup

- Player Menu mats are distributed to each players.

- Players decide who the shuffler will be.
- Once cards are shuffled, a single pile is made, called the Burial Pile.
- Players decide who goes first. If no decision is made, gameplay can cycle in a clockwise manner, starting off with the shuffler.
- Discard Pile is formed when any of the cards get discarded during a turn, an Ability Card is used/switched out, and/or Key Component cards are Sonic Blasted.

Flowcharts



Meaningful Action Analysis (MAA)

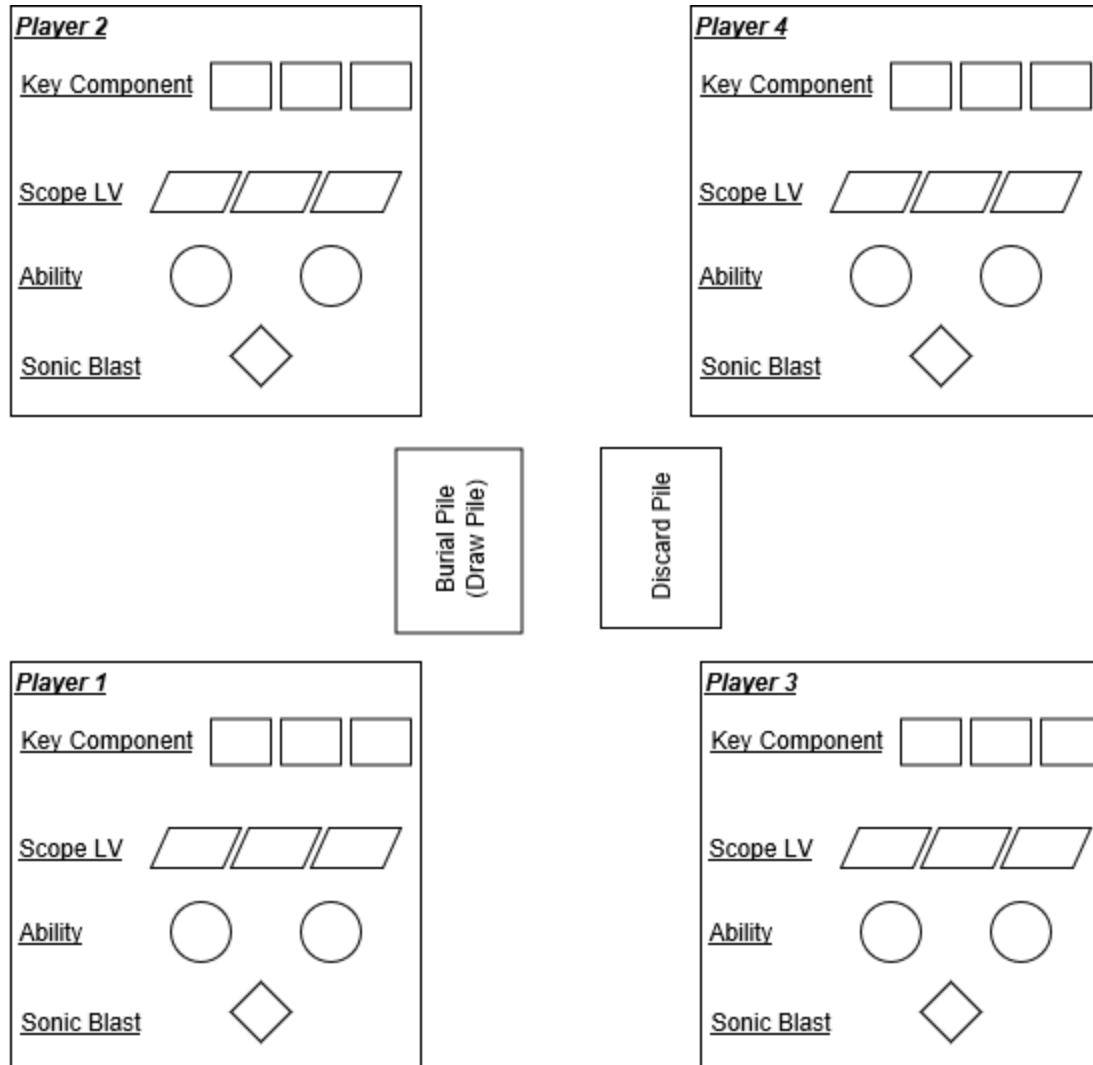
Actions

- Select Shuffler
 - Players decide who is the shuffler. Whoever is the shuffler is also usually the first player, which then uses a clockwise cycle for player order, unless discussed by the players otherwise. Not meaningful, because the shuffler is the moderator of the entire game.
- Draw(Scope)
 - Draw the top card from the top of the Burial Pile. Not meaningful, because drawing blind cards is a random event.
- Discard
 - Discard any card, whether it's a junk card, an Ability Card, a Sonic Blast Card. Not meaningful, because this action is a process of the game.
- Switch
 - When the two Ability Card slots are occupied and another Ability Card is drawn, the player has a decision to either discard the new Ability Card, or switch out an

Ability Card in one of their slots for the new Ability Card. Meaningful, because the player gets to decide whether to keep the Ability Cards they currently have, or obtain an ability of their liking in exchange for one they have in their slots.

- Play Card
 - Play an Ability Card, whether for yourself, against an opponent(s), or against your own teammate. You can also play a Sonic Blast card to dismantle all Key Component Cards from the opponent team. Meaningful, because the player should have an array of Ability Cards around the middle of the game and can decide which to use and which to not use, as each ability in the game have different effects, whether positive or negative.
- Skip Turn
 - Skip your turn to gain possible later beneficients. Prevents the risk of gaining a junk card. Meaningful, because the player can decide whether to Scope, use an Ability Card or Skip. Skipping is a choice that might either affect the player negatively or positively.
- Shuffle
 - Shuffling the cards in the beginning and also shuffling cards from an Ability Card known as "Shuffle", which has the shuffler shuffle the current Burial Pile in the middle of the game or "Cyclone" which shuffles both the current Burial Pile including the Discard Pile to form a new Burial Pile. Not meaningful, because this is a process of the game. Shuffling isn't decision making.
- Trade
 - In Cooperative Mode only, when it is a player's turn, besides Drawing, Playing or Skipping, they can also use the Trade mechanism to exchange any of their cards in their Player Menu with a teammate. There is no limit on how many cards can be traded between the two players- however, once the trade is finished, that player's turn is up. Meaningful, because it is an additional choice for the player to make on his/her turn, so it can be chosen or not. When trading, the players involved have to decide which card should either player possess.

