

FINAL PROJECT: SELF-DIRECTED INTERFACE DESIGN

ITGM 723: Human-Centered Interactive Design

Professor David E. Meyers

Tim Broadwater / Spring 2014

FINAL PROJECT OVERVIEW

Your final project is a self-directed exercise in human-centered design. The possible concepts for your design are almost limitless. However, your project must lend itself to usability testing and revision based on user feedback. The goal is to create an interface that allows users to perform a multiple tasks and/or access a variety of information easily and efficiently.

The following list provides a few example ideas to help you find a project that you are passionate about and that will serve as a useful lesson in the human-centered design process.

You might design:

- an online shopping cart for an e-commerce site
- an organization or distribution tool for music, movie, or image files
- an interactive trip planner
- a heads-up display for a video game
- a character customization and selection screen for a video game
- an industrial product interface such as an oven with its own digital recipe book or a universal remote control.

Your project will be graded based on criteria listed below.

Use of Human-Centered Approach: 40% of final grade.

- You should appropriately apply usability concepts found in your readings and course lecture topics.
- Your concept should be streamlined. Users should know where they are and how to get what they need.
- Your final wireframe should not sacrifice frills and visual “wow factor” for clarity, organization, and efficiency.

Skillful Revision: 40% of final grade.

- Based on feedback from test users, your peers, and your professor, your project versions should show improvements that make good use of the constructive criticism you received. You can't please all the people all the time, but you should be able to fix the major shortcomings of your interface that impede users as they try to achieve their goals.

Clear and Practical Presentation: 20% of final grade.

- The visual components of your project should be well labeled and organized. External documentation, such as discussion postings, can be used to clarify certain complex aspects of a project, but they should not be essential for a basic understanding of a concept sketch or digital comp.

STAGE 1: DEFINE YOUR PROJECT/CREATE A DESIGN PLAN

During this stage, you will decide on a project concept and create a design plan document. The design plan document should describe user goals, target audience, and user personas. You should also provide an introduction for users who may not be familiar with your area of interest. In the introduction, you may want to provide additional background information, such as a description of similar products, a brief history of their evolution, and an explanation of what inspired you to undertake the project.

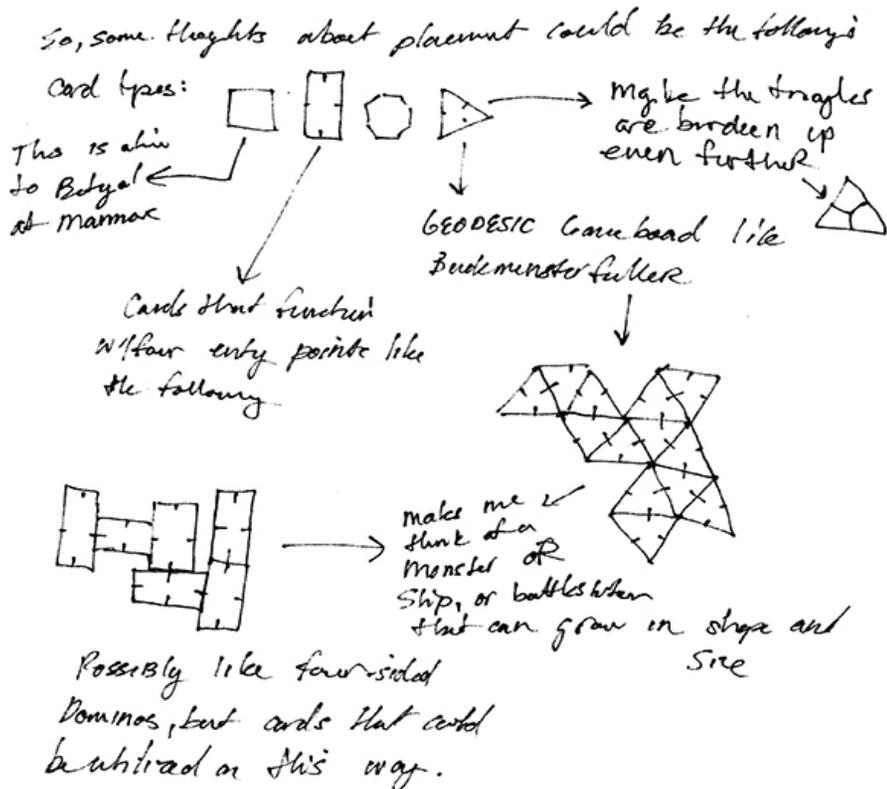
Click the Course Supplements link on the main Blackboard menu to view student work from past courses. For further help in creating your design plan document, view the design plan template located in the Course Supplements section of Blackboard. If you're having trouble coming up with a project concept that involves human-centered design, contact your professor for guidance.

INTRODUCTORY INFO

I know that the description for the Final Project: Self-Directed Interface Design states that this project is a self-directed exercise in human-centered design, and it suggests creating an interface that allows users to perform a multiple tasks and/or access a variety of information easily and efficiently; however, I'm not too excited about a trip planner or a shopping cart. My MFA thesis is actually going to entail designing a tabletop game of sorts, so I think I would like to use this opportunity to start on designing that game's core functions.

So, the user needs my project will address will be within the context of this game, and 1). should enable the user to perform the tasks of selecting, building, battling, and winning with their decks/tiles/tokens/whatever, and 2). easily and effectively be able to keep track of and understand the game mechanics/interface aesthetically, through a counter mechanism, or a visual interface.

I'm not sure at this point how it is all going to work, so I'm starting with something like weird dominoes, and I will be expanding going forward; here is what I have sketched so far for 1):



...and I was thinking something completely different and improved, but along the lines of what the Galaxy Truckers board game uses for 2):



SELF-DIRECTED INTERFACE DESIGN PLAN

Concept Introduction

Niche tabletop roleplaying games (RPGs) have shown a steady increase in sales over the last ten years. This increase in sales can be attributed to two factors. The first factor is the successful design combination of European user interfaces (UI) with American user experiences (UX) in tabletop RPGs. The second factor is the lack of true socialization coauthoring experiences, conflict resolution, cooperation, and creativity - in online videogames. Likewise with niche tabletop RPGs increasing in popularity, the opportunity is available for an improved application of UI and UX design principles in the creation, design, and development of these types of games by graphic designers and visual communicators, which could foster communication, creativity, sociability, and teamwork in younger gamers.

Some examples of niche tabletop RPGs are *Munchkin*, *Ticket to Ride*, *HeroQuest*, *Galaxy Truckers*, *Catacombs*, *Betrayal at the House on the Hill*, *Settlers of Catan*, and *Lords of Waterdeep* to name a few. All of these games require communication, socialization, and role playing more than that of a traditional board game, but are accessible and less time-consuming than dedicated RPGs.

The goal of the design project is to create a niche tabletop RPG interface that allows users to perform multiple tasks and access a variety of information easily and efficiently through the game itself, and undergo usability testing and revision based on user feedback.

Terminology

American UX - In the United States of America you see a lot of story-driven simulation in tabletop games, as opposed to simplicity and embracing the physicality of the medium. Players in the United States of America want to be barbarians, World War II soldiers, spies, etc.

European UI - For example, German tabletop games are a good illustration of design because German tabletop games embrace the physicality of the medium: they utilize cards, tokens, dice, figures, coins, boards, etc. Also with German games you can expect two or four page game manuals, so they're quick and accessible to everybody; however, German games often have super thin themes and storylines.

Niche Tabletop RPG - Niche tabletop RPGs aren't exactly traditional board games like *Monopoly*, *Checkers*, and *Sorry*, however they aren't dedicated 'pen and paper' RPGs like *Dungeons & Dragons* either; niche tabletop RPGs are somewhere in between traditional board games and dedicated 'pen and paper' RPGs. Niche tabletop RPGs borrow attributes from both genres: the quick and ease of setup and gameplay, combined with the player taking on a role in the game while coauthoring the gameplay story.

User Goals

By using an improved application of UI and UX design principles to niche tabletop RPG design within the development of this project, the user should be able to:

- perform the tasks of selecting, building, battling, and winning with their decks/tiles/tokens
- easily and effectively be able to keep track of and understand the game mechanics aesthetically through a counter mechanism or visual interface.

Target Audience

Age Range: 10+

Education Level: 5th Grade+

Tech Comfort Level: N/A

Other Products Used: European gaming UIs like dice, tokens, cards, etc.

DESIGN PLAN PERSONAS



Chris Rabilso

Age: 42

Occupation: Assistant Professor

Income Level: \$74,000

Education Level: Ph.D.

Personal Background Information: Professor Chris Rabilso is an assistant professor in the Department of Social Sciences. He earned his PhD in Kinesiology Sociology from Ohio State University, and an undergraduate degree in Business and Economics from Maryland College.

Reason for Using the Product: Chris enjoys playing all types of board games with his two teenage children whenever he can.



Emily Maiyuki

Age: 21

Occupation: College Student

Income Level: \$12,000

Education Level: Pursuing a B.S. in Anthropology.

Personal Background Information: Like many students, Emily started her undergraduate career with every intention of becoming a doctor. After taking an anthropology course as a part of her general education curriculum, she switched her major to anthropology.

Reason for Using the Product: Emily enjoys playing RPGs with other people in her dorm at college, party games like Cards Against Humanity, and has played many different kinds of board games since she was a child.



Henry Burner

Age: 11

Occupation: Public School Student

Income Level: N/A

Education Level: 5th Grade in Public School

Personal Background Information: Henry likes to play his Nintendo WiiU, he is an outfielder on a little league community baseball team, he has an older brother and sister, his favorite cartoons is Adventure Time, and he likes to draw.

Reason for Using the Product: Henry likes to play all types of video games and board games; the cooler and fun the game the better!

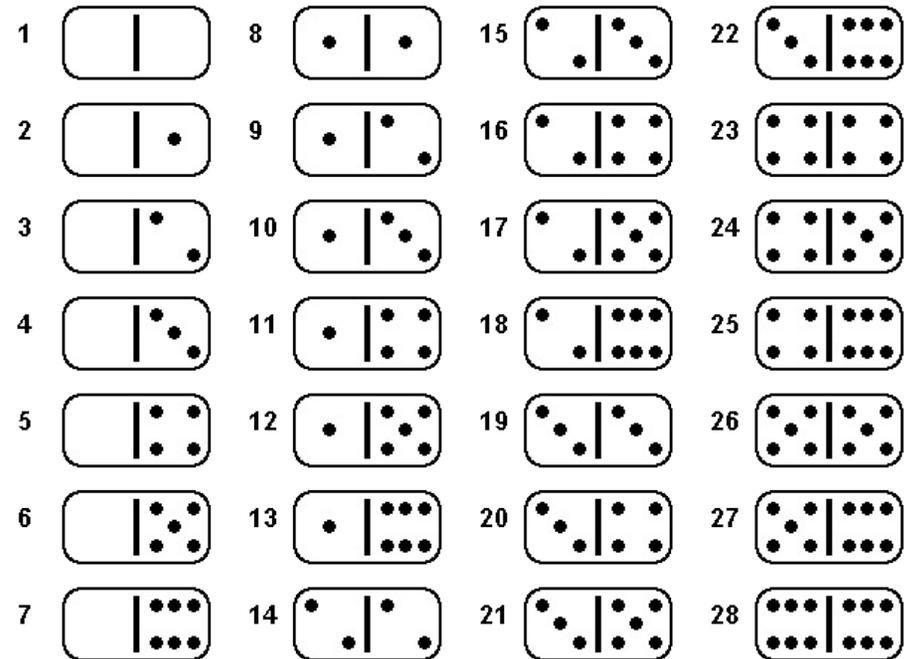
Ideas

Tentative Game Name: Ready, Set, Fight!

- The essence of the game is to build a monster, customize your monster, and battle your monster to win!
- Up to 4 players battle to level 10/or until the other monsters are destroyed.
- The game will be marketed to the niche geek culture.
- The players primary activity is building as fast as they can, and battling to the death.
- The major challenges are building you monster with enough defense to survive, enough strength to battle, and with enough speed to beat others.

Research

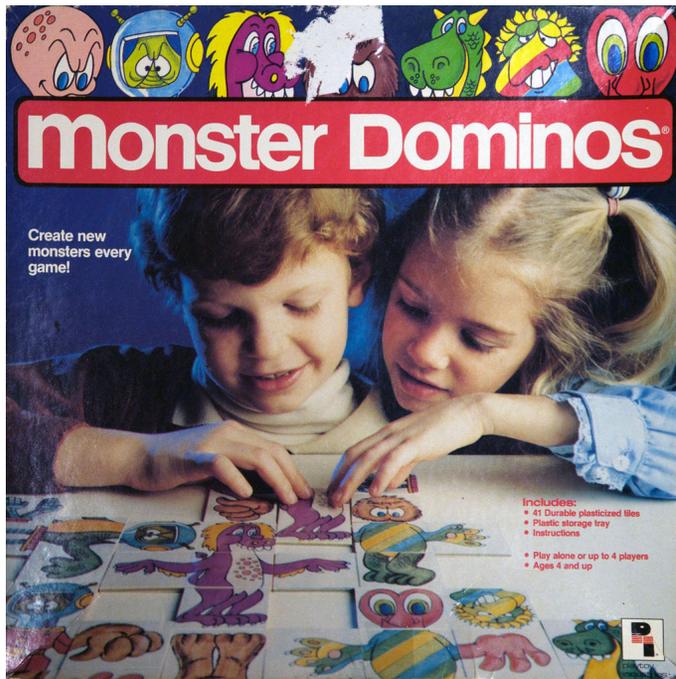
- Pulsipher, Lewis. Game Design: How to Create Video and Tabletop Games, Start to Finish. Jefferson, North Carolina: McFarland & Company Inc., 2012.
- How To Play Dominos: <http://youtu.be/9MeWPTqJsns>
- Dominos have a standard 28 set
- Players select 7 dominos to start for two player, or players select 5 to start for three/four players
- The player who reveals the highest piece/most dots goes first
- Doubles/triples allow the most player opportunities for expansion
- If a player doesn't have a piece to play, they draw until they find a piece to play
- The game ends when a player runs out of dominos to play, becoming the automatic winner; the remaining players add up all the dots in their hand, and the winner gets those points.
- A game is over when a player reaches 100 points.
- Monster Dominos by PlayToy (<http://boardgamegeek.com/boardgame/51519/monster-dominos>)



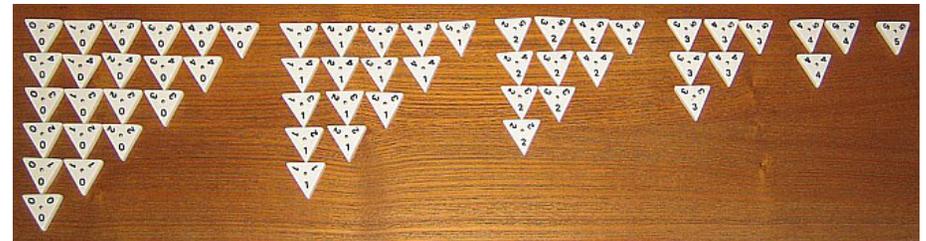
- *Tri-Ominos* by Pressman (<http://youtu.be/vrEzCcW9VU0>)

Research Continued

- *Monster Dominos* by PlayToy (<http://boardgamegeek.com/boardgame/51519/monster-dominos>)



- Each point of the triangle has a number (most often from 0-5), and each *Tri-Omino* has a unique combination of numbers (with repetition of a number allowed in the combination). With the 6 possible end values commonly seen, and with the additional condition that the three numbers do not decrease clockwise, there are 56 unique combinations and thus the standard *Tri-Omino* set has 56 tiles.



STAGE 2: PAPER PROTOTYPES

Create a paper prototype of your design concept. The prototype must be testable. This means users must be able to interact with your interface design by pointing to the navigation items you've created on paper. The test moderator should be able to respond to this "input" by presenting the test user with a new piece of paper or by changing the existing piece of paper to simulate how the digital interface would respond. To ensure that you can properly test your paper prototype, make sure it identifies every section of your project interface. Review this example paper prototype photo (PDF, 172 KB) to get a better idea of how a paper prototype should look and how it should be arranged for photographing.

Once your paper prototype is complete, you will need to conduct casual testing with friends and family. Do not rely on your classmates for testing. Before you begin testing, you should post a photo (or photos) of your paper prototype to the Discussion Board so that your classmates can see how you constructed it.

You may use a scanner to create images of your paper prototype, however, you will probably find it quicker and easier to take a digital photo of the entire prototype at once. For best results, arrange your paper prototype components on a table, floor, or corkboard in a sitemap-style layout and take a high-resolution photograph (1024 x 768 pixels or greater) of your entire prototype. Your photo does not have to be large enough to allow every piece of text to be read, but header text (such as section titles) should be legible.

