

Design Photo Journal for “The Los Angeles Trail”

Iteration 1

We had our first playtest of the game after our group was formed. The game is fun, especially for the part of facing obstacles. However, we also notice some problems that need to be solved:

First, the players die too quickly. It is very easy to not satisfy the requirements to discard the obstacles, and when the character dies, the player will not be able to return to the game, so the gameplay experience can be limited. As a result, we come up with the idea of having each player use two character cards, so they can have more chances to survive.

Second, players were not paying attention to the secondary effects, partly because the descriptions were located at the bottom of the cards, and we need to make them more noticeable.

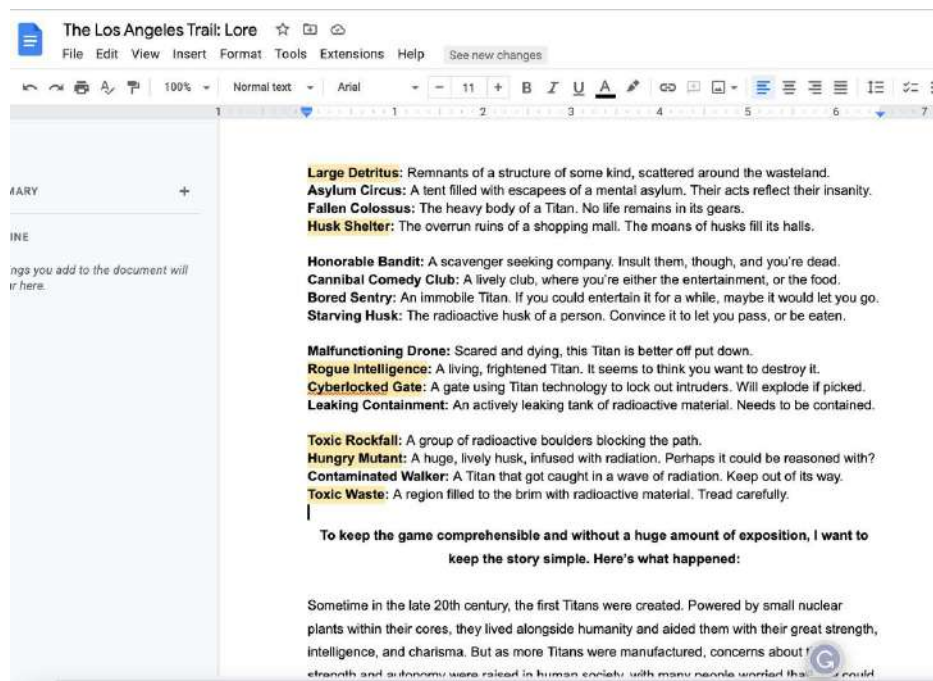
Third, sometimes all the players were not so confident in facing the obstacle, and no one was willing to do the challenge. However, if nobody volunteers, a decision cannot be reached. To solve this issue, we add in the rules that players should vote to decide the challenger in order to make sure there is someone facing the obstacle.

Iteration 2

We playtested our revisions of the game in Iteration 1, but there are still many points worth improvement.

First, after we let each player use two character cards, nobody dies, which makes the game unbalanced because people are supposed to die. As a result, we decide to use lives instead of two cards, and this may result in a bit more challenging gameplay.

Second, the content and design of the cards can also be improved. We add more storytelling elements to the cards by providing lore for the game. We write short descriptions of each obstacle card, rename some of the cards, and also provide a short background story for the game. We also intend to improve the art of the cards to make the secondary effects more noticeable.



We write the lore for the game

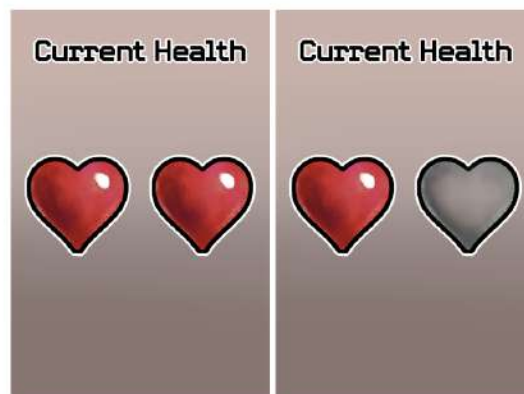
Third, we make some important changes to the rules. We add some detailed instructions of the voting process. We also stress that a player's goal is to survive himself instead of sacrificing for a greater good in our modifications, so there will be more trust&lie elements.

Iteration 3

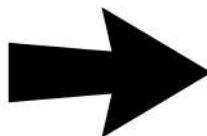
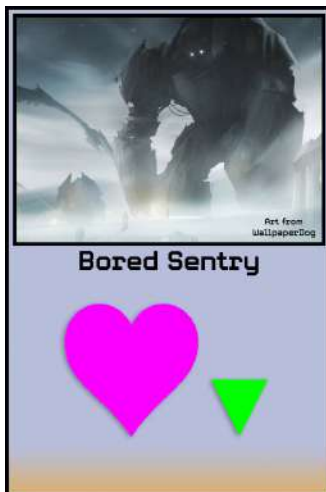
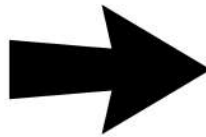
In this version of the game, we continue to refine our rules and game art according to the feedback from our playtesters.

For the rules, we shorten the game story from three paragraphs to two paragraphs and put it into the background. We also add the HP cards and instruct players to use them, and clarify some points based on our adjustment. Some players do not know how to talk about their traits, so we provide some examples of implying one's traits in discussion, such as: "Oh, I suck at talking to people"; "I'm not really smart".

Each character starts with 2 lives, represented by the HP card as shown below. Players each get an HP card. When they lose one life, flip the card so that it shows "1 life" facing up. When you die, discard your HP card.



For the card design, we largely improve the art by replacing the pictures with hand-drawn illustrations. We also move the secondary effects from the bottom to a more notable position. Moreover, we put the lore of the obstacles into the cards, so there will be more storytelling elements.



Finally, we update the game in Tabletop Simulator with the new design of cards. We also upload all the assets to the Game Crafter.



Components

Production Cost

Name

Ownership

Organization

Surfacing

All Components

Component	Quantity		
BOOKS			
Rule Sheet Document	1		
CARDS			
Character Cards Bridge Deck	1		
HP Cards Bridge Deck	1		
Obstacle Cards Bridge Deck	1		
INCLUDES			
Coin, Nickel Stock Component	1		
D6, 12mm, Transparent Orange Stock Component	1		
D6, 12mm, Transparent Purple Stock Component	1		
PACKAGING			
Game Box Deck Box (Full Box Printed)	1		

Add Custom Component

Add Stock Component

Add Downloadable File

Add Embedded Game

At a Glance

Cost Each

~~\$24.03~~ \$23.95

Bulk Cost Each

15.74

Weight

9.42 oz

Suggested Box

DeckBox

Dimensions

8.45x4.17x3.18 inches

Community Chat

Get Support

Role and Contribution

Director: Kristoffer (Tabletop Simulator, Rules, Lore, Playtest)

Producer: Jannie (Design Photo Journal, Progress Check, Presentation Slides,

Submission To The Game Crafter, Playtest)

Artist: Sophia (Game Art, Card Design, Playtest)

Designer: Yuxing (Playtest Report, Rules, Playtest)