Card Game Table Layout Diagram -



Component Pieces

- Player Menu mats x 6
- Cards (52)
 - Key Component cards x 3
 - Sonic Blast card x 1
 - Scope LV cards x 6
 - Ability cards x 12
 - Scrape x 1
 - Dig x 2
 - Plummet x 2
 - Steal SLV x 2
 - Steal AC x 2

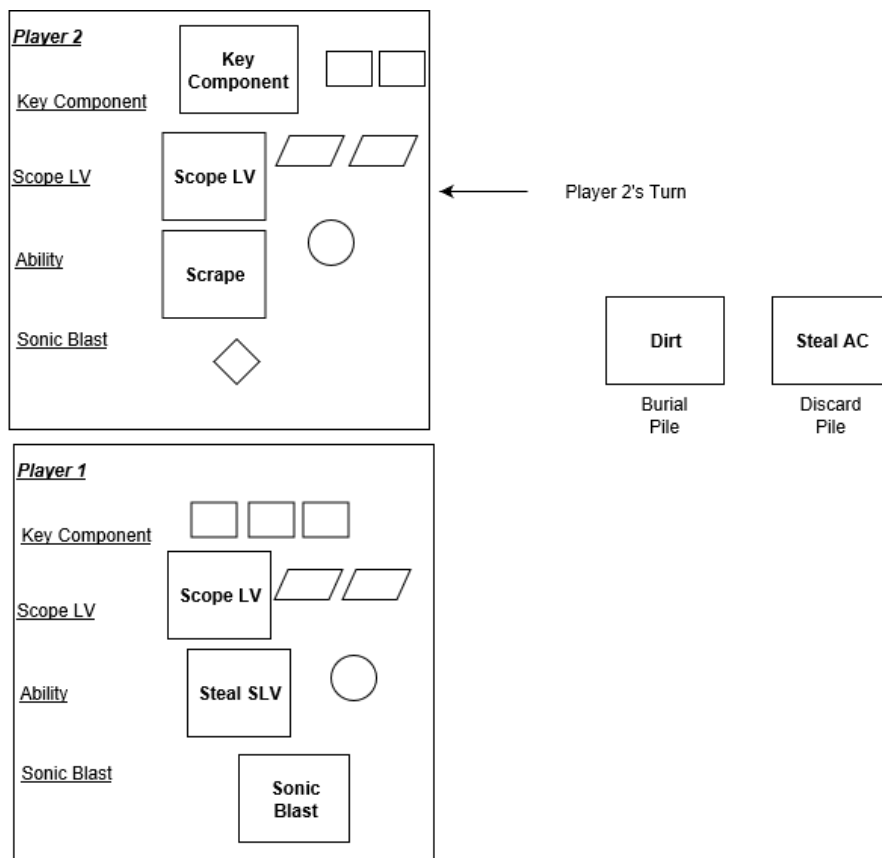
- Shuffle x 1
- Cyclone x 1
- Disturb x 1
- Dirt cards x 15
- Scraps cards x 15

DETAILED DESIGN & TESTING - ASSIGNMENT 3

Play Testers For Test 1

Nicholas / 14

Playtest 1 Results



- ***Game was originally playtested completely in paper. The image above is depicting a moment from within the playtest using draw.io.
- The difference in shapes is just to easily distinguish the difference in Player Menu components. A final product would have detailed Player Menu mats that had

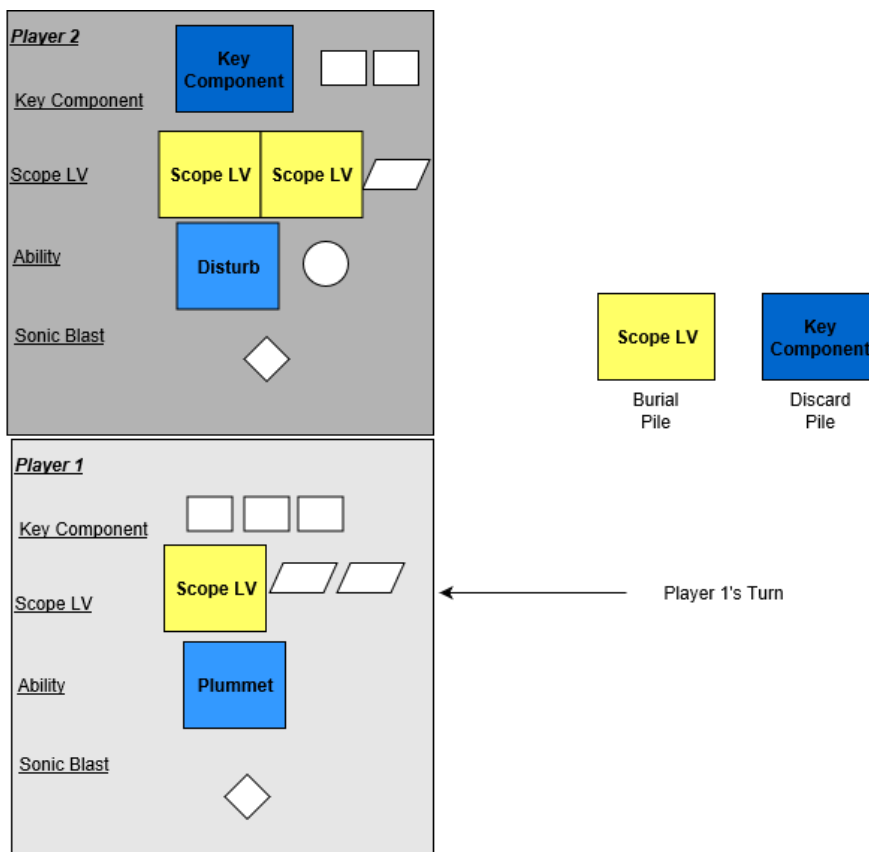
rectangular shapes for the card slots, but a detailed and visible division between each sections.

- Game took around 10 minutes to complete. Player 1 won.
 - Colors would help distinguish cards/players during gameplay.
 - Player 1 mat= shade of light gray / Player 2 mat= shade of dark gray
 - Player 3 mat= shade of light blue / Player 2 mat= shade of dark blue
 - Dirt= brown
 - Scraps= gray
 - Key Component= navy blue
 - Scope LV= yellow
 - Ability= light blue
 - Sonic Blast= black
 - All the cards in the Burial Pile felt naturally placed.
 - Smooth gameplay; not a single time was there a pause or disruption in gameplay.
-