Once you have conducted at least three initial paper prototype tests, post your findings on the Discussion Board. View your fellow students' posts and exchange ideas on the experience. Consider these questions as you summarize your paper prototyping experience:

- Did paper prototyping reveal any unexpected problems?
- Did paper prototyping confirm any of your existing concerns about your interface design?
- Do you feel that working with a paper version of your interface helped you organize your content and navigation?
- Did responding to the user's actions during testing help you "think like a computer"? Did it help you find a hole in your design that left you wondering, "So, what happens now? How do I (as the computer) respond to this?"

Remember that you must upload the photograph(s) of your paper prototype in JPG format to the Submissions section. Please compress your photos as much as possible while retaining some degree of text legibility. Placing images in a single PDF file is ideal for large image viewing since it allows for easy zooming.

PAPER PROTOTYPING

Thought Experiments

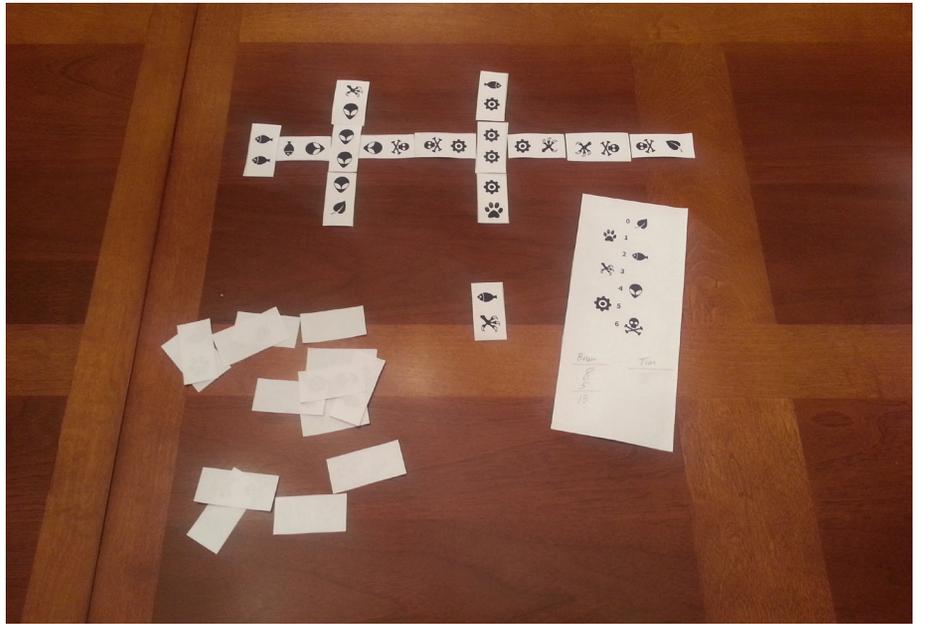
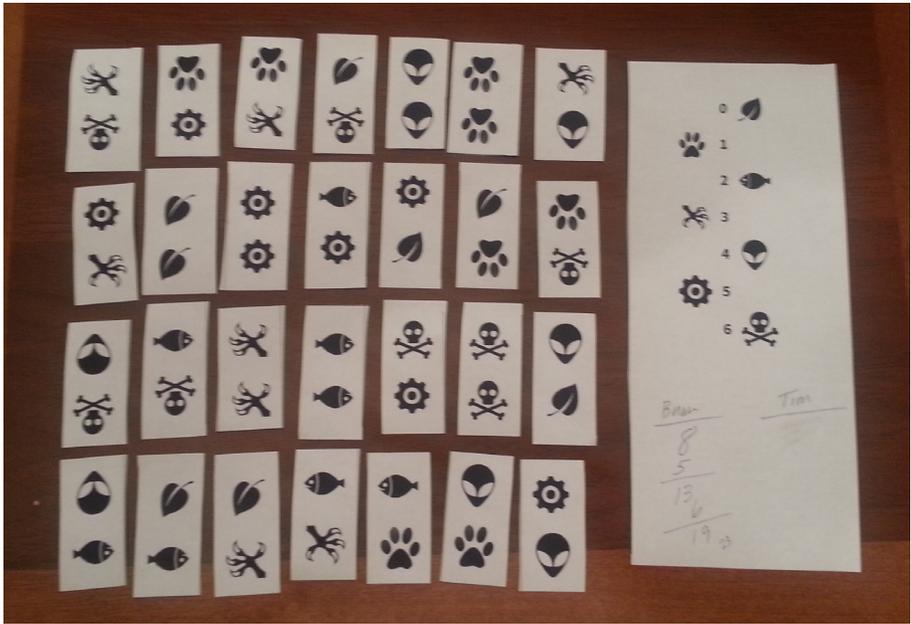
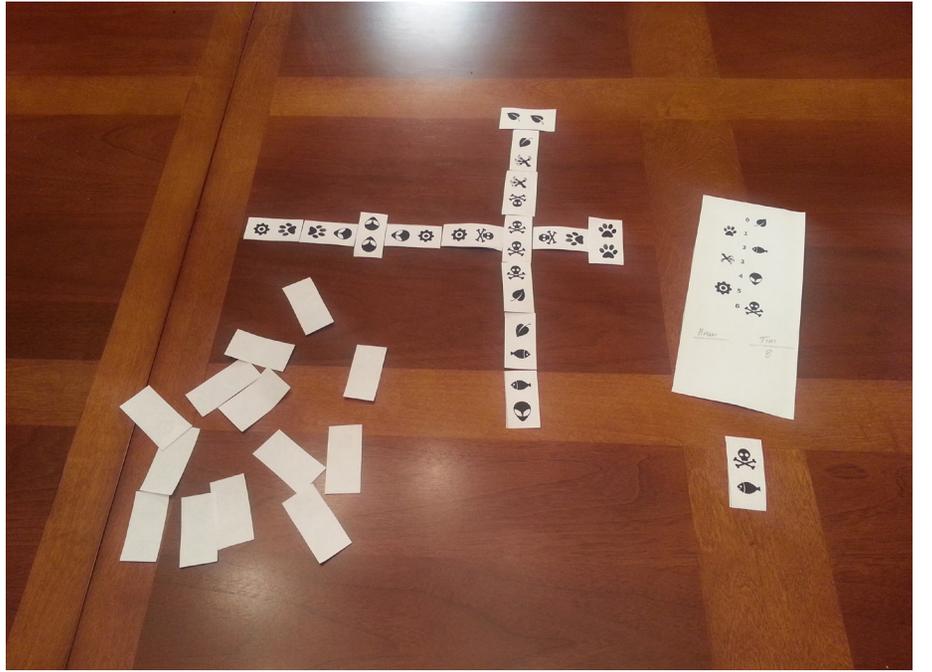
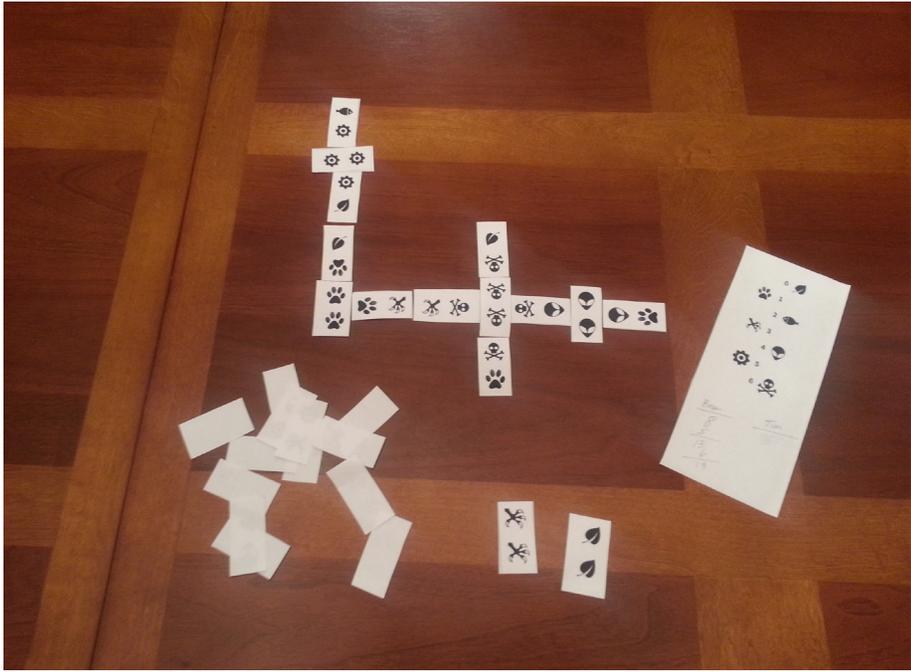
1. Everyone gets a base piece
2. Ready Phase: pieces are shuffled, and pieces are drawn based on turns
 - Players building pieces onto base – armor, weapons, and abilities – which will allow them to battle or affect their building speed
3. Set Phase: a monster's abilities, defense, and damage are recorded on a play chart page in preparation for battle; each player reviews each other's build for illegal builds and stats.
4. Fight Phase:
 - randomness in combat is introduced through dice for attack and defense
 - abilities/instants are used any time in battle
5. Game Over/Repeat Ready Phase: is over when X amount of damage or death occurs.

Prototyping (Round 1)

- 0 – Plant/Poison/Barbs/Spores
- 1 – Animal/Bird/Claws/Hoofs
- 2 – Sea Monster/Octopus/Shark
- 3 – Dinosaur/Dragon/Lizard
- 4 – Alien/Eye Stalks/Blob/Telepathy/Acid
- 5 – Robot/Robo-Claws/Tracks/Lazers
- 6 – Evil/Undead/Zombie/Ghost

					
	5	3	1		
	6	4	2		0
					

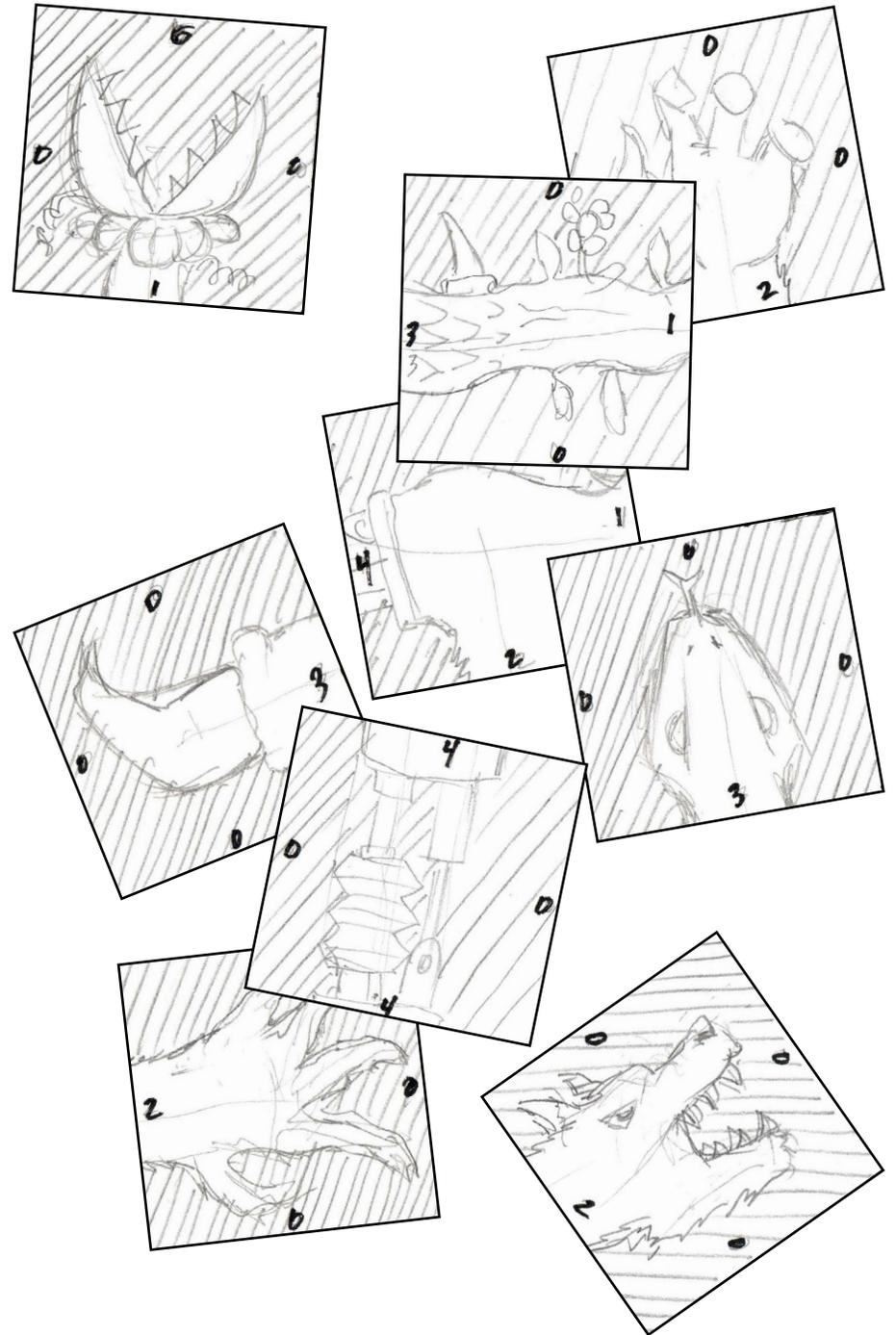


Notes from Prototyping (Round 1)

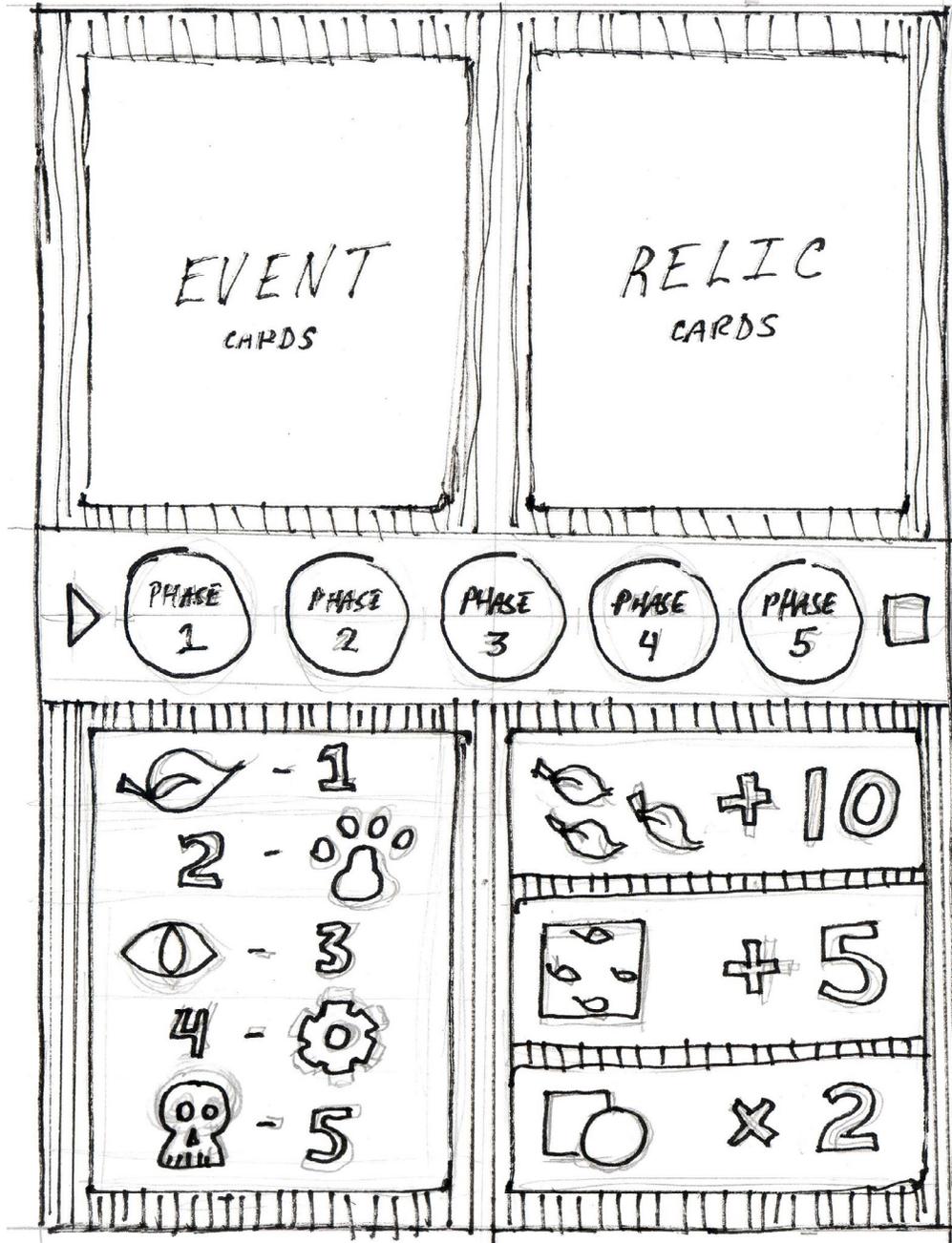
- If I explore the *Tri-Ominos* model, triple of the same number could be torsos or base pieces that players start with, instead of a core piece for each player.
- An exploration of the *Quad-Ominos* format may work too:
 - 2 players: 30 tiles
 - 3 players: 20 tiles
 - 4 players: 15 tiles
 - 5 players: 12 tiles
 - 6 or more: 10 tiles (12 players can theoretically play; *Pressman* recommends 2-8)

