Candy K-DesignPhotoJournal-Final

> By Team Oracle. Members: Jackie(Mengxuan) Li, Jannie Wang, Steven Tang

Initial Design:

Initially, as we have the theme of "secret traitor", our group plans to make the game similar to the mechanisms of *Werewolf*, so we build the abilities for the characters based on the existing abilities in *Werewolf*. The difference is that we have only six characters and every character has its unique ability.

Character and Ability Description:

Mints: Freeze one player per night, making the player unable to use ability. (cannot freeze the same character for two consecutive nights)

Popping Candy: The only character with prophetic ability. If the Popping Candy has Chocolate on the left or right side, the judge should declare in the day that Popping Candy made an explosion sound. If there is no chocolate or the Popping Candy is frozen, the judge should declare that Popping Candy did not make any sound. (Popping candy can't make a sound when banished from the game, melted by chocolate, or frozen by Mints.)

Toffee: Slander one player per night. Toffee cannot slander the same player for two consecutive nights. The player who is slandered gets an extra 0.5 votes in the next voting round.

Lollipop: The only character with defensive ability. Chocolate needs to melt Lollipop twice to exile it. (If Lollipop is frozen by mints and melted by chocolate at the same night, it will be banished from the game.)

Dark Chocolate: Belongs to the chocolate team. If it melts itself at night or is voted out during the day, it can take another player out of the game.

Milk Chocolate: Melts a player every night with Dark Chocolate. But if it is frozen by Mints, the attack will be ineffective, and the judge should tell the chocolate team who's

frozen.

Brainstorm

Next, because we want to make our own innovations for the game, we went through a brainstorm section to gather more innovation ideas. We listed out key words and possible mechanisms in the Miro board together. We first think of the LARP games, which has heavy storytelling elements and also fits the secret traitor requirement. However, LARP depends too much on the script and cannot be replayed over and over. We also like the idea that the story and the identities of each player are gradually unfolded as the game proceeds. Therefore, we listed out a key feature that we use in our later version here: the character's identity shifts as the game goes on. We linked some of the ideas together and combine them in the design, we decide to use cards to implement the identity shift mechanism.
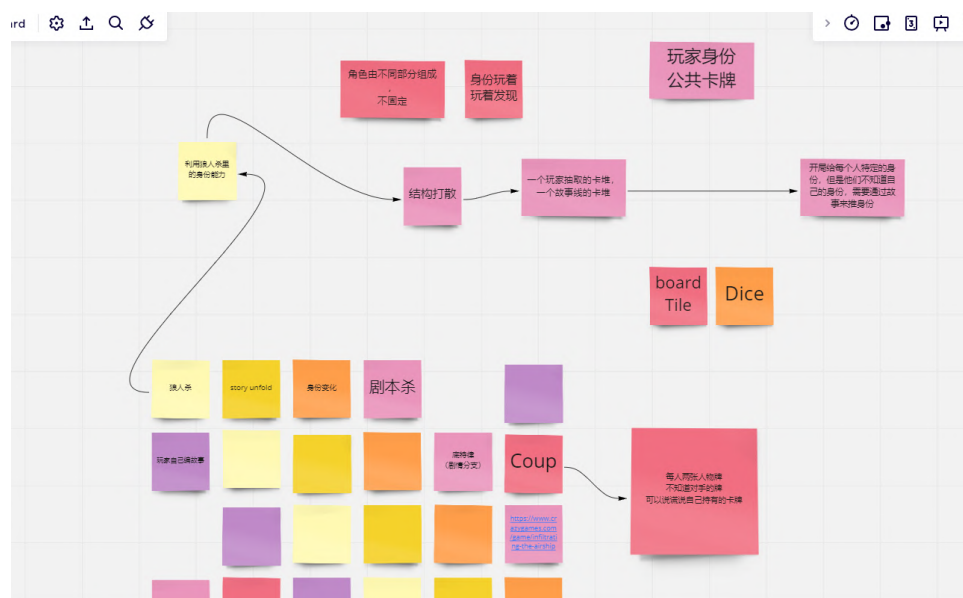