Play Testers For Test 2

D / 20

Playtest 2 Results

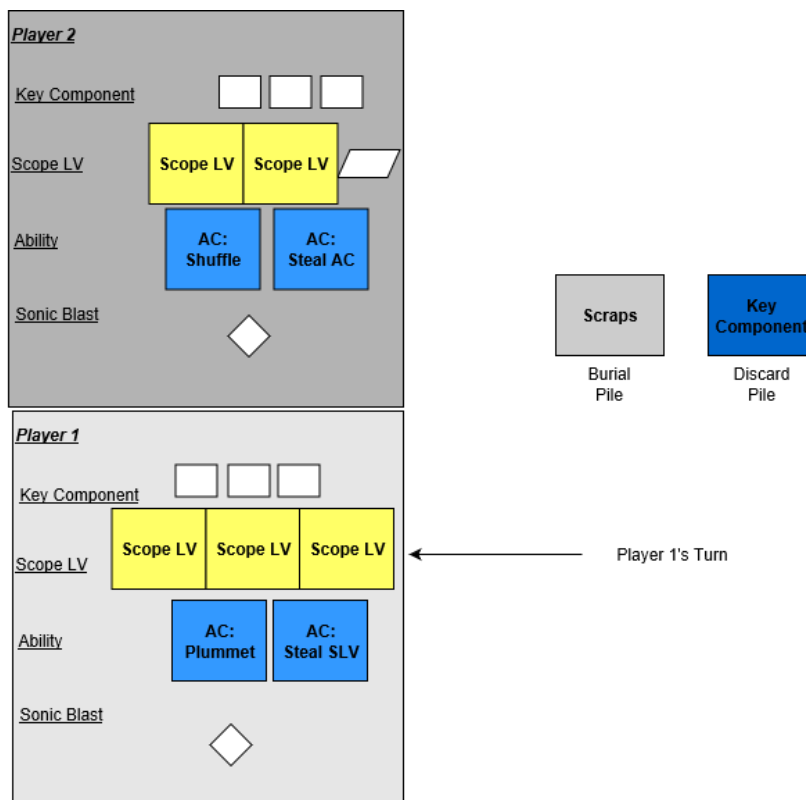


- ***Game was originally playtested completely in paper. The image above is depicting a moment from within the playtest using draw.io.
- Game took around 15 minutes to complete. Player 2 won.
- Color coded pieces such as mats/cards now felt easier to play with (shaded a small section of each card with the designated color when played on the paper).
- More fun than the first prototype made for this, but still needs more improvements and polishing.
- Ability cards should have their description labeled on the cards themselves, rather than the player direct themselves to the rule sheet most of the time.
- Ability cards should have AC (Ability Card) labeled before the Ability name.

Play Testers For Test 3

Ashley / 14

Playtest 3 Results



- ***Game was originally playtested completely on paper. The image above is depicting a moment from within the playtest using draw.io.
- Game took over 15 minutes to complete. Player 2 won.
- The game hasn't increased in fun but it remains the same fun as before.
- Gameplay is easier now with descriptions labeled inside the Ability cards themselves.

- After a few playtests, I discovered that while the gameplay can be hasty, there are at times where using a Sonic Blast against your opponent would result in extra time added to the game. There should be an implementation somewhere where there's a slight chance a player can interfere the gameplay pace. (Ability Card: Cyclone).
 - The entire Burial Pile should be faced down to fit the theme of "looking for buried cards." and to add a little bit of intensity when revealing each card.
-

DETAILED RULES FOR PLAYERS

Product Set-Up Phase:

- Before the official start-up, this game is obviously playable on paper, and was originally played on paper for the entirety of my playtests. In the following week, I have developed a version of Scope Out that can be printed entirely via Google Docs.
- If you'd like to playtest Scope Out from scratch, the explicative rules for doing that are in SECTION A. If you rather use a more simplistic route, I have provided an alternative section, detailing a full-printable version of Scope Out, in SECTION B.

SECTION A

- Collect multiple sheets of paper of any kind, as well as a pen and a pair of scissors. Prevent obtaining loose-leaf paper, or at least thin loose-leaf, since these sheets can be seen through easily.
- Once you have collected these materials, proceed to design the Player Menu mats. These are for each player playing and provides easier playing experiences during gameplay. Player Menu mats must be the size 11 x 8.5 inches, have Player's number written on the top left, then the following listed from top to bottom: Key Component, Scope LV, Ability, Sonic Blast. Each of these sections must be divided 2.5 inches apart. Two Player Menus cut out if 2 players are playing the game, three Player Menus cut out if 3 players, and four Player Menus if 4 players.
- Assigning a player's color code can be done by drawing a straight line of that player's designated color, specifically on the far left side of the menu- from top to bottom of the mat. If **Competitive mode**, assign each player a different color (Player 1= gray/Player 2= blue/Player 3= crimson/Player 4= brown). If **Cooperative mode**, create an additional and identical mat of Player 1 and Player 2 (Players 1 and 3 =color gray and assign Team 2 (Players 2 and 4 = color blue).
- Shade a dark color right next to the words "Key Component" so this can better demonstrate the section responsible for the player to win.

- If you and other players are looking to try out both modes, you'll have to design and cut out a total of **six** Player Menu mats.

<u>Player 1</u>			
<u>Key Component</u>			
<u>Scope LV</u>			
<u>Ability</u>			
<u>Sonic Blast</u>			

- Example:
- After completing the Player Menu mats, the last step is the cards. This can easily be done by writing out each and every card in the game across a blank piece of paper, separated by 2.2 inches apart from each other. Since there are 52 cards in this game, you will need to write each card out carefully and appropriately.
 - Key Component _____ = **written 3 times**
 - Scope LV _____ = **written 6 times**
 - AC: Scrape (underneath: Scope 2 cards from the Burial Pile.) = **written 1 time**
 - AC: Dig (underneath: Scope 3 cards from the Burial Pile.) = **written 2 times**
 - AC: Plummet (underneath: Scope 4 cards from the Burial Pile.) = **written 2 times**
 - AC: Steal SLV (underneath: Steal a Scope LV card from an opponent or teammate.) = **written 2 times**
 - AC: Steal AC (underneath: Steal an Ability card from an opponent or teammate.) = **written 2 times**
 - AC: Shuffle (underneath: Shuffler reshuffles current Burial Pile.) = **written 1 time**
 - AC: Cyclone (underneath: Shuffler morphs current Burial Pile and Discard Pile and shuffles them to form new Burial Pile.) = **written 1 time**
 - AC: Disturb (underneath: Prevent a pick-up of a Key Component by an opponent.) = **written 1 time**
 - Sonic Blast = **written 1 time**

- Dirt = **written 15 times**
- Scraps = **written 15 times**

After writing out each card, you will need to color code the specific cards (just a shade):

- Key Component = dark blue
- Scope LV = yellow
- Ability = light blue
- Sonic Blast = black
- Dirt = brown
- Scraps = gray

Once completed, make sure to have a measure of 2.2 x 2.2 inch. (each card should have a square shape) between each word. Outline these measurements with a pen. Proceed to cut each of these words out. These will be your playing cards.

Make sure to cut very carefully as each card should have the same identical shape and size by the time you have finished cutting. You may also, if you'd like, create your own design for these prototype cards, as long as they fit the description.

SECTION B

- Each link contains components of Scope Out. Print all of these pages, then cut out each Player mat and card to setup the card game.
- A, B, C, D = Player 1 / Player 2 / Player 3 / Player 4 (Competitive) Menu mats
- E, F = Player 3 / Player 4 (Cooperative) Menu mats
- Note that if you're aiming towards a competitive experience, you will only print out at least A and B. A, B and C for three players. A, B, C and D for four players. If you are aiming towards a cooperative experience, you will have to print out A, B, E and F altogether.
- Please follow each link and print each, as they contain the Player Menu mats and cards from Scope Out.