Prototyping (Round 2)

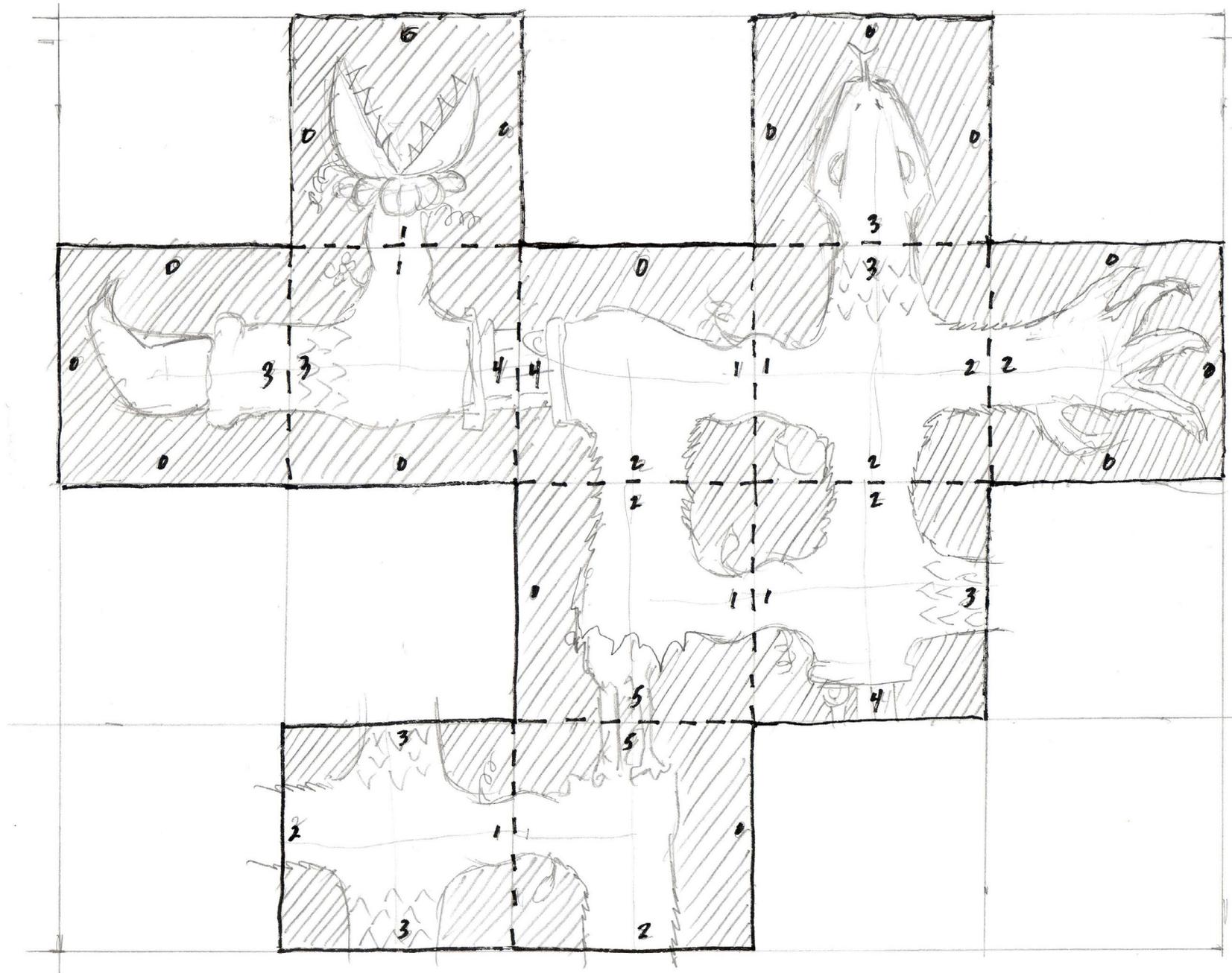
- 0 – Plant/Poison/Barbs/Spores
- 1 – Animal/Bird/Claws/Hoofs
- 2 – Sea Monster/Octopus/Shark
- 3 – Dinosaur/Dragon/Lizard
- 4 – Alien/Eye Stalks/Blob/Telepathy/Acid
- 5 – Robot/Robo-Claws/Tracks/Lazers
- 6 – Evil/Undead/Zombie/Ghost



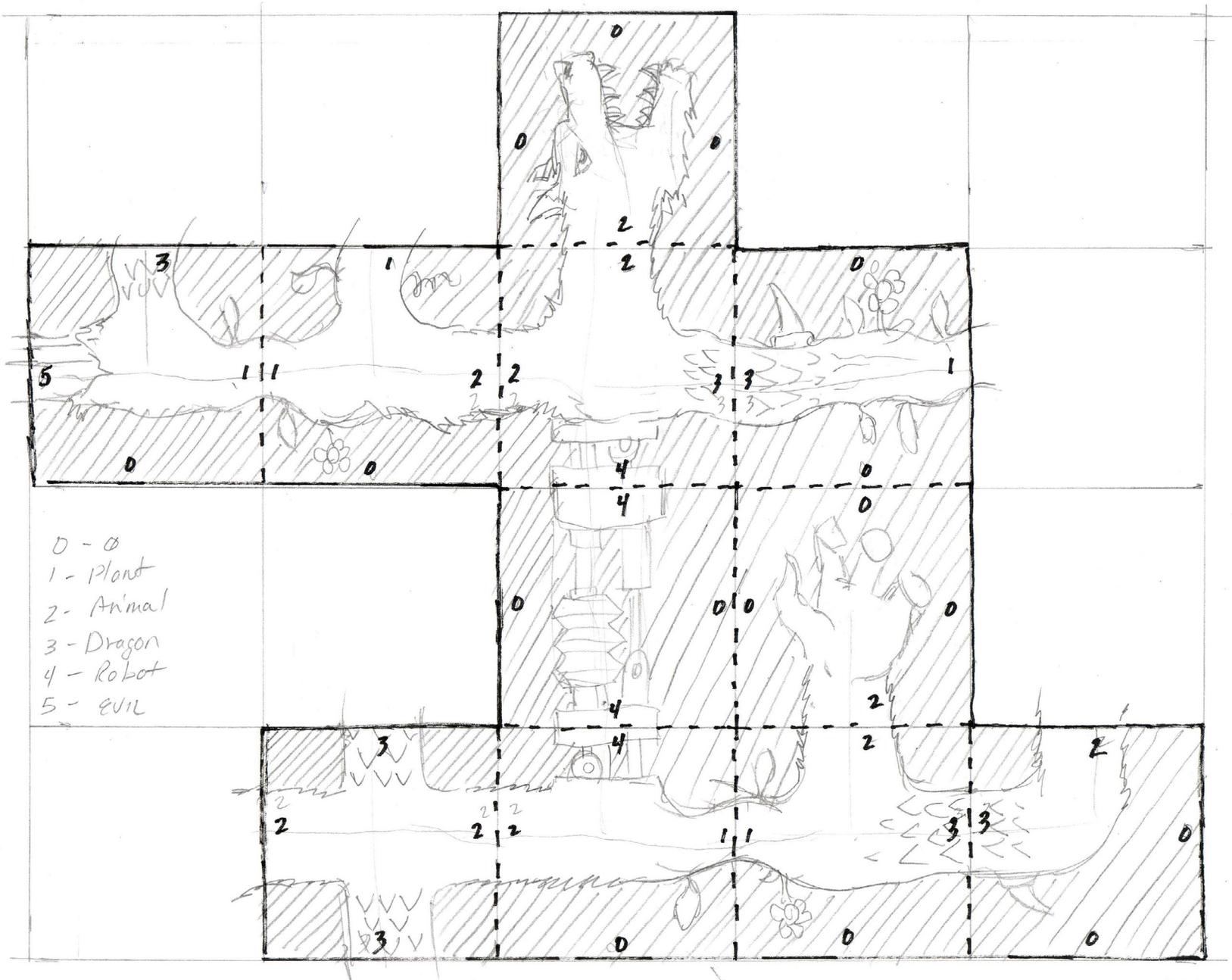
GAME TRACKER



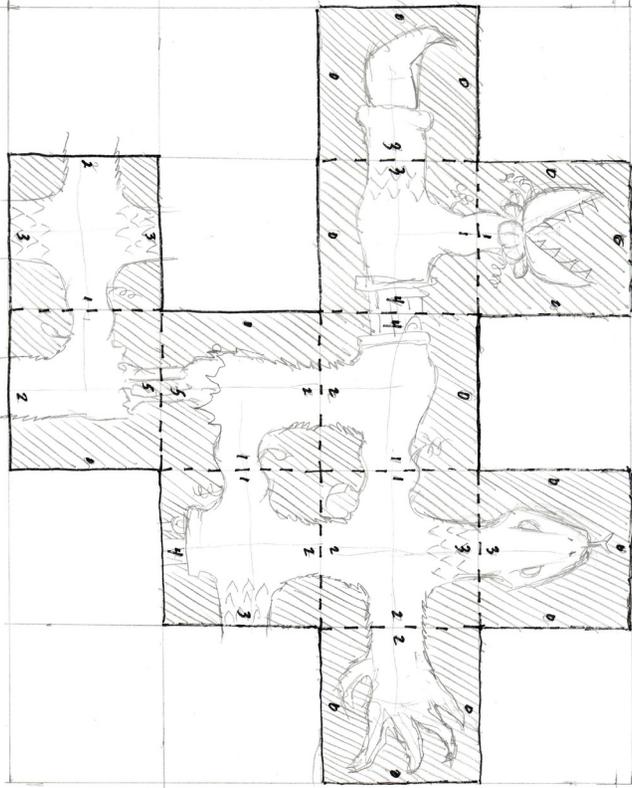
PLAYER ONE'S CONSTRUCTION



PLAYER TWO'S CONSTRUCTION



BATTLE PHASE VIEW



EVENT
CARDS

RELIC
CARDS

▶ PHASE 1 PHASE 2 PHASE 3 PHASE 4 PHASE 5 ◻

1 - 1 (leaf)

2 - 2 (paw)

3 - 3 (eye)

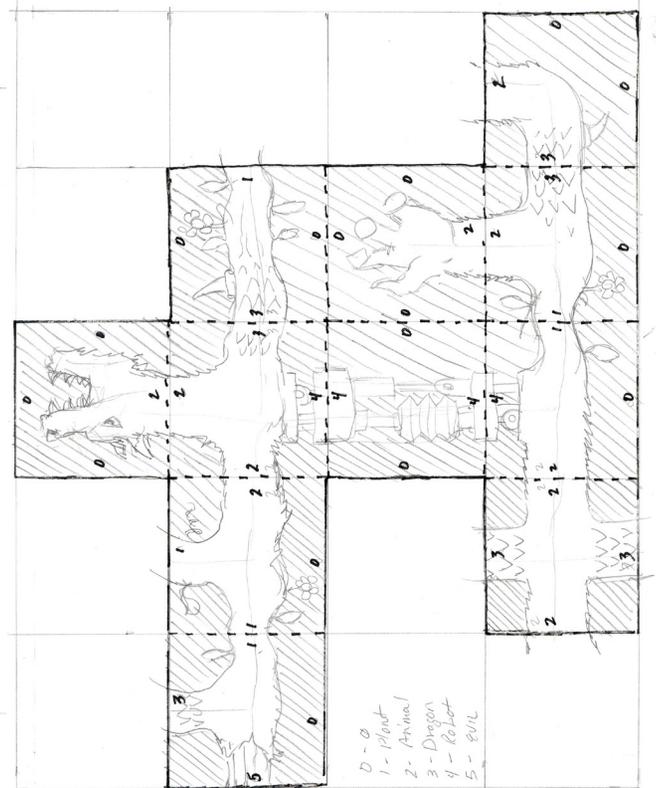
4 - 4 (gear)

5 - 5 (skull)

+10 (2 leaves)

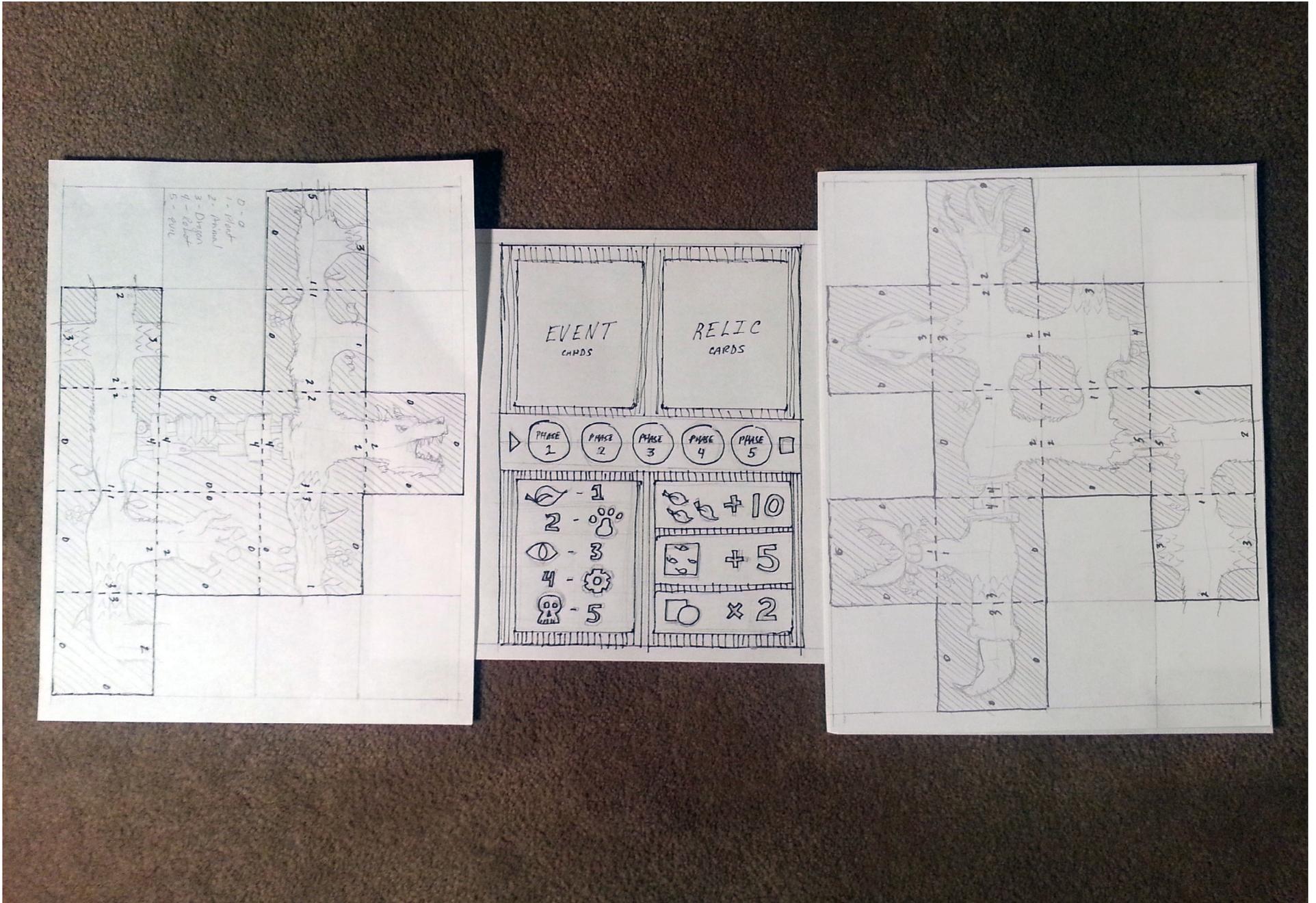
+5 (dice)

×2 (dice)



- 0 - 0
- 1 - Plant
- 2 - Animal
- 3 - Dragon
- 4 - 6s Unit
- 5 - Evil

BATTLE PHASE PHOTOGRAPH



STAGE 3: DIGITAL WIREFRAME DEVELOPMENT

Your wireframe can be designed in Flash or HTML. It must contain working links and provide the user with enough information about each section to serve as a testable demo of your final project concept. You will have the option to create more refined graphics to replace your placeholder elements near the end of the course, but your design will not be evaluated on aesthetic appeal. Your goal is to create a testable version that, by the end of the course, serves a highly usable framework ready for aesthetic trimmings. After the course is complete, you should only need to “wrap” your design with a final layer of more polished graphics and, if applicable, transitions and animations.