Revision

In this version of game, we keep the secret traitor and deduction parts from the *Werewolf.* The player needs to deduct other players' identities and vote out the secret traitor. On top of that, we design that the player won't know exactly what his own identity is. The player needs to deduct his own identity too. The identity of a player is also constantly changing at each turn. The player needs to deduct the current identities through the words of other players after each turn. The player will draw a card that describes his own character each turn. There will be a public clue card revealed each

turn. If the player's identity matches the clue, his identity will become more possible to be the traitor.
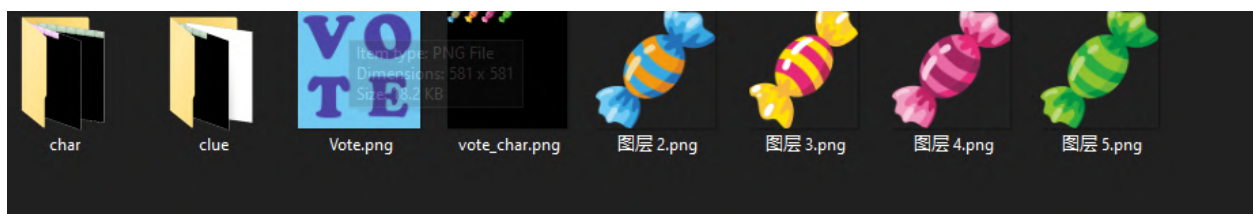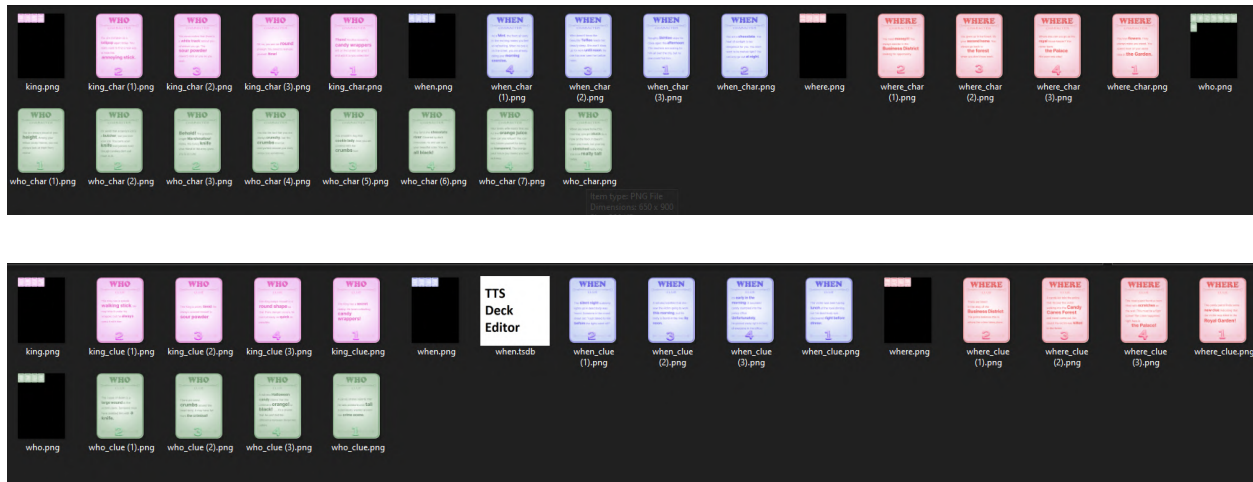
In the design of the cards, we use different colors for different sections. We also stress the keywords in each story, so it will be easier for players to read the story and deduct their identities.

Iteration 2

We playtested our game's first version for four times. Playtesters liked our game mechanism, especially for the parts of making up stories and identity deduction. However, some serious problems also existed. Players were quite confused by the wording of the rules and some players also fount it difficult to lie in discussion. As a result, we made some changes to improve our game.

First, we rewrote the entire rules. We refined the language and tried to avoid some ambiguous expressions. We also split some long sentences into shorter ones and used more bullet points to make the structure clearer.