(A) Player 1 Menu Mat:

- https://docs.google.com/drawings/d/11Fo3zJCT_z71gaRPcrg-DtuopnSiFT3e9Su2CnwGDJc

(B) Player 2 Menu Mat:

- https://docs.google.com/drawings/d/1Nr1ctt5YDSEKS3vBmHRgV5O_IQsIDIk1kGf4utWzqU0

(C) Player 3 Menu Mat:

- <https://docs.google.com/drawings/d/10QnXr8ExSbxldq4lao73ihoRsbwq5V3UxGZttstZ678>

(D) Player 4 Menu Mat:

- https://docs.google.com/drawings/d/1_q0WMhgCjIMM9ZbboHvWIG0QjcogXdqlyl9i67CVWfl

(E) Player 3 Menu Mat (Cooperative Mode):

- https://docs.google.com/drawings/d/1rDX4umA0YEHXEwkWs50MWz9TjgfRXQRIK4UfWWCik_k

(F) Player 4 Menu Mat (Cooperative Mode):

- https://docs.google.com/drawings/d/15_YnJaYkOmwnEUA7aXyVm--3R8JJqDzAP2SCVAyhx8A

(G) Cards:

- https://docs.google.com/drawings/d/1CvZt_ne1ZXdyw1PzLmMHXWtBF0ovQbJCHBT78q9ykNQ (1/4)
- https://docs.google.com/drawings/d/15v6WbLmuNCUMFXIKCTI_aW27uSQLjcwB7tfFEoNISM (2/4)
- https://docs.google.com/drawings/d/1Hi9X_y2Obn5PA06UGYu7zbOPtU7ADsOoImRlCP-Hrpl (3/4)
- <https://docs.google.com/drawings/d/1h5tgWGATHHPK6L0Qns2ze6GzvS9IEUvJi1ap59EU28> (4/4)

Start-Up Phase:

- Enumerate the players playing the game. You will need at least one other person besides you. You can have up to 3 or 4 players as well.
- Depending on how many are playing the game, this will assign the game mode. There is a competitive mode and a cooperative mode. Competitive mode is always available from 2-4 players, where every player will go against one another. Cooperative mode is only functional with 4 players, making the game a 2v2 experience; where players can work with a teammate to go against another player and their teammate.
- Once players are all assigned, the next step is to approach seating. While Competitive mode allows for a flexible seating experience, Cooperative mode would work best if players working together are side-by-side.
- Assign the players with their designated menus
 - Competitive: P1= gray / P2= blue / P3= crimson / P4= brown
 - Cooperative: P1 and 3= gray / P2 and 4= blue
- Search for (depending how many players you have) at least 2 or more Scope LV cards from the cut cards. Once obtained, insert one into each playing player's Player Menu mat, in the Scope LV slots. Every player starts out with a Scope LV of 1.

- Combine all of the cards that were cut and place them in the middle of the play area. This will be the Burial Pile.

Gameplay Phase:

- Player who sets up the game pieces should instruct other players of the rules before starting.
- The goal of the game is to obtain all three Key Component cards before the opponent(s) do, alone or with a teammate.
- Players then decide who the shuffler will be. Once the shuffler is decided, this will also be the moderator of the entire game itself, and will be shuffling the cards for the rest of the game.
- The shuffler shuffles the Burial Pile.
- The first player to go is the shuffler and the gameplay cycle is clockwise from the shuffler.
- Once the shuffler shuffles the cards, he/she goes and a card is drawn (known as Scope).
- The card could be any of the following: Dirt/Scraps/Scope LV/AC (Ability)/Sonic Blast/Key Component.
- Any of those listed cards can be obtained or discarded EXCEPT Dirt and Scraps. These can only be discarded. These are also known as the junk cards.
- If the player receives a junk card, he/she must place it down next to the Burial Pile and form the Discard Pile.
- If the player receives a special card (anything besides the junk cards), that player can either obtain the card, or discard it.
- If the player decides to obtain it, that player must insert that card to its designated slot in their Player Menu mat. Otherwise, that player must discard that card and place it next to the Burial Pile and form the Discard Pile.
- The next player, going clockwise from the shuffler, goes up.
- By the time the first round of players is over and it is the first player's turn again, that player might either have the same amount of options as last time, or perhaps more, depending what they had obtained from the previous round.

- The following round has players deciding to either Scope, skip their turn OR, if in their Player Menu, use an Ability or Sonic Blast. Abilities can interfere with opponents or increase Scope amount. Sonic Blast can wash-away all opponent's obtained Key Components in their Player Menus.
- If the player had received: a Key Component or Scope LV card, these cannot be used in some way, however, they do provide an advantage in the game. Key Component cards are the cards you need to win the game (you need 3 total to win). Scope LV cards act as upgrades, making the player able to Scope more cards than before from the Burial Pile (each Scope LV card obtained acts as an additional card draw). The maximum amount a Scope LV a player could have is **3**, while the player starts out with a Scope LV of **1**. This means the player can insert 2 other Scope LV cards into their Player Menu.
- With these in mind on round 2, the player can either Scope a single card, or more (depending on their Scope LV), skip their turn, use an Ability card (Scrape/Dig/Plummet/Steal SLV/Steal AC/Shuffle/Cyclone/Disturb), or use a Sonic Blast card (note: once player(s) are affected by a Sonic Blast, they must discard their Key Component cards into the Discard Pile).
- Once the player makes the choice, a card(s) will either be drawn, another player can be affected, or nothing will happen.
- Afterwards, the next player goes.
- These steps will continue on for the next few rounds with each player, until a player or team has obtained all three Key Component cards.
- If no Key Component cards are obtained and the Burial Pile is depleted, shuffler must reshuffle the Discard Pile and form them into a new Burial Pile.
- Once a player, or a team, has obtained all three Key Component cards, that player or team wins, ending the game.

Examination Phase:

- Now, alone, or with the other players, describe what you had experienced by taking this short survey:
 - <https://docs.google.com/forms/d/1THHRIEPfWh62zHI61amxauoksWyRfzGJY1IHZrbMsQc>

Play Testers For Test 4

Playtest 4 Results

<i>Player 1</i>			
<u>Key Component</u>	Key Component	Key Component	
<u>Scope LV</u>	Scope LV		
<u>Ability</u>	AC: Disturb	AC: Scrape	
<u>Sonic Blast</u>	Sonic Blast		

<i>Player 2</i>			
<u>Key Component</u>	Key Component		
<u>Scope LV</u>	Scope LV	Scope LV	Scope LV
<u>Ability</u>	AC: Plummet	AC: Steal AC	
<u>Sonic Blast</u>			



Burial
Pile



Discard
Pile

-
- ***Game was originally playtested completely on paper. The image above is depicting a moment from within the playtest using draw.io.
- Game took about 12 minutes to complete. Player 1 won.
- I was Player 1 while Test Player “N” was Player 2.
- Test Player “N” had no trouble with the gameplay at all.
- The previous playtests did have some improvement in this one, especially the test that implemented the Ability card: “Cyclone”.
- Test Player “N” was smiling a few times, especially when at near-winning.
- Once, “N” had to clarify the Sonic Blast card’s use, but soon remembered its use.