To gain a better idea of how you can create a testable prototype without using Flash or advanced scripting, view this example of a digital oven interface wireframe. This link will prompt you to download a ZIP file (approximately 220 KB) containing all the files used in the wireframe. Begin exploring the wireframe by opening the file named “index.htm”. Keep in mind that, although this wireframe is not aesthetically refined, the navigation is almost fully functional. Your rough wireframe should strive for this level of functionality so that the testing and refinement process can focus on making improvements rather than filling in gaps in content and navigation.

Post the working wireframe version of your final project on your personal web space and provide a link to it on the Discussion Board for peer critique.

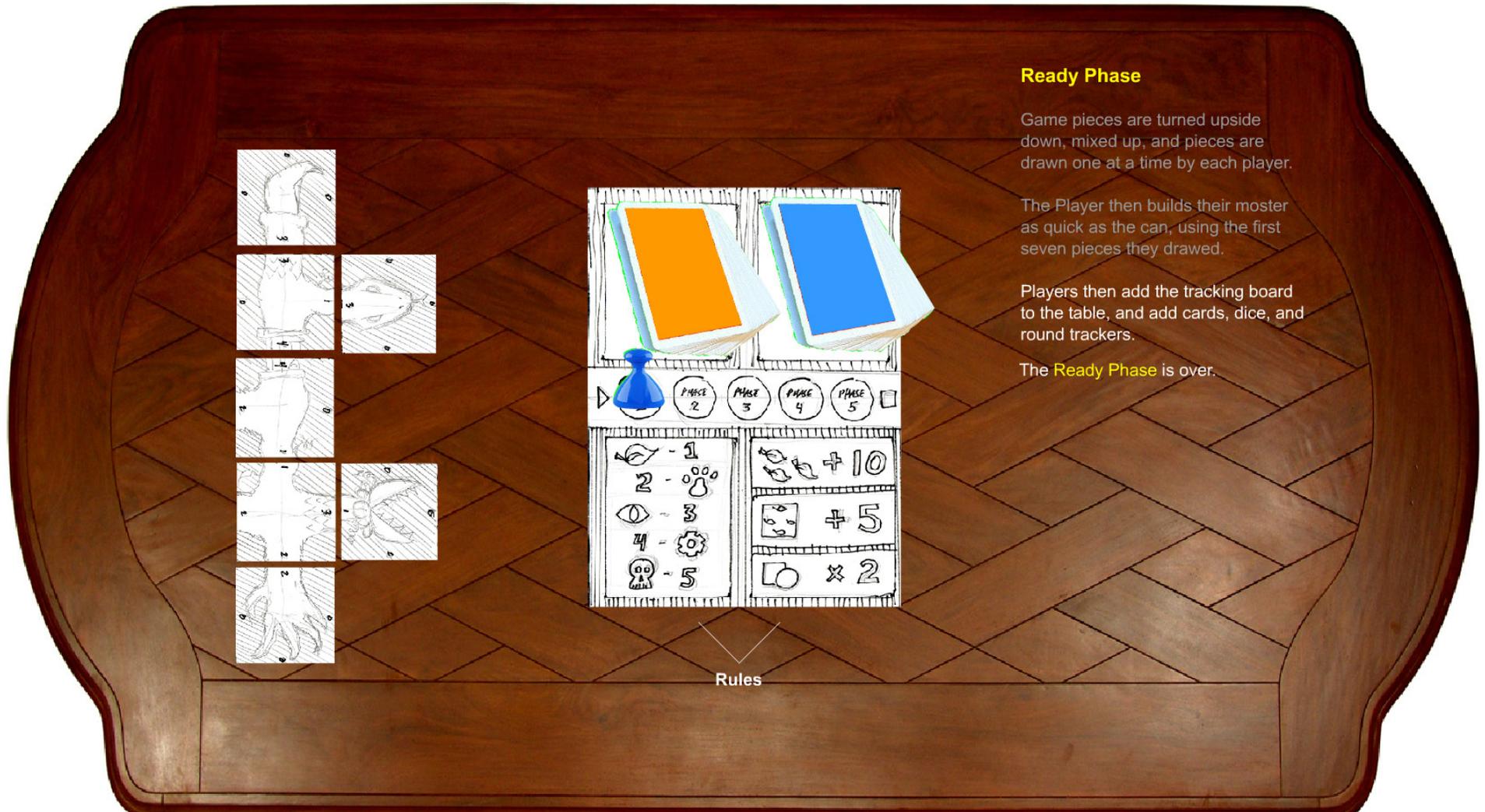
Respond to at least three of your classmates' posts. Try to anticipate usability issues from the perspective of a test user and offer suggestions so that your classmates can improve their wireframes before uploading them to the Submissions section.

Create a ZIP file containing all of the files used in your final project wireframe and upload the ZIP file to the Submissions section.

DIGITAL WIREFRAME DEMONSTRATION

I started creating a digital wireframe for this project that explained to a viewer how the proposed tabletop game functions; however, in the process of creating the *Ready* and *Set* rounds of the boardgame, I realized that I would need to create a digital demonstration, a rule book, and a playable version of the wireframe for *Stage 4: Creating Evaluation Documents* and *Stage 5: Testing Results*.

I first created a demonstration Digital Wireframe using Adobe Flash, Adobe Photoshop, and ActionScript. This can be viewed online at <http://timbroadwater.com/itgm723/wireframe.swf>, and will be updating throughout *Stage 7: Final Submission*.



Ready Phase

Game pieces are turned upside down, mixed up, and pieces are drawn one at a time by each player.

The Player then builds their roster as quick as the can, using the first seven pieces they drew.

Players then add the tracking board to the table, and add cards, dice, and round trackers.

The **Ready Phase** is over.

DIGITAL WIREFRAME PLAYABLE VERSION

Following the recommendations from *Stage 2: Paper Prototypes* and the experimentation from both domino-like paper prototypes, I decided to pursue a *Quad-Ominos* style prototype to use for usability testing in *Stage 5: Testing Results*. Using a *Combinations and Permutations Calculator* I formulated developed a *Microsoft Excel* spreadsheet that mapped a 126 *Quad-Ominos* card permutations using the numbers 0 through 5 in a sequence of four numbers (exp. 0,0,0,0 then 0,0,0,1 then 0,0,0,2 etc.). Each number corresponded to the following information, the number 0 being nothing:

1. Plant
2. Animal
3. Insect
4. Robot
5. Alien

The group of the four numbers represented the top, right, bottom, and left attribute for each card - which like connecting the a number 2 to another number 2 in *Dominos* - would allow plant to connect to plant, robot, to connect with robot, and so on. This equaled out to be 18 plant cards, 18 animal cards, 18, insect cards, 18 robot cards, 18 alien cards, 10 special ability/hybrid cards, and 25 connector cards of no particular race. The card metrics can be seen in PDF file format at http://www.timbroadwater.com/itgm723/tbroadwater_metrics.pdf.

Next I imbued each number combination with an attack stat, a defense stat, or a special move, and made sure that the amount of these was balanced over 125 cards (126 minus the 0,0,0,0 card which would be nothing). Each race (plant, animal, robot, etc.) also has nine card with attacks ranging from +4 to +1 in nature, and nine defense cards ranging from +4 to +2 in nature.

Finally, I used this data to create a generic CSV (comma separated value) file that I then mail merged with a very basic card template I generated in *Adobe InDesign* to print out the 125 cards. The digital wireframe of the 125 cards can be seen in PDF file format at http://www.timbroadwater.com/itgm723/tbroadwater_wireframe.pdf. I then individually cut out all 126 cards to be used for the usability test in *Stage 4: Creating Evaluation Documents* and *Stage 5: Testing Results*.

Ready, Set, Fight (1 - 5) Players

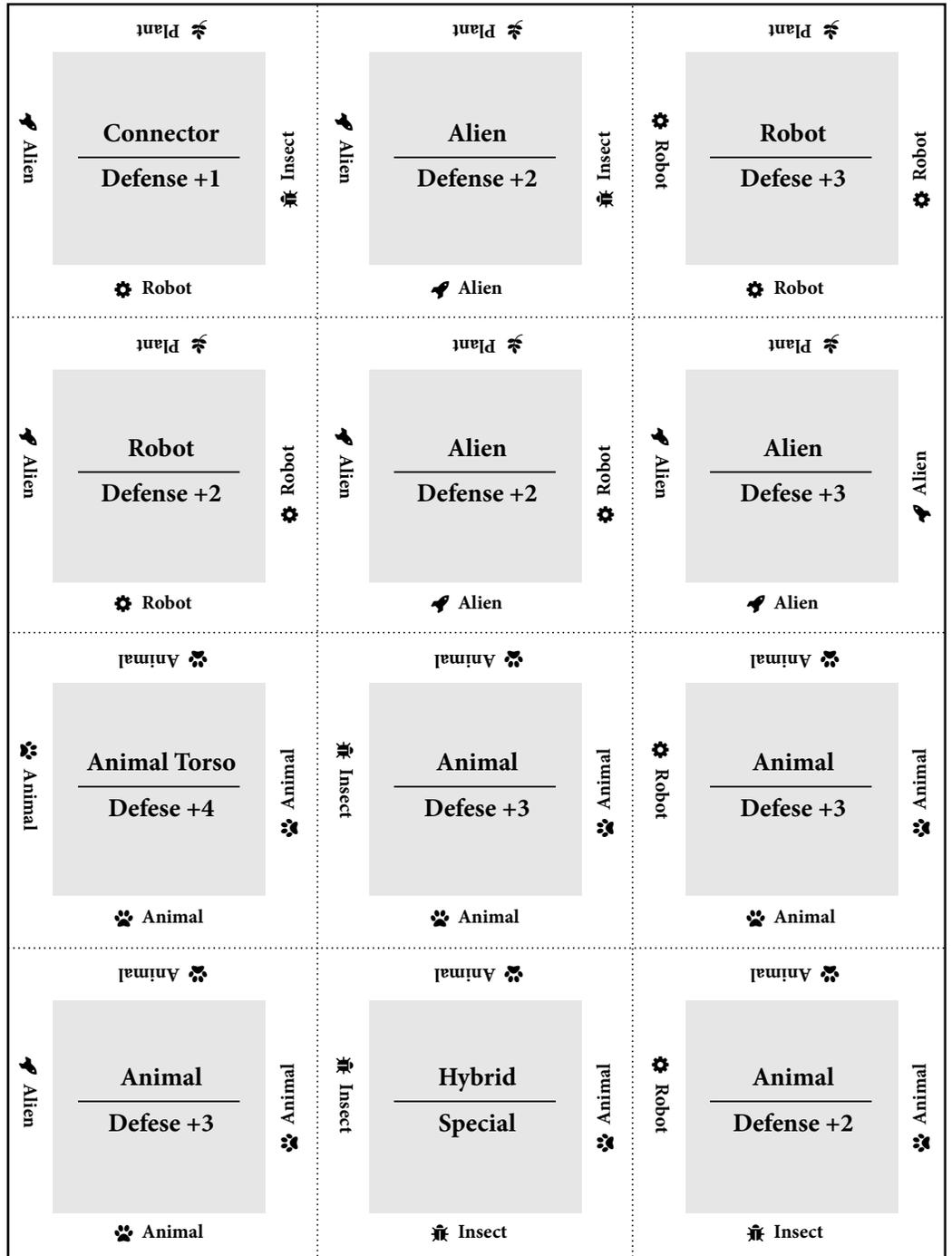
Piece Permutations (56 of each number)

125 Pieces Because 0,0,0,0 isn't a piece

Pieces	Special/Stats	Card Function Breakdown	Card Class Breakdown
0,0,0,0	Card Concept: Zero!		
0,0,0,1	Attack +4	Attack +4	Plant
0,0,0,2	Attack +4	Attack +3	Animal
0,0,0,3	Attack +4	Attack +2	Robot
0,0,0,4	Attack +4	Attack +1	Alien
0,0,0,5	Attack +4	Special	Hybrid
0,0,1,1	Attack +3	Defense +4	Plant
0,0,1,2	Attack +3	Defense +3	Animal
0,0,1,3	Attack +3	Defense +2	Robot
0,0,1,4	Attack +3	Defense +1	Alien
0,0,1,5	Attack +3	Special	Hybrid
0,0,2,2	Attack +2	Defense +4	Plant
0,0,2,3	Attack +2	Defense +3	Animal
0,0,2,4	Attack +2	Defense +2	Robot
0,0,2,5	Attack +2	Defense +1	Alien
0,0,3,3	Attack +1	Defense +4	Plant
0,0,3,4	Attack +1	Defense +3	Animal
0,0,3,5	Attack +1	Defense +2	Robot
0,0,4,4	Attack +1	Defense +1	Alien
0,0,4,5	Attack +1	Special	Hybrid
0,0,5,5	Attack +1	Special	Hybrid
0,1,1,1	Attack +2	Attack +4	Plant
0,1,1,2	Attack +2	Attack +3	Animal
0,1,1,3	Attack +2	Attack +2	Robot
0,1,1,4	Attack +2	Attack +1	Alien
0,1,1,5	Attack +2	Special	Hybrid
0,1,2,2	Attack +2	Defense +4	Plant
0,1,2,3	Attack +2	Defense +3	Animal
0,1,2,4	Attack +2	Defense +2	Robot
0,1,2,5	Attack +2	Defense +1	Alien
0,1,3,3	Attack +2	Defense +4	Plant
0,1,3,4	Attack +2	Defense +3	Animal
0,1,3,5	Attack +2	Defense +2	Robot
0,1,4,4	Attack +2	Defense +1	Alien
0,1,4,5	Attack +2	Special	Hybrid
0,1,5,5	Attack +2	Special	Hybrid
0,2,2,2	Attack +1	Attack +4	Plant
0,2,2,3	Attack +1	Attack +3	Animal
0,2,2,4	Attack +1	Attack +2	Robot
0,2,2,5	Attack +1	Attack +1	Alien
0,2,3,3	Attack +1	Attack +4	Plant
0,2,3,4	Attack +1	Attack +3	Animal
0,2,3,5	Attack +1	Attack +2	Robot
0,2,4,4	Attack +1	Attack +1	Alien
0,2,4,5	Attack +1	Special	Hybrid
0,2,5,5	Attack +1	Special	Hybrid
0,3,3,3	Attack +1	Defense +4	Plant
0,3,3,4	Attack +1	Defense +3	Animal
0,3,3,5	Attack +1	Defense +2	Robot
0,3,4,4	Attack +1	Defense +1	Alien
0,3,4,5	Attack +1	Special	Hybrid
0,3,5,5	Attack +1	Special	Hybrid
0,4,4,4	Attack +1	Special	Hybrid
0,4,4,5	Attack +1	Special	Hybrid
0,4,5,5	Attack +1	Special	Hybrid
0,5,5,5	Attack +1	Special	Hybrid
1,1,1,1	Attack +2	Attack +4	Plant
1,1,1,2	Attack +2	Attack +3	Animal
1,1,1,3	Attack +2	Attack +2	Robot
1,1,1,4	Attack +2	Attack +1	Alien
1,1,1,5	Attack +2	Special	Hybrid
1,1,2,2	Attack +2	Defense +4	Plant
1,1,2,3	Attack +2	Defense +3	Animal
1,1,2,4	Attack +2	Defense +2	Robot
1,1,2,5	Attack +2	Defense +1	Alien
1,1,3,3	Attack +2	Defense +4	Plant
1,1,3,4	Attack +2	Defense +3	Animal
1,1,3,5	Attack +2	Defense +2	Robot
1,1,4,4	Attack +2	Defense +1	Alien
1,1,4,5	Attack +2	Special	Hybrid
1,1,5,5	Attack +2	Special	Hybrid
1,2,2,2	Attack +1	Attack +4	Plant
1,2,2,3	Attack +1	Attack +3	Animal
1,2,2,4	Attack +1	Attack +2	Robot
1,2,2,5	Attack +1	Attack +1	Alien
1,2,3,3	Attack +1	Attack +4	Plant
1,2,3,4	Attack +1	Attack +3	Animal
1,2,3,5	Attack +1	Attack +2	Robot
1,2,4,4	Attack +1	Attack +1	Alien
1,2,4,5	Attack +1	Special	Hybrid
1,2,5,5	Attack +1	Special	Hybrid
1,3,3,3	Attack +1	Defense +4	Plant
1,3,3,4	Attack +1	Defense +3	Animal
1,3,3,5	Attack +1	Defense +2	Robot
1,3,4,4	Attack +1	Defense +1	Alien
1,3,4,5	Attack +1	Special	Hybrid
1,3,5,5	Attack +1	Special	Hybrid
1,4,4,4	Attack +1	Special	Hybrid
1,4,4,5	Attack +1	Special	Hybrid
1,4,5,5	Attack +1	Special	Hybrid
1,5,5,5	Attack +1	Special	Hybrid
2,2,2,2	Attack +1	Attack +4	Plant
2,2,2,3	Attack +1	Attack +3	Animal
2,2,2,4	Attack +1	Attack +2	Robot
2,2,2,5	Attack +1	Attack +1	Alien
2,2,3,3	Attack +1	Attack +4	Plant
2,2,3,4	Attack +1	Attack +3	Animal
2,2,3,5	Attack +1	Attack +2	Robot
2,2,4,4	Attack +1	Attack +1	Alien
2,2,4,5	Attack +1	Special	Hybrid
2,2,5,5	Attack +1	Special	Hybrid
2,3,3,3	Attack +1	Defense +4	Plant
2,3,3,4	Attack +1	Defense +3	Animal
2,3,3,5	Attack +1	Defense +2	Robot
2,3,4,4	Attack +1	Defense +1	Alien
2,3,4,5	Attack +1	Special	Hybrid
2,3,5,5	Attack +1	Special	Hybrid
2,4,4,4	Attack +1	Special	Hybrid
2,4,4,5	Attack +1	Special	Hybrid
2,4,5,5	Attack +1	Special	Hybrid
2,5,5,5	Attack +1	Special	Hybrid
3,3,3,3	Attack +1	Special	Hybrid
3,3,3,4	Attack +1	Special	Hybrid
3,3,3,5	Attack +1	Special	Hybrid
3,3,4,4	Attack +1	Special	Hybrid
3,3,4,5	Attack +1	Special	Hybrid
3,3,5,5	Attack +1	Special	Hybrid
3,4,4,4	Attack +1	Special	Hybrid
3,4,4,5	Attack +1	Special	Hybrid
3,4,5,5	Attack +1	Special	Hybrid
4,4,4,4	Attack +1	Special	Hybrid
4,4,4,5	Attack +1	Special	Hybrid
4,4,5,5	Attack +1	Special	Hybrid
4,5,5,5	Attack +1	Special	Hybrid
5,5,5,5	Attack +1	Special	Hybrid