Second, we allowed the players to draw more cards. Because some players had difficulty making up stories, we wanted to offer them more choices. To make sure we have at least one assassin in each round, we required players to draw 2 cards in the "When" section, and in the following sections they could decide whether to choose 2 cards or not, but only once. If one of the two cards they drew was a match, they had to play the matching card. However, to avoid the situation of two Kings, in the "Who King" section, players could only take one card. We also used simple diagrams to instruct players about this new mechanism.
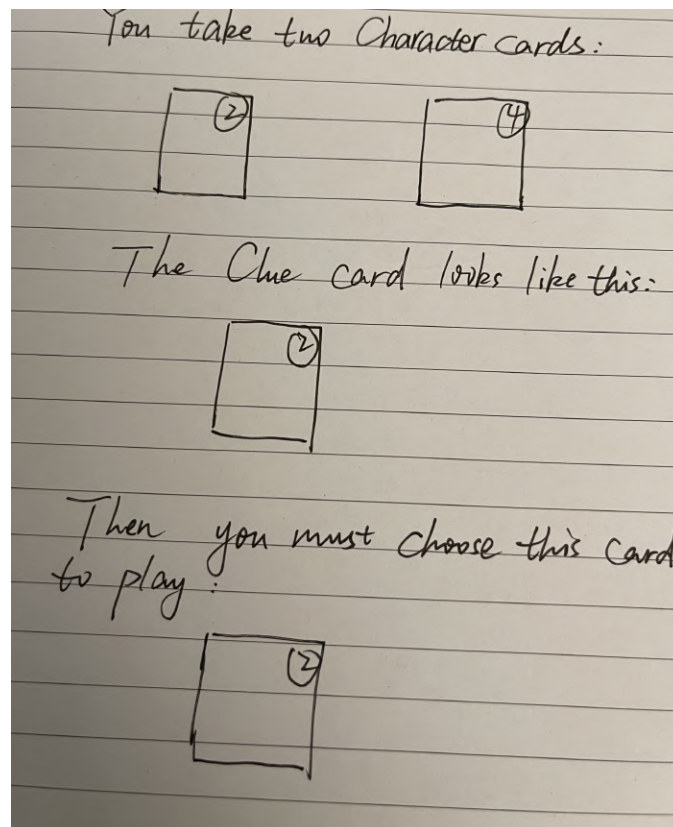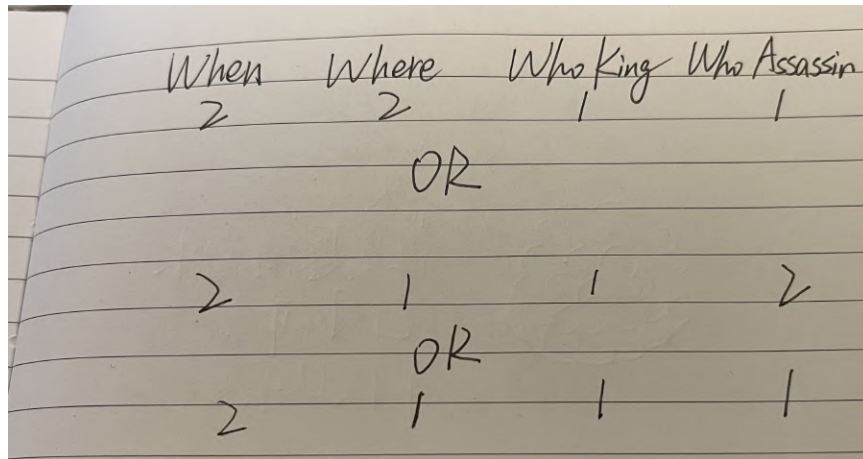
Third, we redesigned the arrangement of our cards in TableTop Simulator. We made division between areas of Character Cards and Clue Cards. We also deleted the timer because no one would speaker for more than 40 seconds, and repeatedly setting the timer was exhausting.

CLUE Card

CHARACTER Card

Iteration 3

We playtested Iteration 2 for three times. The game was more fun, but players still had confusion, which highly depended on their ability to understand the rules. Based on their feedback, we made revisions of the game again.

First, we added a long diagram to illustrate the entire gameplay process. We found that players were not willing to read words, so diagrams could do a better job in attracting their attention. We also added a section in the rules about important terms and their definition, so players don't need to read again the rules if they can't remember some points.

START

1
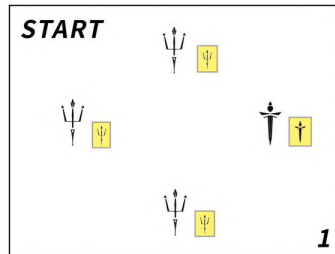
At the beginning of the game,
each player draw a identity card.