Play Testers For Test 5

C / 75

Playtest 5 Results

<i>Player 1</i>				<i>Player 2</i>			
<u>Key Component</u>		Key Comp onent			<u>Key Component</u>		Key Comp onent
<u>Scope LV</u>		Scope LV	Scope LV		<u>Scope LV</u>		Scope LV
<u>Ability</u>		AC: Disturb			<u>Ability</u>		AC: Cyclone
<u>Sonic Blast</u>					<u>Sonic Blast</u>		Sonic Blast



Burial
Pile



Discard
Pile

-
- ***Game was originally playtested completely on paper. The image above is depicting a moment from within the playtest using draw.io.
- Test Player “C” enjoyed the game.
- Player 1 was me, and Player 2 was “C”
- The game lasted about 15 minutes long. Player 2 won.
- “C” got the hang of things by the time the third round began.
- “C” had no trouble or misuse on the Detailed Rules given.

Week 3 Playtest Reflection

The few clear comments/issues that player testers had with my game, including myself, were that the game needed to have a better understanding, a stronger visualization, and a chance to decrease length of play time. However, other playtesters considered the later game prototypes to be in decent shape. With better understanding, I had to implement descriptions to the cards themselves for easier explanations of items to obtain (abilities). A stronger visualization like adding color codes to players and cards was a keynote that helped make players understand what was what and who was who. Also, a chance to decrease length of play time was granted thanks to the idea of the “Cyclone” card, to help shorten the gameplay pace, in case the game were to drag at times. These were all good changes because they helped not only make the game function more easily and understandably, but also gave it more of a polish than before. While other playtesters beside me didn’t really explain much to announce any

problems, I can't tell if any other implementations are needed, but I will make sure each feedback given, even if they said it was alright, will be examined further to improve the game's mechanics and functions. I suppose there are a few more tweaks needed, if more play tests are conducted. Hopefully, next examinations will help me find problems that could prevent the game from progressing.

While I was playtesting the game myself, I have a tendency to think about the other kinds of players that play this game and try to see all of the components hidden within the mechanics of Scope Out. Already with the first three playtests I conducted this week, I noticed an array of problems: mixing up with other players' menus and cards, finding it hard to understand the Abilities and their specific mechanics, less polish, and a prolonged gameplay experience. Specifically, labeling Abilities with "AC:" followed by their name and description, helped increase understanding in the entire Ability use mechanic in the game. Without understanding, this whole concept of using Ability cards is broken and basically half the game is too. By giving specific players a number and a color shade, as well as color code cards, it helped polish the game slightly but also make the game easier to understand: most of us analyze colors faster than words after all. While most of these afflicted with the mechanics, which is the high priority for games, the color schemes and polish didn't have much effect. The layout, however, was a bit of a disaster. Color coding managed to improve the understanding of each player and card in the game when players played during gameplay. Adding "AC:" and other descriptors in each Ability card improved this mechanic greatly as players picked up understanding them much quicker and with less frustration. Adding colors and making the cards in the Burial Pole face down improved the polish in the game (which wasn't all that necessary, but it can help the flow of the game with players). Also, introducing the "Cyclone" Ability card had a pretty neat effect on balancing the game time within Scope Out- no worries about a game lasting for a long period of time, especially when you just lose a card to a Discard Pile, but then manage to bring the cards you lost together again to your advantage. The amount of times I had to explain the rules to myself had got lower the more I playtested my game.

By the time I had other people playtesting my game and watching (being engaged with them), I was able to barely bring up any of the rules and just go with the flow. From the beginning of testing my prototype, my mind was boggling with different ideas and setbacks when things didn't go as planned. Things like "No, cards shouldn't be like that" and "We need something like Player Menu mats to designate players and their cards easier" had me scratch my head. However, these were very early results of coming up with my game. Now with the first real prototype, complete with all 52 cards, I managed to decrease my findings of problems with each iterated test. With me, I have tendency of playtesting within playtests. My mind would already retest what I had already done and tried to think what would happen if say another play had done the same thing but done with different algorithms. One major problem I could

address, during my three first playtests, was getting to understand the entire layout of the game: it all felt bland, boring and frustrating. Before I wanted other players to test it out, I knew I had to implement a few things to illustrate better understanding of each significant mechanic and feature within the game, so that not only myself, but others could find the game easy and understandable to play. All of these things had begun to shrink as I playtested more and more, to the point where I had others playtesting for me. I had no way to explain the rules, because it seemed that once they had read through them, they had it all there. By the time we got started, each player felt natural to the experience. My game does provide a simplistic game flow with unique features. I wanted to aim for something unique yet simple enough with a limited amount of options to do yet had so much player meaningful choice.