DIGITAL WIREFRAME PLAYABLE VERSION

top_icon	top	right_icon	right	bottom_icon	bottom	left_icon	left	type	attribute
☘						☘	Plant	Plant Head	Attack +4
☘						☘	Animal	Animal Head	Attack +4
☘						☘	Insect	Insect Head	Attack +4
☘						☘	Robot	Robot Head	Attack +4
☘						☘	Alien	Alien Head	Attack +4
☘						☘	Plant	Plant	Attack +2
☘						☘	Animal	Animal	Attack +1
☘						☘	Connector	Connector	Attack +1
☘						☘	Robot	Robot	Attack +1
☘						☘	Alien	Alien	Attack +1
☘						☘	Animal	Animal	Attack +2
☘						☘	Insect	Connector	Attack +1
☘						☘	Robot	Connector	Attack +1
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Insect	Attack +1
☘						☘	Insect	Robot	Attack +1
☘						☘	Robot	Alien	Attack +1
☘						☘	Alien	Connector	Attack +1
☘						☘	Robot	Robot	Attack +2
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Plant	Attack +2
☘						☘	Insect	Plant	Attack +2
☘						☘	Robot	Plant	Attack +2
☘						☘	Alien	Plant	Attack +2
☘						☘	Animal	Animal	Attack +2
☘						☘	Insect	Connector	Attack +1
☘						☘	Robot	Connector	Attack +1
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Insect	Attack +2
☘						☘	Insect	Robot	Attack +2
☘						☘	Robot	Alien	Attack +2
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Plant	Attack +2
☘						☘	Insect	Plant	Attack +2
☘						☘	Robot	Plant	Attack +2
☘						☘	Alien	Plant	Attack +2
☘						☘	Animal	Animal	Attack +3
☘						☘	Insect	Animal	Attack +2
☘						☘	Robot	Animal	Attack +2
☘						☘	Alien	Animal	Attack +2
☘						☘	Animal	Insect	Attack +2
☘						☘	Insect	Robot	Attack +2
☘						☘	Robot	Connector	Attack +1
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Robot	Attack +2
☘						☘	Insect	Robot	Attack +2
☘						☘	Robot	Alien	Attack +2
☘						☘	Alien	Connector	Attack +1
☘						☘	Animal	Plant	Attack +2
☘						☘	Insect	Plant	Attack +2
☘						☘	Robot	Plant	Attack +2
☘						☘	Alien	Plant	Attack +2
☘						☘	Animal	Plant Torso	Defense +3
☘						☘	Insect	Plant	Defense +3
☘						☘	Robot	Plant	Defense +3
☘						☘	Alien	Plant	Defense +3
☘						☘	Animal	Hybrid	Special
☘						☘	Insect	Plant	Defense +2
☘						☘	Robot	Plant	Defense +2
☘						☘	Alien	Plant	Defense +2
☘						☘	Animal	Hybrid	Special
☘						☘	Insect	Plant	Defense +2
☘						☘	Robot	Hybrid	Special
☘						☘	Alien	Plant	Defense +2
☘						☘	Animal	Hybrid	Special
☘						☘	Insect	Animal	Defense +3
☘						☘	Robot	Animal	Defense +2
☘						☘	Alien	Animal	Defense +2
☘						☘	Animal	Insect	Defense +2
☘						☘	Insect	Robot	Defense +2
☘						☘	Robot	Connector	Defense +1
☘						☘	Alien	Connector	Defense +1
☘						☘	Animal	Robot	Defense +2
☘						☘	Insect	Connector	Defense +1
☘						☘	Robot	Robot	Defense +2
☘						☘	Alien	Connector	Defense +1
☘						☘	Animal	Plant	Defense +2
☘						☘	Insect	Plant	Defense +2
☘						☘	Robot	Plant	Defense +2
☘						☘	Alien	Plant	Defense +2
☘						☘	Animal	Animal Torso	Defense +4
☘						☘	Insect	Animal	Defense +3
☘						☘	Robot	Animal	Defense +3
☘						☘	Alien	Animal	Defense +3
☘						☘	Animal	Insect	Defense +2
☘						☘	Insect	Robot	Defense +2
☘						☘	Robot	Hybrid	Special
☘						☘	Alien	Hybrid	Special
☘						☘	Animal	Insect	Defense +3
☘						☘	Insect	Insect	Defense +2
☘						☘	Robot	Robot	Defense +2
☘						☘	Alien	Connector	Defense +1
☘						☘	Animal	Alien	Defense +2
☘						☘	Insect	Alien	Defense +2
☘						☘	Robot	Robot	Defense +2
☘						☘	Alien	Robot	Defense +2
☘						☘	Animal	Alien	Defense +3
☘						☘	Insect	Animal Torso	Defense +4
☘						☘	Robot	Animal	Defense +3
☘						☘	Alien	Animal	Defense +3
☘						☘	Animal	Insect	Defense +2
☘						☘	Insect	Robot	Defense +2
☘						☘	Robot	Hybrid	Special
☘						☘	Alien	Hybrid	Special
☘						☘	Animal	Insect	Defense +3
☘						☘	Insect	Insect	Defense +2
☘						☘	Robot	Robot	Defense +2
☘						☘	Alien	Connector	Defense +1
☘						☘	Animal	Alien	Defense +2
☘						☘	Insect	Alien	Defense +2
☘						☘	Robot	Robot	Defense +3
☘						☘	Alien	Robot	Defense +2
☘						☘	Animal	Alien	Defense +2
☘						☘	Insect	Robot Torso	Defense +4
☘						☘	Robot	Robot	Defense +3
☘						☘	Alien	Hybrid	Special
☘						☘	Animal	Alien	Defense +3
☘						☘	Insect	Alien Torso	Defense +4



DIGITAL WIREFRAME PLAYABLE VERSION



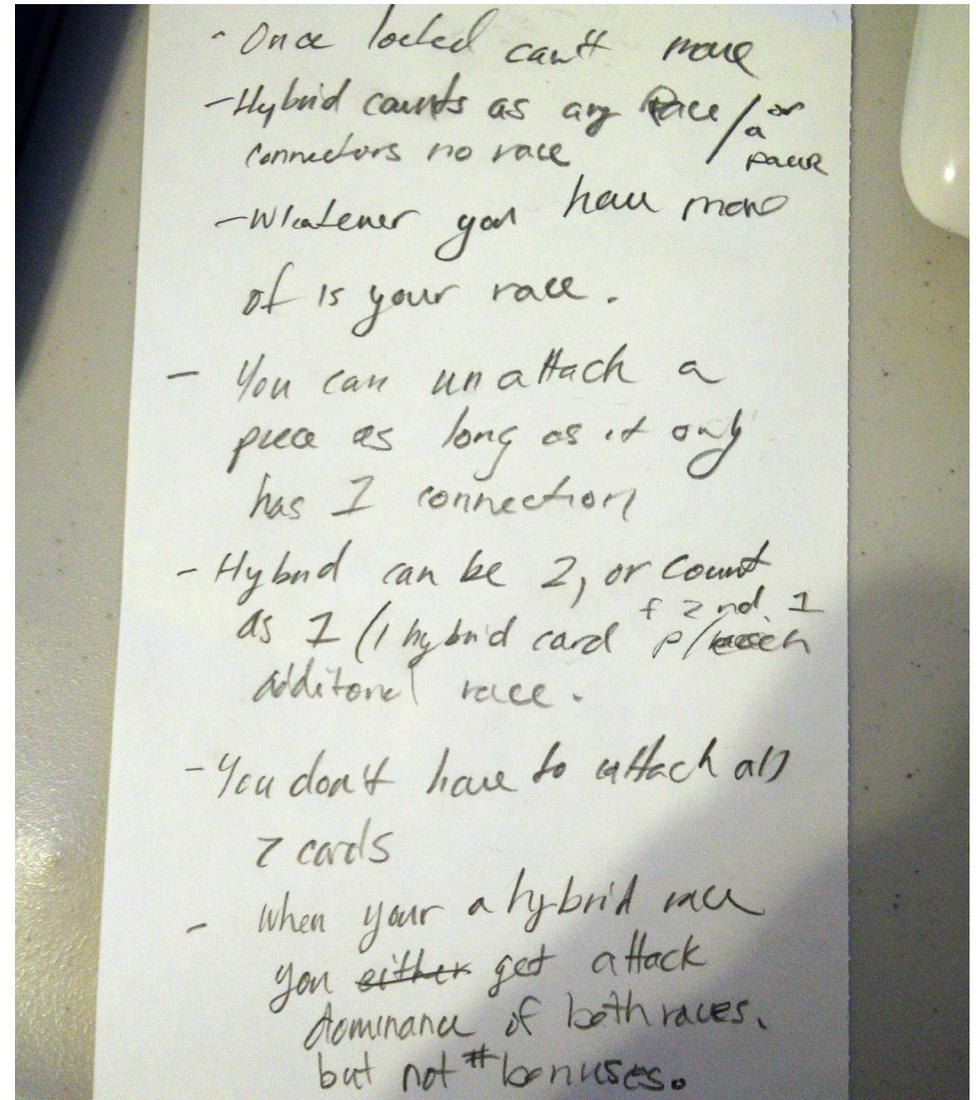
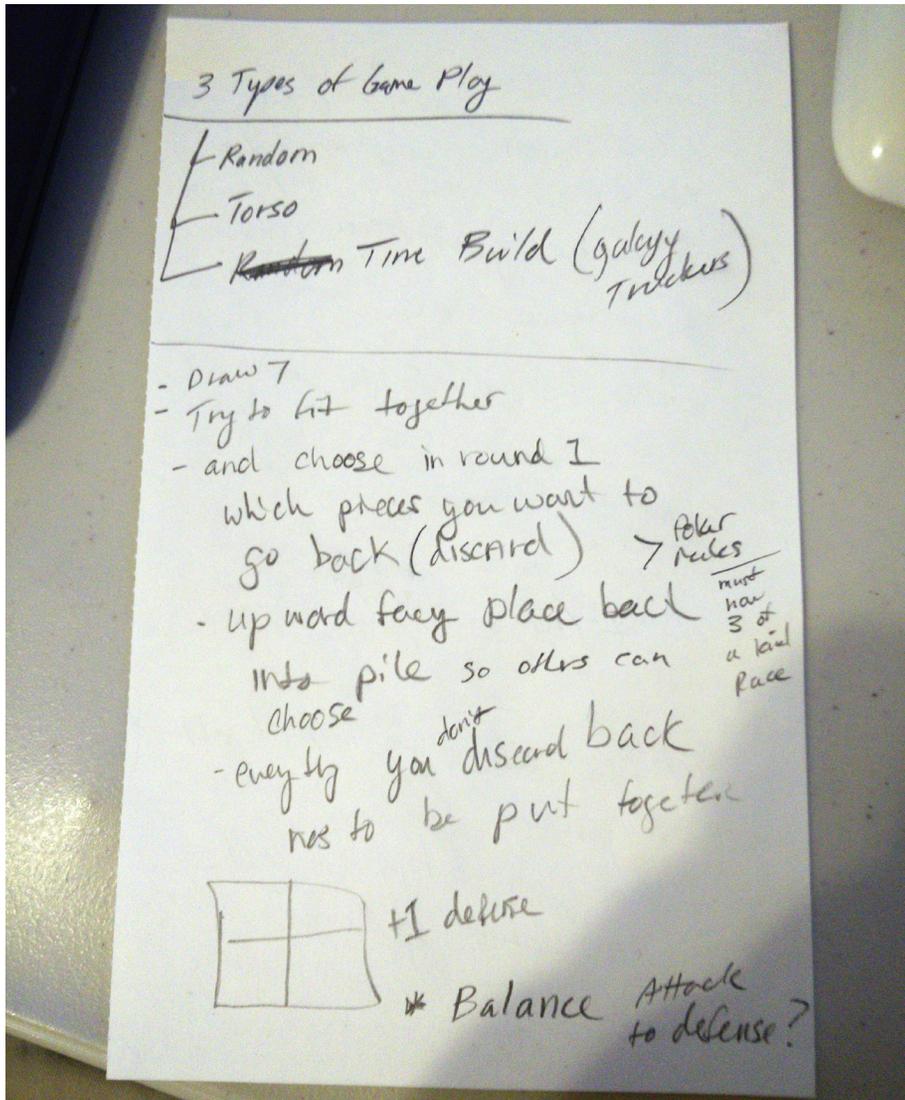
DIGITAL WIREFRAME PLAYABLE VERSION



DIGITAL WIREFRAME RULE BOOK

Setting-Up the Game & Ready Phase

I started a play-testing of the game myself to see create and test the rules, and I wrote down the rules as I went, tested, and refined. The following are my notes about the rules, as well as the rules I'm implementing for the play testing:



DIGITAL WIREFRAME RULE BOOK

Set Phase & Fight Phase

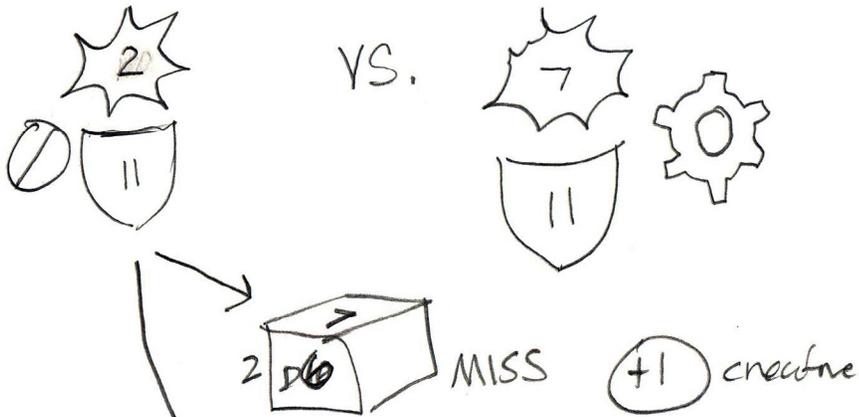
A newly designed mechanism needs to be created with some of the features of the paper prototype that allows players to individually:

1. add up and keep track of their attack stats
2. add up and keep track of their defense stats
3. keep track of their class
4. add up and keep track of their special abilities
5. keep track of the current round



DIGITAL WIREFRAME RULE BOOK

Fight Phase



~~300~~
~~400~~
~~200~~
~~100~~

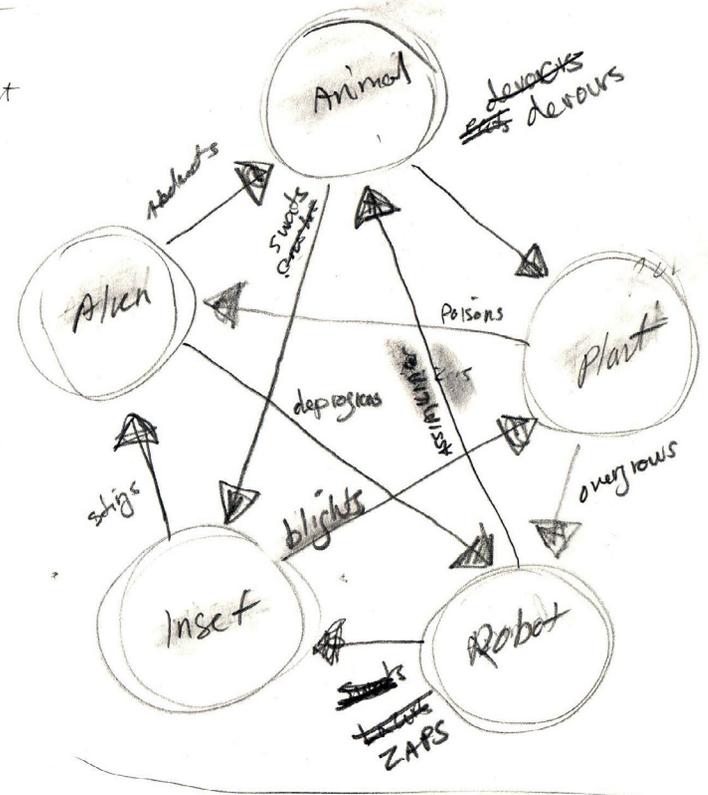
ROUNDS
each Round a Player:
1. Draws
2. Battles as many opponents they want
3. Discards Down to 7?