The player who gets the assassin
icon one counts as having one
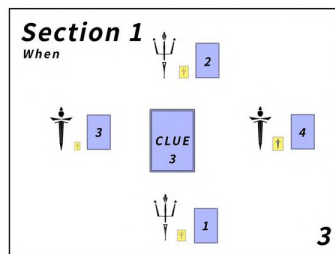matching pair of card and
becomes the init assassin

1

Section 1
When

2
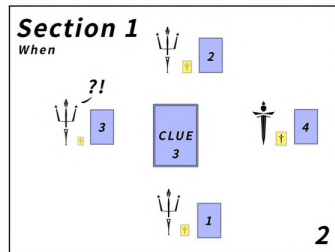
Each player gets a character card and
a clue card is revealed as public info.

If the number on character card is the
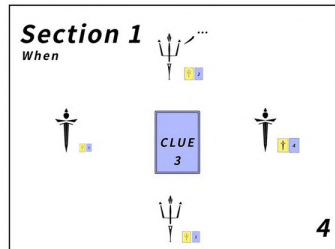same as the one on public clue, it is a
match.

2

Section 1
When

3

Identity may change.

The player with maximum matching
cards is the assassin.

If two players have the same number
of matching and are maximum, they're
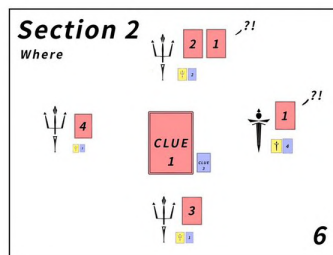both assassins.

3

Section 1
When

4

After drawing cards, each player goes
around and discuss each other's
identities.

4
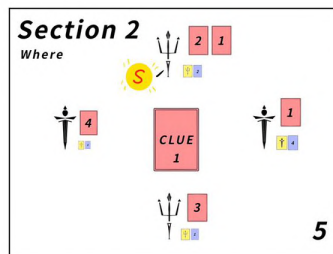
Section 2
Where

At any section, player can choose to use a special token which allows them to draw one more card.

5

5

Section 2
Where

Only the player with maximum matching cards is the assassin.
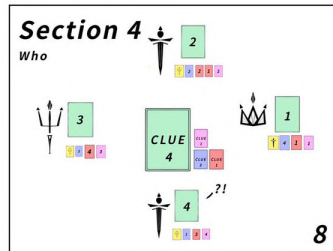
6

6
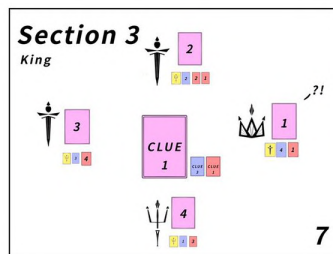
Section 3
King

The matching card in this section is the King.

The King cannot be the assassin.

The player except the King, who has maximum matching card is the assassin.

7

7

Section 4
Who

If there are three players that have the same number of matching cards, only the two closest to the King are the assassin.

8

8

Second, players were confused about which section to draw two cards. Our diagrams in Iteration 2 did not explain the new mechanism very well. Consequently, we decided to add a special token, which served as an item to remind players that they could draw one more card in any section. However, they can't do so in the "Who King" section because there is only one King.

Third, we notice that after our revisions above, there could be no Assassin at all if every player chose to play as a Citizen. (chose the non-matching card) To make sure we have at least one Assassin, we added 4 identity cards and assigned them to players. The player who gets the Assassin icon becomes the initial Assassin.

Our final design looks like this:

Contribution

- Initial Design: Jannie

- Brainstorm & Revised Design: Mengxuan, Jannie, Steven

- Art: Mengxuan

- Rules:

  - First Version: Mengxuan

  - Second Version: Steven & Jannie (diagram)

  - Third Version: Jannie & Mengxuan (diagram)

- Design Photo Journal:

  - Iteration 1: Jannie & Mengxuan

  - Iteration 2: Jannie

  - Iteration 3: Jannie

- Playtest Report: Steven & Jannie

- Playtest: Steven, Mengxuan, Jannie