DETAILED DESIGN & TESTING - ASSIGNMENT 4

New Mechanic

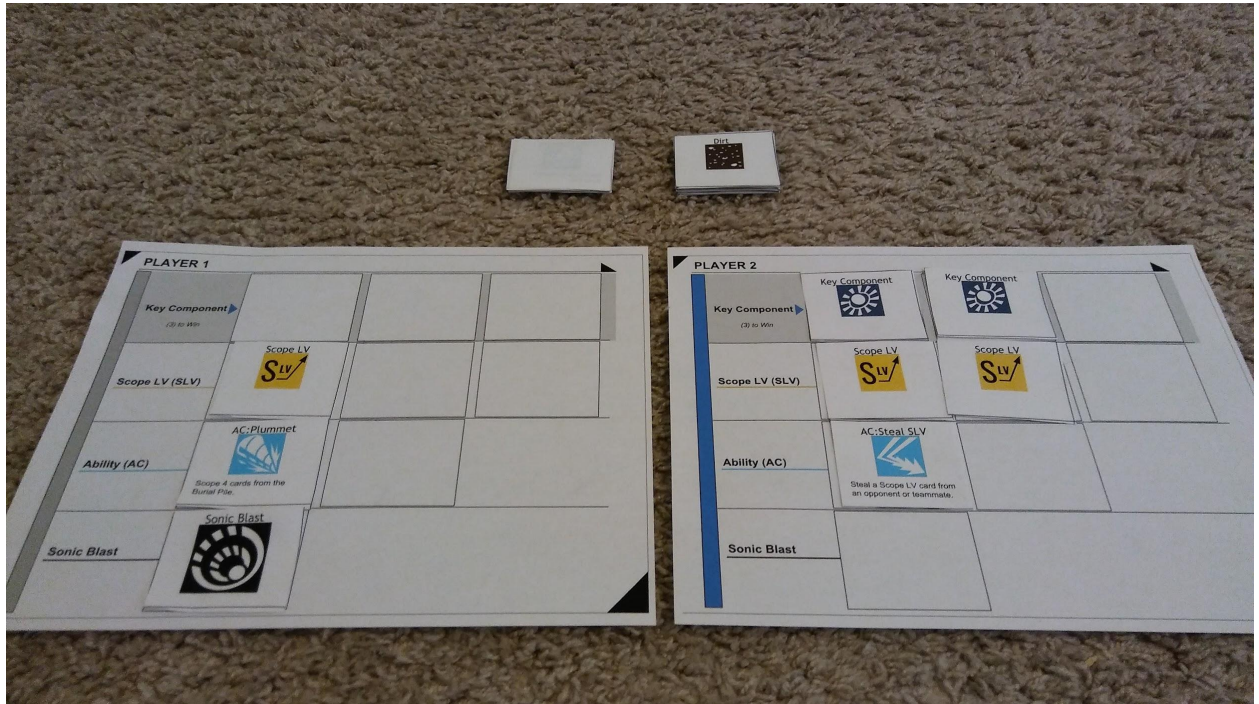
Trading

- Players can now trade any of their cards in their Player Menus with their teammate.
- This can be done only on you/your teammate's turn and not the opponent's.
- Using this mechanic costs the player his/her turn.

Play Testers For Test 6

D / 20

Playtest 6 Results



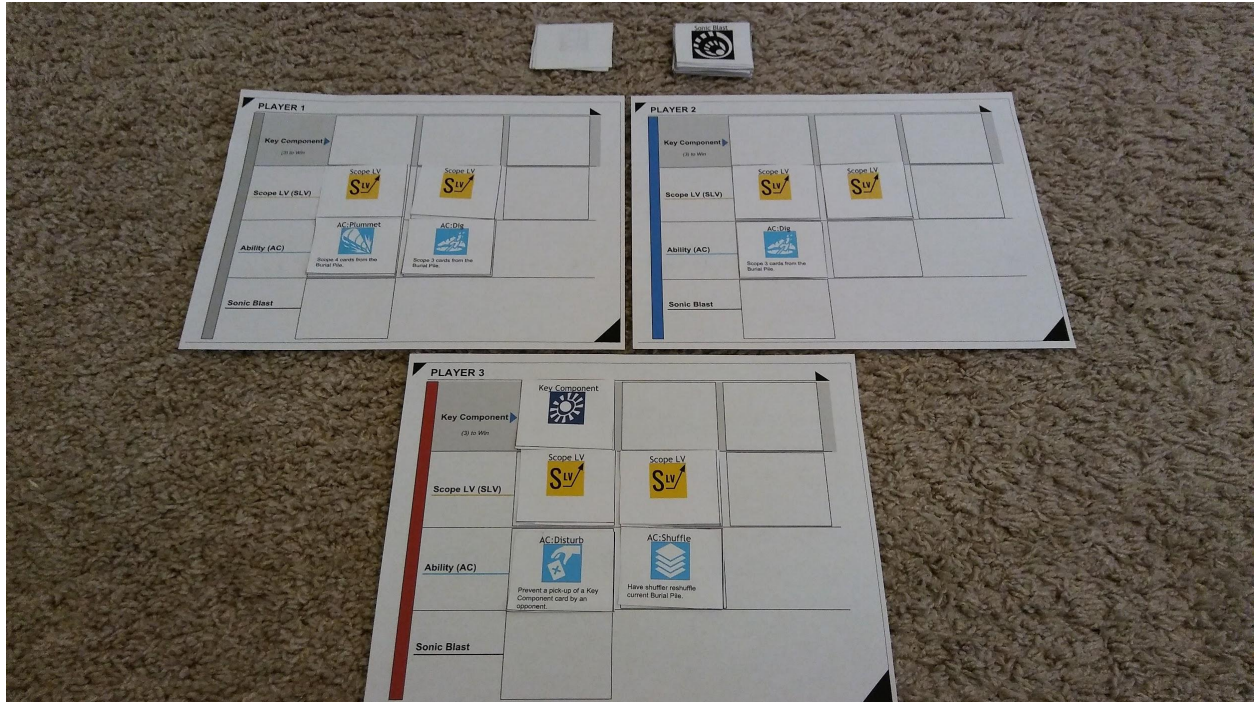
-
- 0 rule clarifications.

Play Testers For Test 7

D / 20

Play test 7 Results

- No further rules were implemented during/after Playtest 6.
- Player is having fun.



-
- 0 rule clarifications.

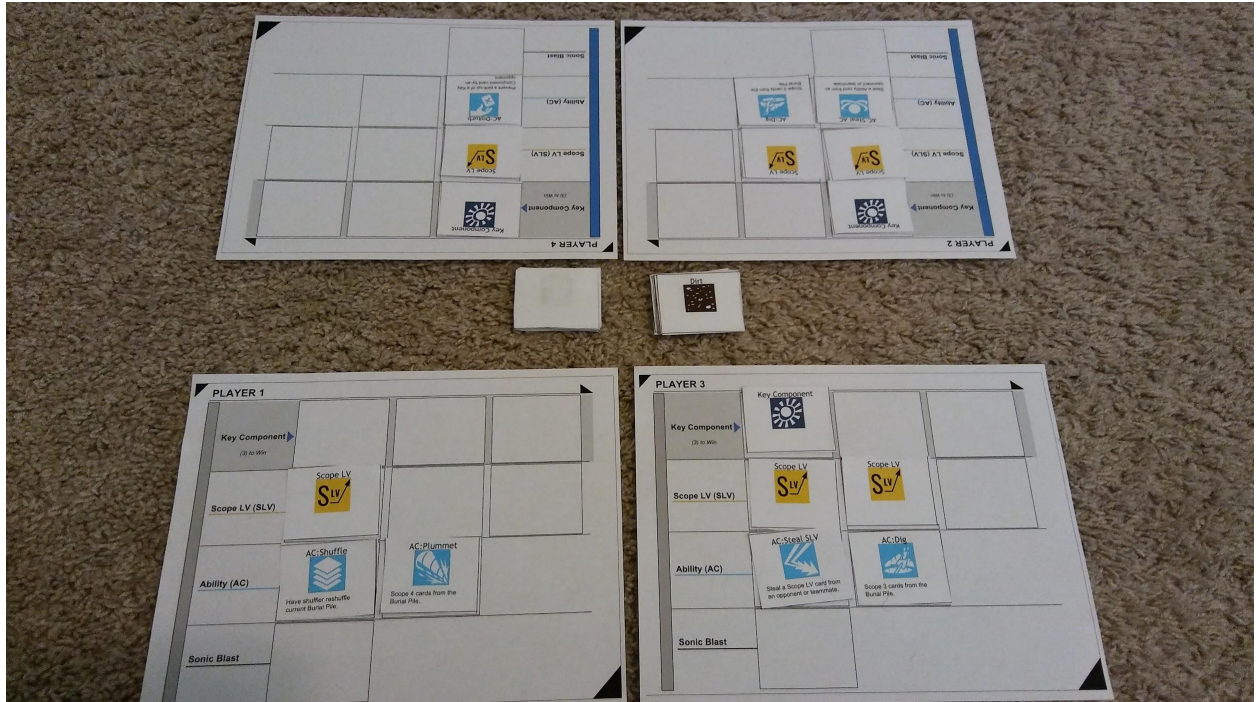
The previous Play tests helped further develop the game.