Other Player
chooses A
piece of
their choice

AT THE END
of 5 rounds
whoever wins
OR has most
pieces left
WINS

Attack = To Hit, # of Attacks

	Attack	Defence	
Plant	3		4
Animal	2	2	31
Insect	4	0	22 13
Robot	0	4	4
Alien	1	3	



DIGITAL WIREFRAME PLAYER SHEET

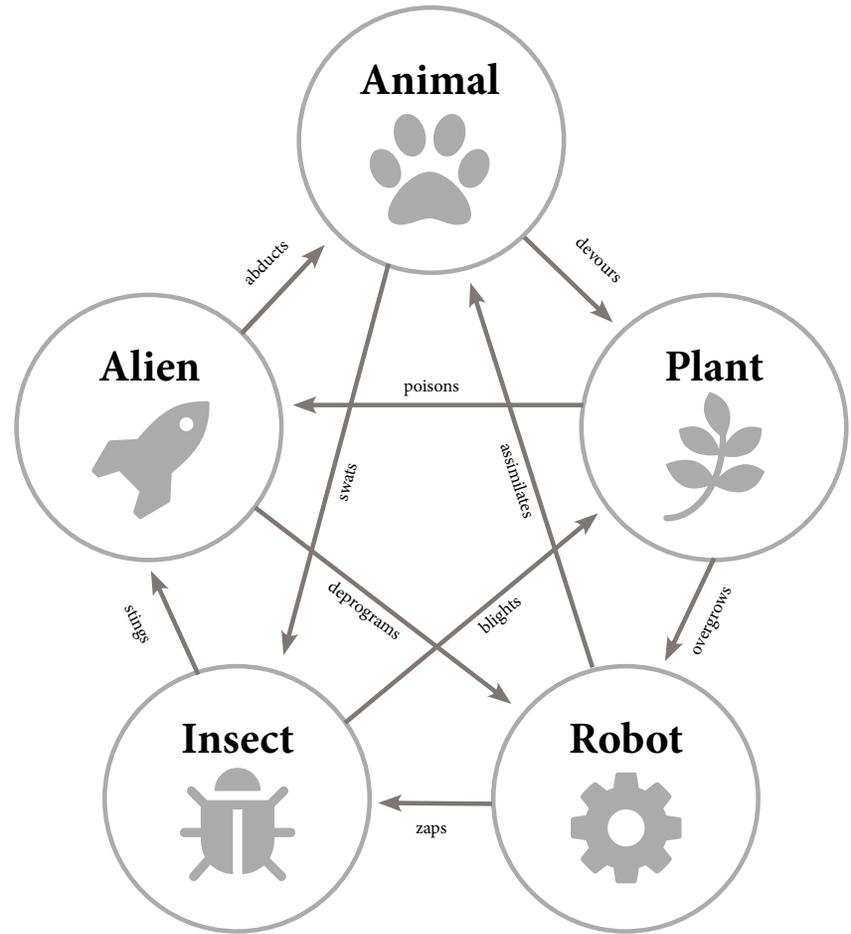
Phase 1 Phase 2 Phase 3 Phase 4 Phase 5

Attack:

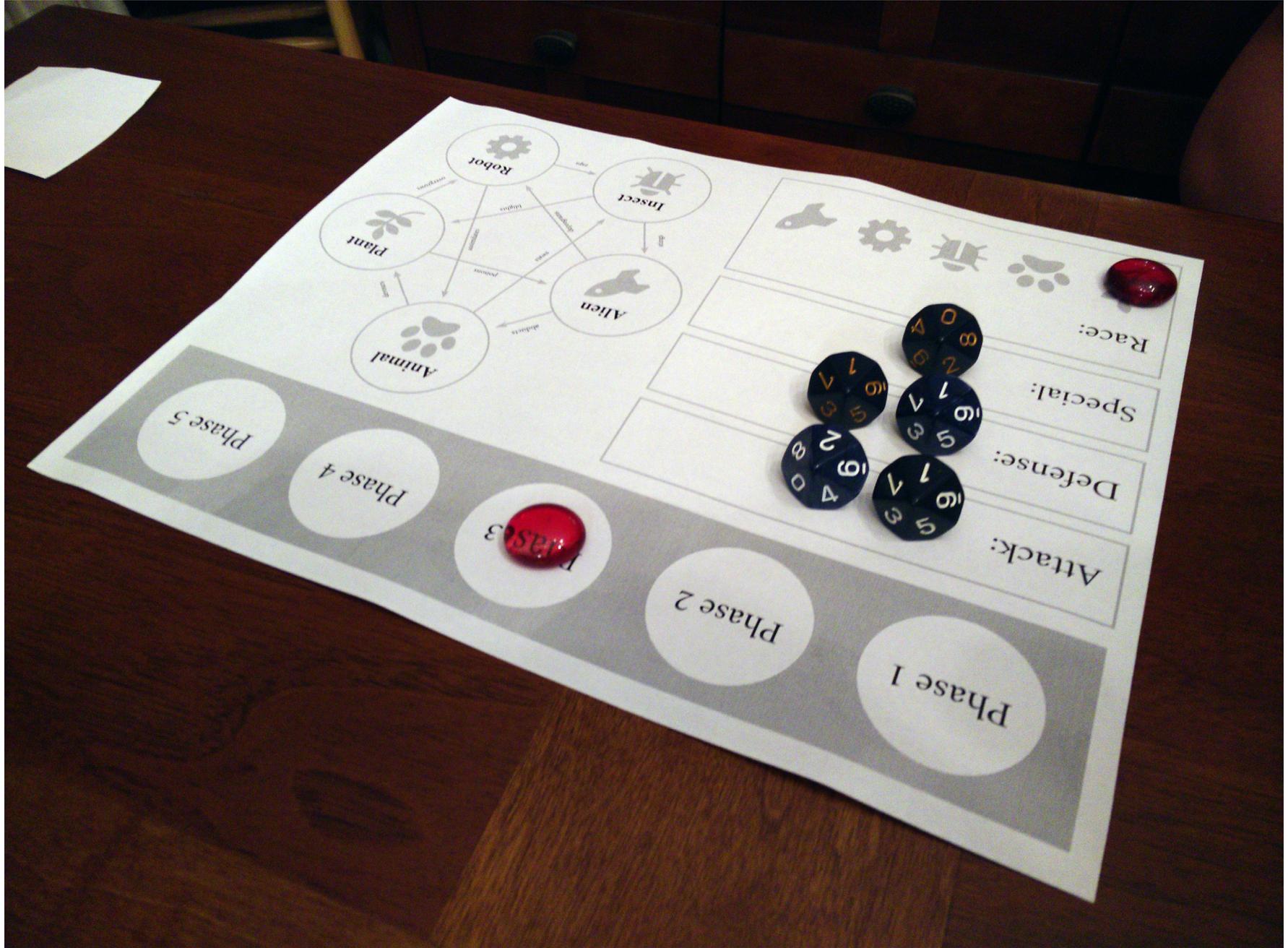
Defense:

Special:

Race:



DIGITAL WIREFRAME PLAYER SHEET



DIGITAL WIREFRAME FINAL RULES

Introduction

Welcome to Ready, Set, Fight a domino like strategy game where players can build their own monsters, power them up, and battle them against other players in a fight to the death! Beware, different types of monsters exist in the game – plant monsters, giant robots, and even aliens – so as you are building your monster to fight another giant monstrosity, so are the other players! It is time... Ready, Set, Fight!

Setting-Up the Game:

The Cards

1. Place all 125 monster card pieces upside down in the middle of the table so no player can see the individual cards.

Drawing Cards

1. Each player uses their hands to mix them around until all are shuffled.
2. Starting from the oldest player and going clockwise, each player selects a piece from the pile one at a time. The player reveals the tile and places it face up in front of them. The next player does the same, continuing until each player has seven pieces in front of them face up.

Ready Phase:

Connecting

1. All of the players choose what cards they want to keep based on attack, defense, and special abilities.
 - The player can discard up to three cards of their choice to draw other cards from the pile, or four cards if their remaining three cards are all same race or hybrid.
 - When the player discards their cards, they remain face up, allowing other players to choose from their discards if they like.
2. Like dominos, each player chooses which pieces to connect to one another to give their monster the abilities for each connected.
 - For each completed square connection of four cards, the player's monster gets a +1 to their defense.
3. Once the tiles are connected they're 'locked' into that monster and can't be moved. Once each player has done this

Set Phase:

1. Players add up their attack, defense, class, and:
 - add +1 to Attack if your monster has a defined class
 - add +1 Defense for each square completed
2. A Hybrid card can either be used as:
 - one of the two of the classes listed on the card
 - or as the special ability states on the card
3. Players add up their Special stat, and mark all with 10-sided dice on the player sheet.

Fight Phase:

1. The player draws a one card from the pile at the beginning of their turn.
2. The player can from their hand can connect and cards to their monster if they choose.
 - If they can't/don't connect the card to their monster they keep the card in their hand.
3. The player then can attack as many other players that they want, one at a time in this round based on their attack score.
 - Example: if a player has an attack score of 2, they can attack one player twice, or two different players once this round.
 - The player rolls a 10-sided dice and adds their attack score to it. If this score is the same or higher than the defending creature's defense score, a successful hit has landed; if the score is less than the defending creature's defense score it is a miss.
 - If a creature has dominance over another creature – a Robot zaps and Insect for example - that creature gets a +1 to their attack for the current round of combat.
4. A player that has been hit has to choose a piece of their monster to get rid of, and adjust their monster's scores accordingly.
5. As many numbers of the Special stat a monster has they can use that many special stats in place of an Attack each turn. When using a Special stat, the player rolls a ten-sided dice and does the following:

1 – 2: Steal a card from another player's monster, or a random one from their hand

3 - 4: Move one of your own cards in play around

5 - 6: Swap any two pieces between a player

7 - 8: Discard up to three cards from your hand to draw replacement cards

9 - 10: Force a player to remove their own piece and discard

6. At the end of the round the player must discard cards from their hand down to 5 cards.

Over Time & Winning the Game

The fight phase continues either for five rounds, or until only one monster remains.

STAGE 4: CREATING EVALUATION DOCUMENTS

Evaluation documents for your usability testing should include at least one user questionnaire. The questionnaire can be designed to require that a moderator ask questions and document answers, assuming you plan to conduct your testing this way. Otherwise, questionnaires should stand alone and require no explanation outside of the information provided in the questionnaire itself. This means your questionnaire should include any vital introductory information, guidelines for completion, and directions for submission.

If your testing will include observation and documentation of user actions, you will need forms to ensure that you and any other observers who assist you are addressing usability issues effectively. If it's important to note how many seconds it takes each user to find a particular page in your Web site, be sure your observation form includes this.

Once your evaluation documents are complete, place all of them in a ZIP file and upload it to the Submissions section. Keep in mind that all text documents should be saved as RTF (Rich Text Format) files.

MODERATOR QUESTIONNAIRE

Utilizing suggestions from [BoardGameGeeks](#) and [The Board Game Designers Guild](#), the following questions will be utilized by a moderator during play-testing *Ready, Set, Fight*, which will also utilize the digital wireframe of cards, the paper prototype, and three different players:

How would you describe the game's clarity (1 - 4):

1. Cumbersome, hard to see what is going on, and the rules are unclear
2. Somewhat cumbersome
3. Somewhat streamlined
4. Very streamlined, it is easy to see what is going on, rules are very clear

How would you describe the game's flow (1 - 4):

1. Lots of unnecessary procedures, exceptions, and rules
2. Several unnecessary procedures, exceptions, and rules
3. Few unnecessary procedures, exceptions, and rules
4. No unnecessary procedures, exceptions, and rules

How would you describe the game's balance (1 - 4):

1. Very imbalanced, broken, and luck is too much a factor
2. Somewhat imbalanced, broken, and luck is too much a factor
3. Somewhat balanced, functions, and luck and strategy plays a factor
4. Balanced, functions, luck and strategy is balanced

How would you describe the game's length (1 - 4):

1. Too short or too long
2. The game is mostly too short or too long
3. The game is somewhat too short or too long
4. The game 's length is appropriate

How would you describe the game's integration (1 - 4):

1. The mechanics and theme are extremely mismatched
2. The mechanics and theme are somewhat mismatched
3. The mechanics and theme are somewhat matched
4. The mechanics and theme are matched

How would you describe the game's fun (1 - 4):

1. Complete lack of emotional connection, and uninteresting
2. Very few moments of emotional connection, somewhat uninteresting
3. Some moments of emotional connection with some interesting parts
4. Very emotionally connected and interesting

What was the game's best feature, aspect, mechanic, etc.?

What was the game's weakest feature, biggest drawback, etc.?

If you were to suggest that one change be made to the game, what would it be?

What other games have you played that are in the same category, specifically the same strategic category, as the game being play-tested?

What were your first Impression of the game?

Would you play the game again?

Moderator Questionnaire

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4. Very emotionally connected and interesting

What was the game's best feature, aspect, mechanic, etc.?

What was the game's weakest feature, biggest drawback, etc.?

What change would you suggest that one change be made to the game, what would it be?

What other games have you played that are in the same category, specifically the same strategic game being play-tested?

What is your overall impression of the game?

Would you play the game again?