Play Testers For Test 8

D / 20

Playtest 8 Results

- The Trade mechanic was tested out in this simulated four player Cooperative Mode.
- The Trade mechanic added more meaningful choices for the players.
- Trading provides an increased level of cooperation with your partner in Cooperative Mode, making it more engaging.



-
- 0 rule clarifications.

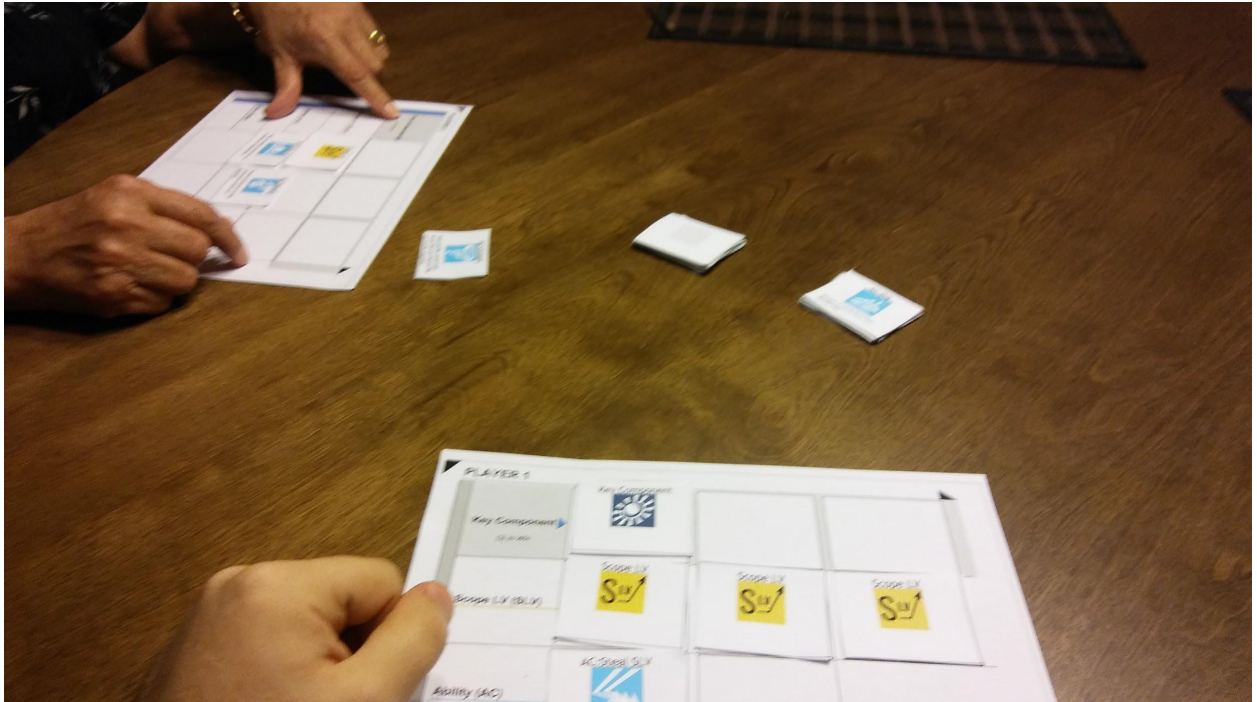
The entire game feels level with simplicity and complexity. The rules are comprehensive enough to inform the players how Scope Out fully works and all of its components. After a handful of tests, I believe the game is in working condition and is a decent level of fun for people looking for a quick competitive game against others. Any mechanics/rules added might destruct the game's flow overall.

Play Testers For Test 9

C / 75

Playtest 9 Results

- Nothing was altered.
- The player was having fun.



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- Player did not need any clarification on the rules.
- Player's personality changed when winning progress was interrupted unexpectedly by one of the card's mechanics.

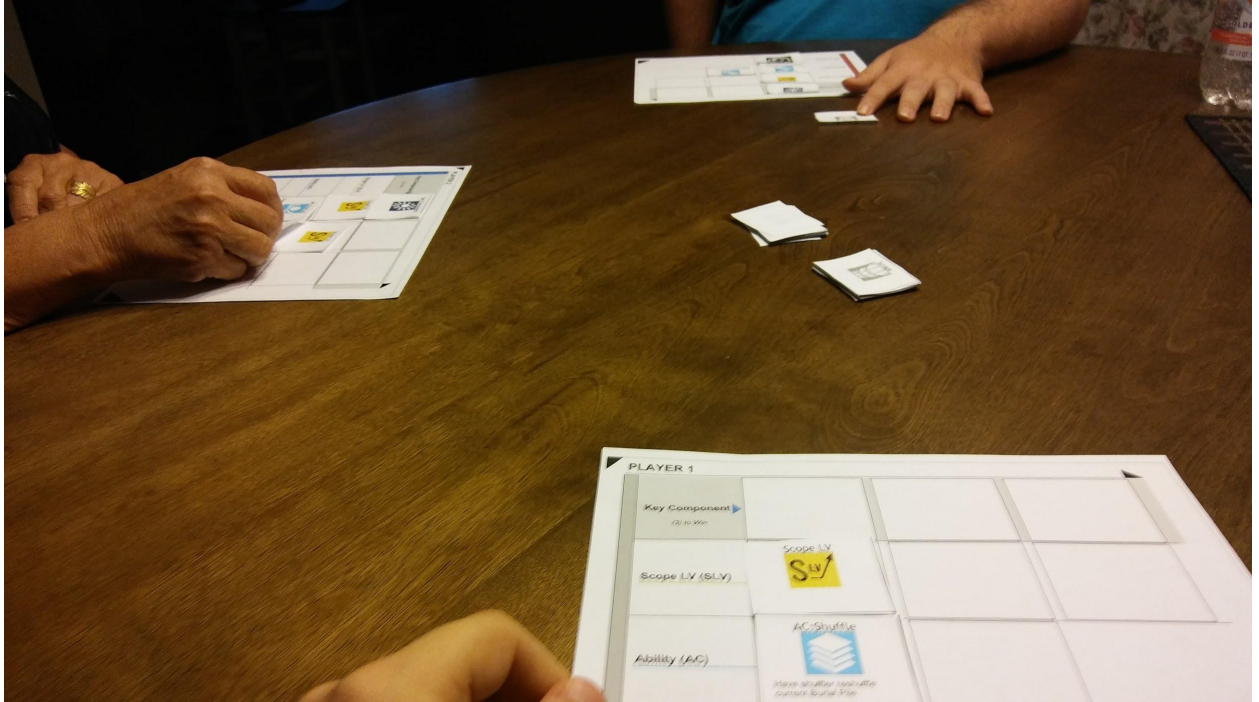
Play Testers For Test 10

M / 25

C / 75

Playtest 10 Results

- No alterations were made.
- Both were having fun (competitive mode).