STAGE 5: TESTING RESULTS

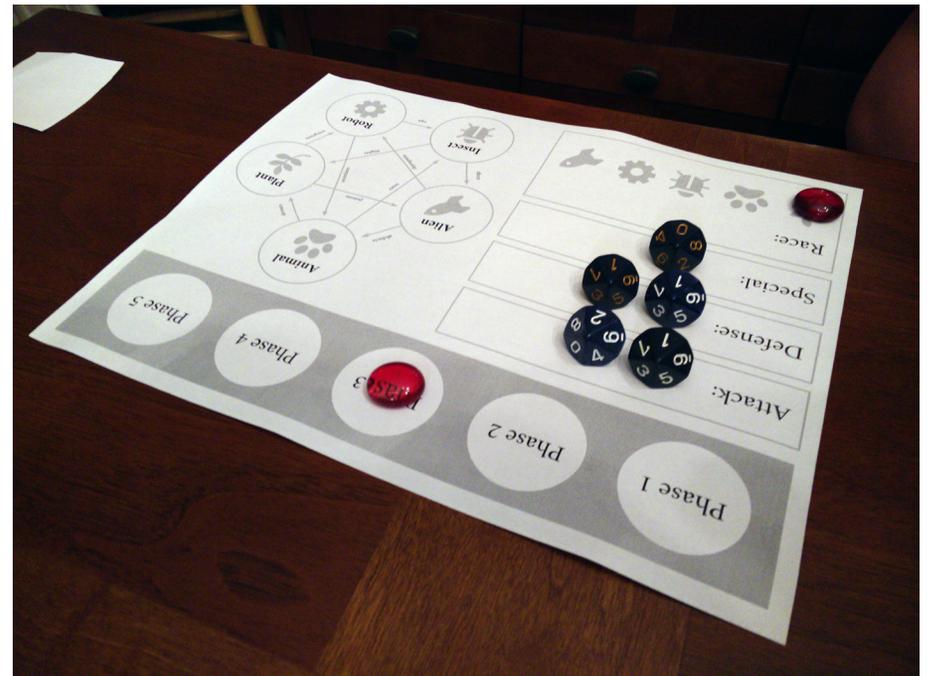
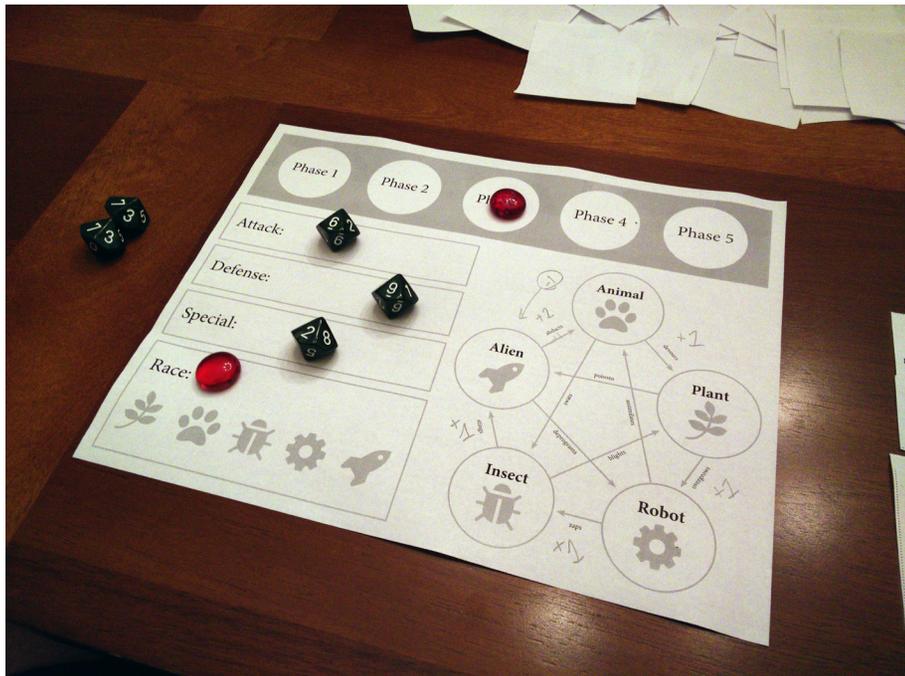
Please post the most significant results of your usability testing to the Discussion Board and summarize the key issues your test users feel need improvement. If your users also noted areas that function well and should not be altered, be sure to mention them in your summary.

To meet discussion deadlines, it is acceptable to post preliminary results. However, your results should be updated upon testing completion to ensure you receive valuable feedback from your peers and professor.

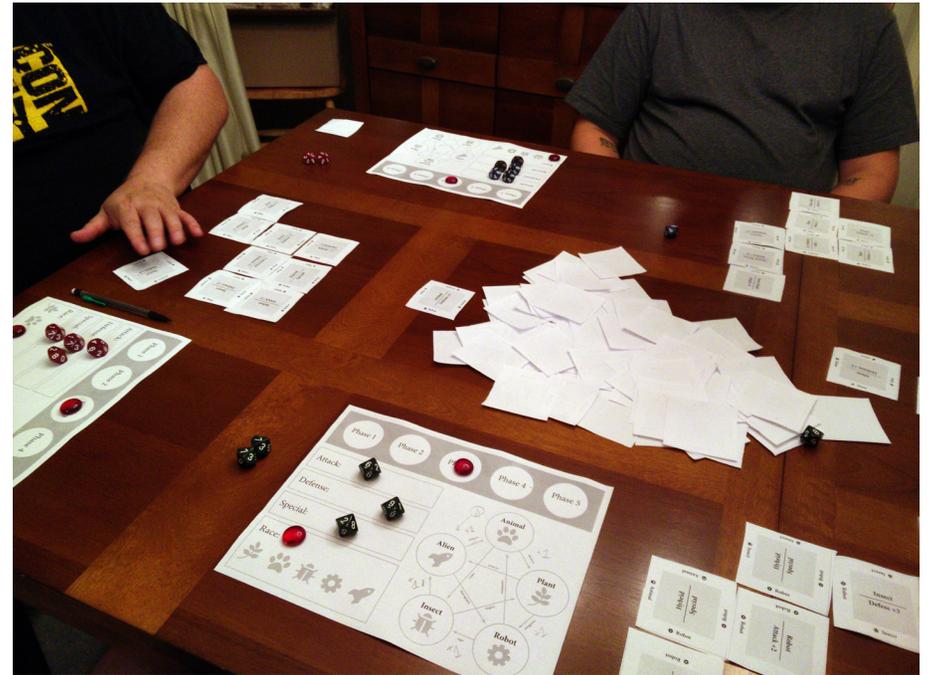
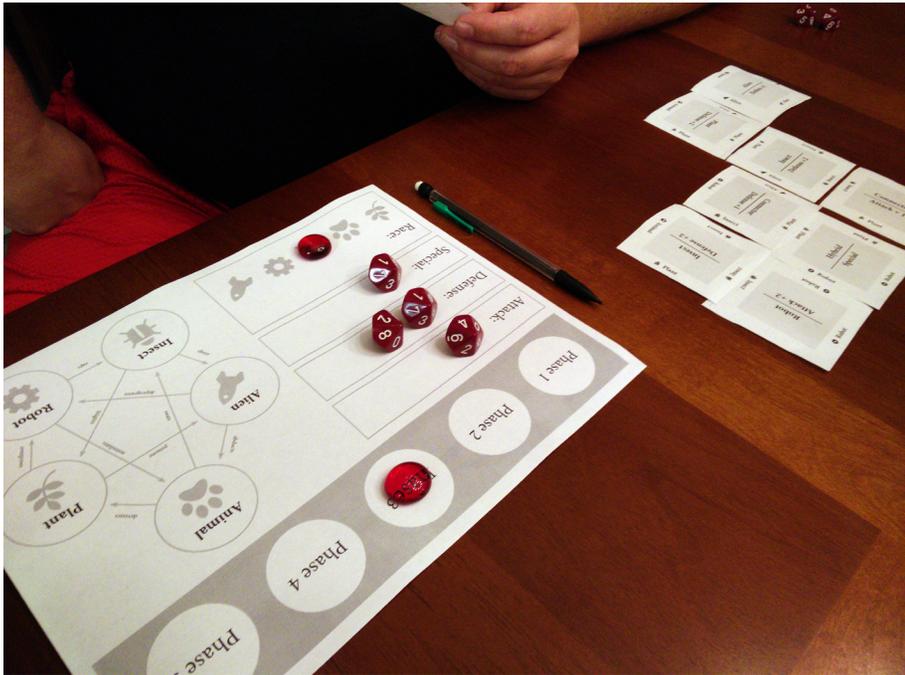
Respond to at least three of your classmates' posts, but try to provide additional help and insight as time allows. Make your revision suggestions specific and refer to the usability test findings to support your ideas for improving your peers' designs. Keep in mind that some students may need more than one unit to post complete test results. You are expected to continue to check the Discussion Board and provide feedback as students update their results.

If you need extra time to conduct testing and collect data, notify your professor via e-mail. You are expected to manage your testing time wisely, as you will need time during the remainder of the course to revise your project based on feedback from your test users, peers, and professor.

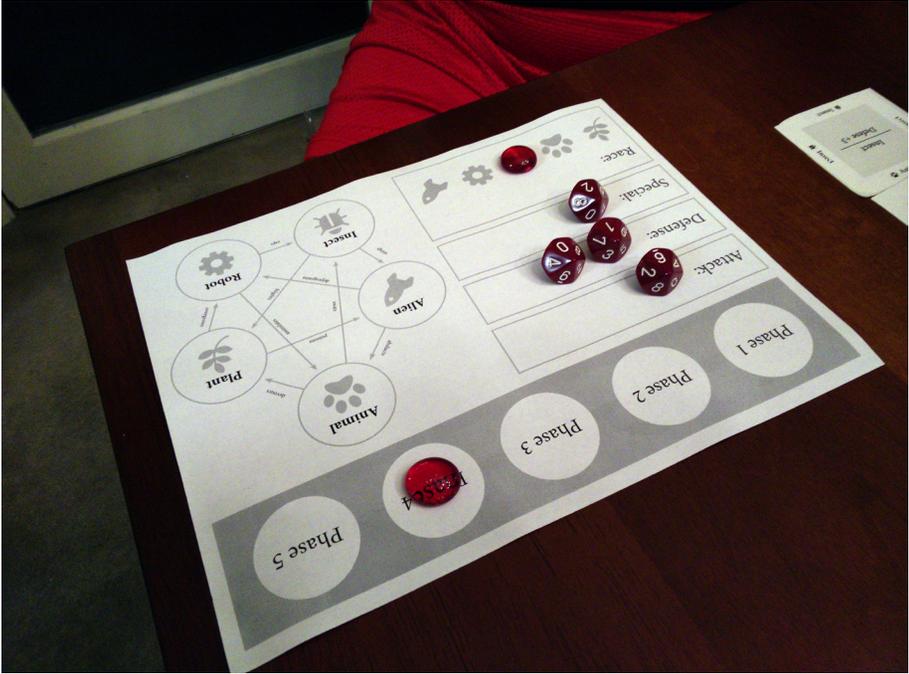
STAGE 5: PLAY-TESTING



STAGE 5: PLAY-TESTING



STAGE 5: PLAY-TESTING



PLAY-TESTING: NOTES

* Add red marker if not using ^{Hybrid} as Special Ability

Options

- Explain stats in rules
- Explain class rules
- Mulligan rules?
- Does a

 of a single class give a better plus?
- Add section to rules f/ player sheet setup
- Add a section to rule player sheet for "NO RACE"

POWER BALANCING

- * 1 Attack p/Phase
- * What happens f/Destroy a piece
- * Think about critical failure
- * Consider Dual Classing: Benefits & Negatives f/ Both (limit) - Mageby hybrid
- * Mage & attach before and after combat.

* think about a way to rebat or configure / rebuild

* Reevaluate rollly missed special abilities - re-roll? for rules

f/Attack : +1 / +1 Defense

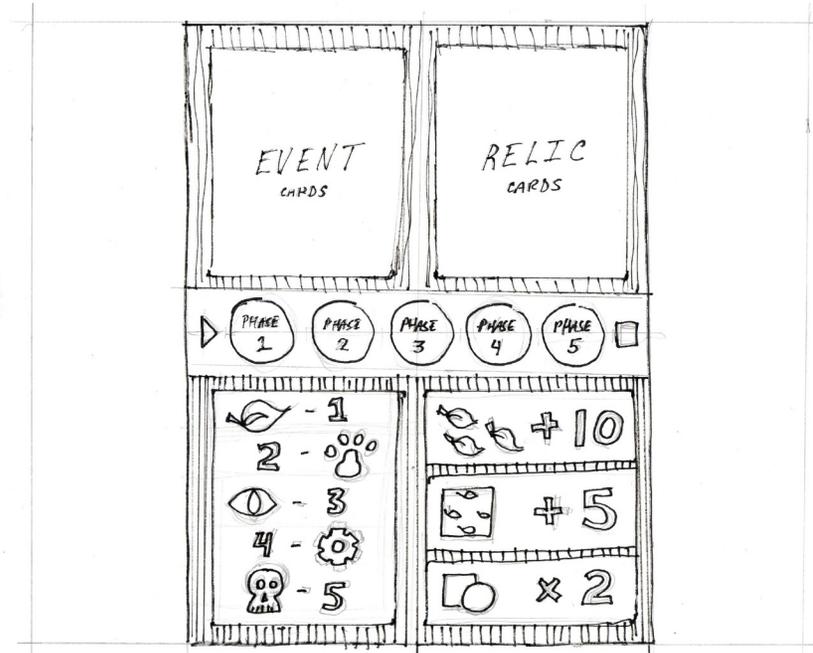
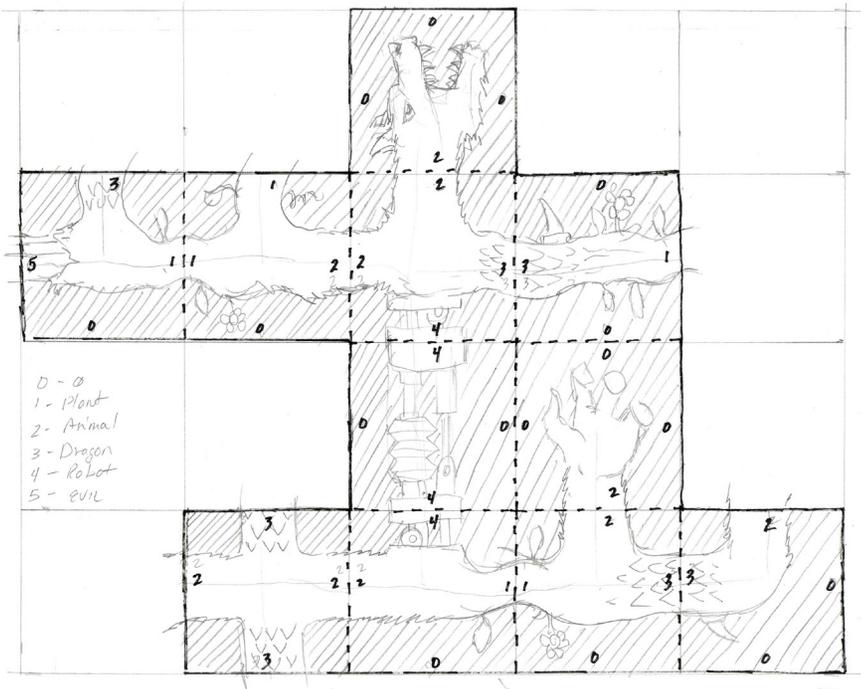
- Find a way to show in rules when a weak monster attacks a strong creature

 +4 or +1 for sure Defense

* Steal a card / Adjust Rules to say from outside of creature

- Options f/Defense?
- Round attacks

PLAY-TESTING: RESULTS



PLAY-TESTING: RESULTS

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PLAYER 2

Moderator Questionnaire

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1. Complete lack of emotional connection, and uninteresting
2. Very few moments of emotional connection, somewhat uninteresting
3. Some moments of emotional connection with some interesting parts
4. Very emotionally connected and interesting

What was the game's best feature, aspect, mechanic, etc.?

THE CHANCE OF DRAWING CARDS AND BUILDING THE MONSTER.

What was the game's weakest feature, biggest drawback, etc.?

THE GAME MECHANICS OF ATTACKING & DEFENDING THROUGH THE PHASES.

If you were to suggest that one change be made to the game, what would it be?

PLAYER DEFENDING GETTING TO ROLL AS WELL AS PLAYER ATTACKING

What other games have you played that are in the same category, specifically the same strategic category, as the game being play-tested?

GALAXY TRUCKER

What were your first impression of the game?

THE GAME NEEDS A FEW TWEAKS IN THE RULES BUT GOOD CONCEPT.

Would you play the game again?