-
- Neither player needed any clarification on the rules.
- Game lasted 18 minutes.

Week 4 Tests Reflection

In Week 4, while many of the playtests were performed by myself, the rest of them that were performed by my family have shown decent feedback. Besides myself, all of the playtesters used in this GDD have played all different kinds of games before- cards, boards and digitals. Because of this, performing the playtests with them proved a smooth ride with Scope Out. While one of the playtesters isn't much of a veteran player for mildly complex games like Scope Out, they got the hang of things after the first few rounds. One playtester this week was returning from last week's playtests. All feedback supported from these playtesters were positive and have shown no stress during gameplay, especially after creating a more detailed version of Scope Out via Google Drawing. Comments like "The game is much cleaner than before." and "Now I can identify things much easier." were all said during gameplay. This all shows that previous tweaks from past playtests were greatly beneficial. Using this feedback would make me want to either keep or further expand the polish of Scope Out. However, because not much was said about adding further details in the latest playtests, I believe it's safe to say that not much polish in the game's mechanics and rules is needed. Because of Scope Out having a more clean slate than its earlier states (which had less details on the mechanics/rules and design in general), this can help make future iterations of the game more solid and attached.

After playtesting in Week 4, I have noticed minor issues earlier on. These issues didn't affect the game's rules and mechanics at all, but it might've thrown the player off or confused them they weren't dealt with. Qualifications like spelling errors, misplacement of a word and color mishaps of the cards were all involved. One issue that may have turned out rough in the future playtests was having the Key Component section of the Player Menu mats not highlighted. Because this section of the mats is important and is mixed in with a few other sections, it would've been difficult for players to tell their winning progress. So, having experienced that in the first playtest, I decided to add a shade to that section and supported that in the Detailed Rules. Now, when playing, all it takes is a simple peek at the shaded section on your Player Menu to see if where your winning cards are- same for observing other players' progress. Besides the fact that Scope Out would be easier to understand with improved visual designs, it really has no other major issues that would hence flaw the game's flow. Perhaps though, because of the many modes and configurations within Scope Out's mechanics, there may just be a few more indentations that can chip off the gameplay flow- which is where more vigorous playtests are needed. The percentage of Scope Out functionings seems to be pretty high though. The playtesters did enjoy the game, mentioning how simple yet engaging it was.

The new mechanic I had added, "Trade", deepens gameplay in Cooperative Mode. It lets players decide whether or not to use up their turn to exchange any useful cards with their teammate. After implementing the ideas for it into the GDD, then testing them out myself in Playtest 8, I noticed that it creates more uniqueness, as it grants players more meaningful choice, especially in a mode that is packed with numerous players. Choosing whether to trade or not with teammates, and then deciding which cards to switch or gift them with can create more depth in one of the most involved modes in Scope Out. While numerous games out there have a trade mechanic already implemented into their system, the trade mechanic in Scope Out had to be created, since it's not only a fun mechanic for co-op games, but it also fits well with its theme and mechanics.

Overall, the amount of times I had to clarify the rules for this week were bare. Nothing had to be mentioned once I had playtesters read through the Detailed Rules. The newest playtester even had a simple run-through of the game.

Final Reflection

Over the course of this month, I have delved into the many laws of game design and game design documentation. While I came into these subjects with an already familiar mindset, being a person already interested in these fields, I still engaged with some interesting materials and facts that I haven't even wrapped my head around before. After working through assigned readings and projects related to the subject, I have gained a wide knowledge of how game design works and the fundamentals of it. The learning experience this course provided also helped support a keen learning experience for a subject that happens to have so many components to it.

Learning about game design documentation from the readings was not much of a surprise, though, still provided me with useful information. Growing up, I had grown attached to video games easily. Due to this, I slowly realized that I have grown so attached to them, that I started creating my own designs inspired by them, in my head or on paper. It, since then, has never stopped. Each month I would find myself exploring new worlds that games I had played (majority of video games) would deliver, and each experience provided a new creative process inside my mind that would twist the properties that that game would display. This would then lead up to concocting my own stories and visions inspired by these experiences. An early experience had me drawing out a whole boss fight that you'd engage with inside a video game entirely on paper. As I grew older, I'd find myself creating entire stories and the mechanics used to flow through them on paper and on the computer. After recent discoveries, I now know that this is an actual term- GDD (game design documentation). While already knowing a few mechanics of the game design documentation from prior experience, I admit to have gained more knowledge, like the GRATIS, Meaningful Actions Analysis and Flowcharts, all of which are essential to the GDD, as it provides those who read the GDD a better understanding of the game's gearworks.

With the iterative design process, I learned that creating any project cannot be finished without further constructions. There is a concept where projects have more polish to them than the first edition of it- which is where the iterative design process was used. I have learned that conducting repetitive tasks on a project can produce better outcomes for both the person themselves and their project. While understanding that this process can be overwhelming, it pays off greatly in the end. It shows that the person cares for whatever they are earning towards and other people respect that. Due to this, people will show care back. This does heavily rely on time, effort and patience, so no matter how many times a process is conducted, that subject being worked upon only grows the more processes you undergo with it. I have learned that with Scope Out. With playtests of my own and from others, I have learned that more is usually never enough- so I had to constantly add new things to help sharpen the details of the game. I know my game still probably has some tweaks that are needed, but the game now feels functional overall, which is what truly matters. This goes for any project, whether physical, or mental (working out daily schedules).

Engaging in play testing on Week 4 demonstrated that other perspectives play a key role in improving any project of any kind. No matter how many times one works on something of their own, it still would need to be able to reach out to others. In order to make something truly functional, you need to look at it from all different sides. When you do this, you pinpoint all of the necessary requirements needed to carry out the problems that are showing within that project. Play testing can be extremely difficult though, from what I learned. Trying to reach out to as many people as possible for your projects is hard enough as you have all different components that could affect the process- whether it's relating to work, school, a crisis or etc. It is convenient and insightful to have others look over a creator's work, so that the creator can get beneficial suggestions from different perspectives.

Game Design is a subject I always wanted to delve into. Being able to interact with related assignments only increased my engagement with this field. The experiences I had got

involved with in this class really opened up more doors for me, improving upon the prior knowledge I already had with games and the functions behind them.