YES

PLAY-TESTING: RESULTS

Player 3

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Moderator Questionnaire

Utilizing suggestions from *BoardGameGeeks* and *The Board Game Designers Guild*, the following questions will be utilized by a moderator during play-testing *Ready, Set, Fight*, which will also utilize the digital wireframe of cards, the paper prototype, and three different players:

How would you describe the game's clarity (1 - 4):

1. Cumbersome, hard to see what is going on, and the rules are unclear
2. Somewhat cumbersome
3. Somewhat streamlined
4. Very streamlined, it is easy to see what is going on, rules are very clear

How would you describe the game's flow (1 - 4):

1. Lots of unnecessary procedures, exceptions, and rules
2. Several unnecessary procedures, exceptions, and rules
3. Few unnecessary procedures, exceptions, and rules
4. No unnecessary procedures, exceptions, and rules

How would you describe the game's balance (1 - 4):

1. Very imbalanced, broken, and luck is too much a factor
2. Somewhat imbalanced, broken, and luck is too much a factor
3. Somewhat balanced, functions, and luck and strategy plays a factor
4. Balanced, functions, luck and strategy is balanced

How would you describe the game's length (1 - 4):

1. Too short or too long
2. The game is mostly too short or too long
3. The game is somewhat too short or too long
4. The game's length is appropriate

How would you describe the game's integration (1 - 4):

1. The mechanics and theme are extremely mismatched
2. The mechanics and theme are somewhat mismatched
3. The mechanics and theme are somewhat matched
4. The mechanics and theme are matched

Player 3

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How would you describe the game's fun (1 - 4):

1. Complete lack of emotional connection, and uninteresting
2. Very few moments of emotional connection, somewhat uninteresting
3. Some moments of emotional connection with some interesting parts
4. Very emotionally connected and interesting

What was the game's best feature, aspect, mechanic, etc.?

Building monsters and battling them!

What was the game's weakest feature, biggest drawback, etc.?

A lot of rules and exceptions to keep track of, and it seemed like defenders had no options

If you were to suggest that one change be made to the game, what would it be?

Add a mechanism for defenders to block or parry.

What other games have you played that are in the same category, specifically the same strategic category, as the game being play-tested?

Munchkin, Galaxy Trucker

What were your first impression of the game?

It seemed fun and ok, but could be improved

Would you play the game again?

Yes.

PLAY-TESTING RESULT SUMMARY

I located three tabletop gamers who were willing to play-test my game, provide feedback, and complete the survey post-game. I'm happy with the overall scores and comments after the first round of usability testing, and it I have constructive criticism, solid feedback, and genuine interest in pursuing development of this tabletop game. The immediate revisions I'm going to implement are primarily to the rules and piece design, which I have documented on the game piece itself, and through photographs of notes I took from things all three players said during the play-testing session.

Overall Scores Averages

How would you describe the game's clarity: **2 out of 4**

How would you describe the game's flow: **3 out of 4**

How would you describe the game's balance: **2 out of 4**

How would you describe the game's length: **3.6 out of 4**

How would you describe the game's integration: **3 out of 4**

How would you describe the game's fun: **3 out of 4**

General Answers

What was the game's best feature, aspect, mechanic, etc.?

Generally everyone enjoyed the building of and battling of monsters, how the monster's stats would change, and the chance of drawing new cards to add to your monster.

What was the game's weakest feature, biggest drawback, etc.?

The game's fighting mechanics all in all received a lot of suggestions for revision because they weren't completely transparent, seemed unbalanced, and the process wasn't as fluid as it could have been.

If you were to suggest that one change be made to the game, what would it be?

All of the players thought that there should be a mechanism for defending or dodging in the game.

What other games have you played that are in the same category, specifically the same strategic category, as the game being play-tested?

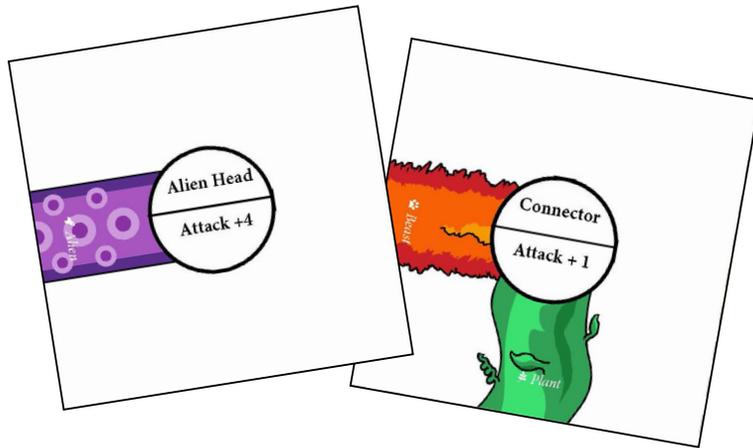
A lot of people stated both Munchkin and Galaxy Truckers.

What were your first Impression of the game?

Each player thought that it was a neat idea and a good concept, but it needs some modifications to make it fair for all of the players.

Would you play the game again?

All of the players stated that yes they would play the game again.

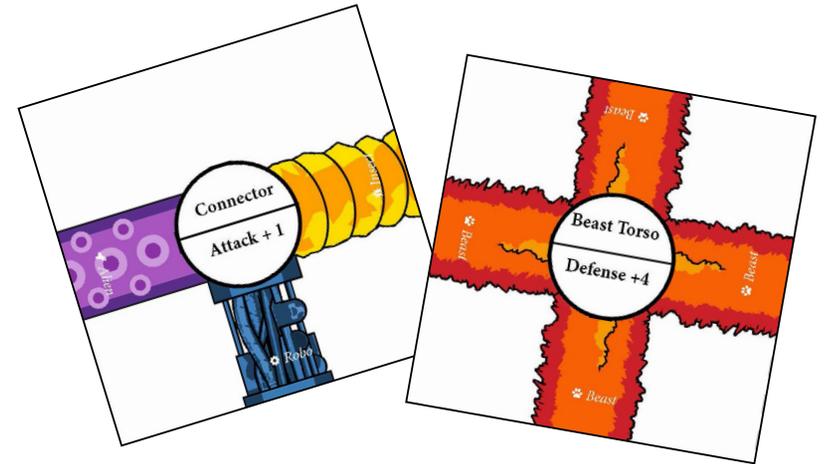


STAGE 6 & 7: REVISIONS & FINAL SUBMISSION

Revise your design based on feedback you've received from your usability testers as well as your peers and professor. You must post a revised version of your final project to your student web space at least once during this stage of development for the final project. You must also provide a link to your revised version(s) via the Discussion Board.

Throughout the unit, you are expected to monitor the progress of at least three of your fellow students and provide them with suggestions and feedback as they revise their own work.

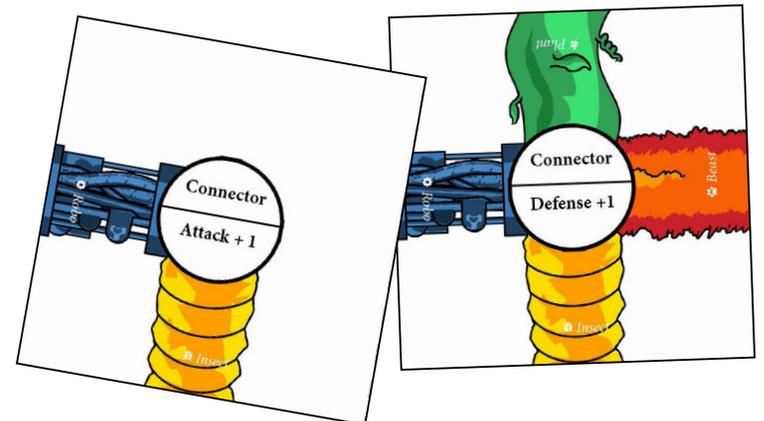
By the end of the unit, you must submit all of your usability testing results. Completed questionnaires, surveys, and test moderator notes should all be included. Be sure to save your documents as RTF (Rich Text Format) files, package them in one ZIP file, and upload the ZIP file to the Submissions section.



During this last stage of development, you must complete the revision process for your final project. Your design should address the key usability issues found in your first wireframe as noted by your test users, peers, and professor.

You must create a ZIP file containing all of the files used in your final design and upload it to the Submissions section. You do not need to include testing documents or rough versions that have been submitted in previous units. Be sure not to leave out any files that are necessary for navigating and understanding your project. Depending on the tools you have used to complete the project, your final submission may contain a variety of file types, including: HTML files, Flash SWF files, audio files, images, and QuickTime movies. To ensure that your submission is easy to access, please name the default file "index." The default file is the first "page" or movie in your project that users should view.

If you're unsure about the minimum level of functionality your final wireframe should demonstrate, review the digital oven interface wireframe (ZIP, 220 KB). You can begin exploring the wireframe by opening the file named "index.htm".

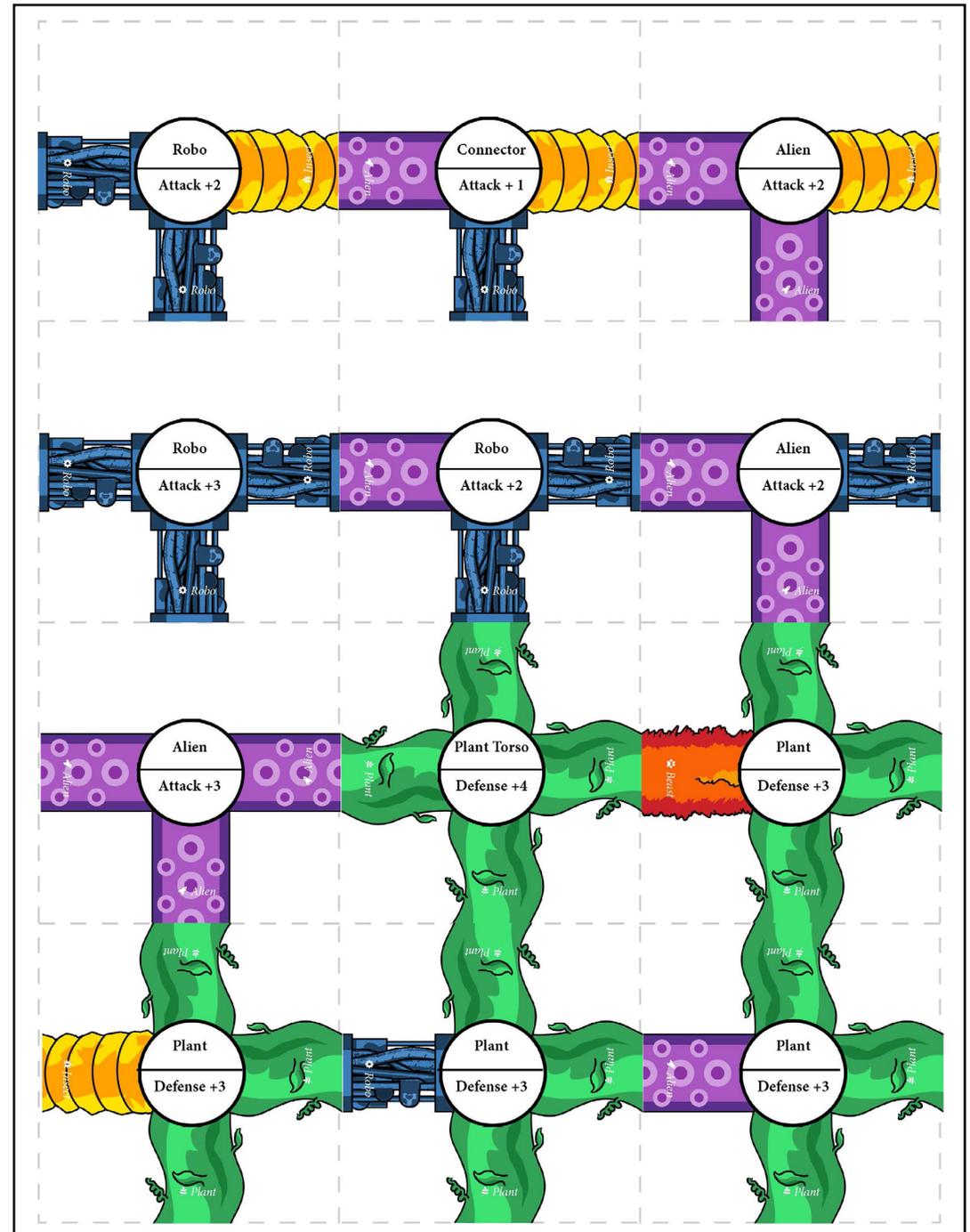
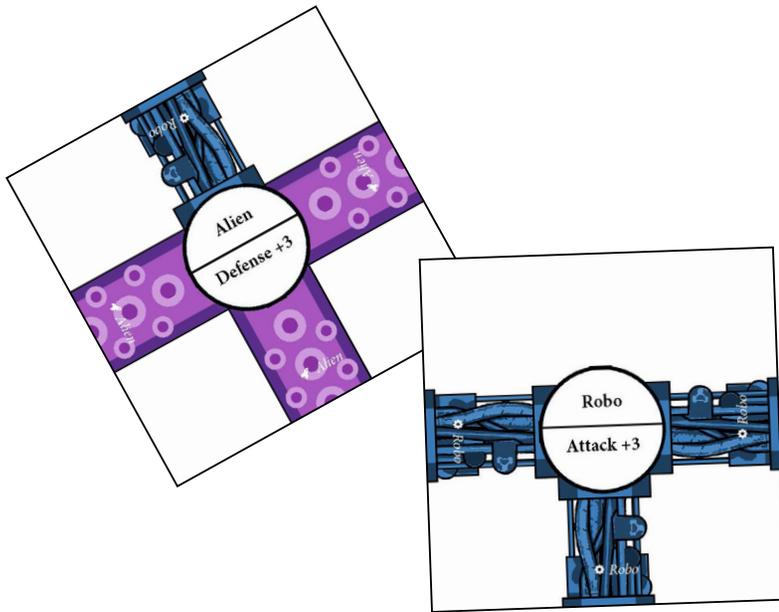


FINAL PROJECT REVISIONS

Revisions to the Wireframe

Some of the play-testers pointed out some misspellings, which I addressed in the final version of the *Ready, Set Fight* cards, and I realized that there is absolutely no point in pursuing a flash demo of the game, but rather the game cards, player sheets, and rules needed to just be revised.

So, I added illustration to the card pieces, reduced font sizes, and adjusted font colors to work with the illustrations. These illustrations, combined with the iconography of the races of each monster type in word and symbol format, allow for easy recognition from the user as to what cards can connect to other cards.. You can view the revised card pieces at http://www.timbroadwater.com/itgm723/tbroadwater_gameCards.pdf.



FINAL PROJECT REVISIONS

Revisions to the Player Sheet

Utilizing feedback from the play-testing, I made the following revisions to the Player Sheet:

- Reduce the size of the Player Sheet so it would take up less room on the table.
- Introduce color to better enable player recognition.
- Add a 'Sudden Death Overtime Phase'.

- Add a marker place for an undefined monster race.
- Add a visual indicator for how many actions a player gets in each phase.
- Add rules for plus one attributes for Attack and Defense.
- Add Defense and Mutate phases for players to reconfigure their monster.
- Add Special dice roll abilities.

Phase 1

★ ★ ★ ★ ★

Phase 2

★ ★ ★ ★ ★

Phase 3

★ ★ ★ ★ ★

Phase 4

★ ★ ★ ★ ★

Phase 5

★ ★ ★ ★ ★

Attack:
+1 Race

Defense:
+1 +4

Special:

Die Roll:	1 - 2:	Steal a card from the outside of another player's monster
	3 - 4:	Move one of your own monster's cards in play around
	5 - 6:	Swap two monster pieces between one player and another
	7 - 8:	Discard one from your monster to draw a replacement card
	9 - 0:	Force a player to remove one of their own pieces and discard

Race:

+1/-1 Versus

```

    graph TD
      Alien((Alien)) -- abducts --> Beast((Beast))
      Beast -- devours --> Plant((Plant))
      Plant -- assimilates --> Alien
      Alien -- steals --> Insect((Insect))
      Insect -- deprograms --> Robot((Robot))
      Robot -- zaps --> Insect
      Robot -- overgrows --> Plant
      Plant -- blights --> Insect
    
```

FINAL PROJECT REVISIONS

Revisions to the Rules

Ready, Set, Fight: Rulebook

Introduction

Welcome to *Ready, Set, Fight* a domino like strategy game where players can build their own monsters, give them special abilities, and battle them against other player's monsters in a fight to the death! Builders beware, different types of monsters exist in the game – plant monsters, giant robots, and even aliens – so as you are building your monster to fight, the other player are also building another giant monstrosity!

Setting-Up the Game

The Pieces

1. Each player will need six 10-sided dice.
2. Each player will need at least six tokens.
3. Each player will need a Player Sheet.
4. Place all 125 monster card pieces upside down in the middle of the table so no player can see the individual cards.

Drawing Cards

1. Each player uses their hands to mix them around until all are shuffled.
2. Starting from the oldest player and going clockwise, each player selects a piece from the pile one at a time. The player reveals the tile and places it face up in front of them. The next player does the same, continuing until each player has seven pieces in front of them face up.

Ready Phase:

Connecting

1. All of the players choose what cards they want to keep based on attack, defense, and special abilities. At bare minimum a player must have at least one attack and one defense card in play, otherwise the hand is considered a mulligan, and that player discards their hand and redraws.
2. Like dominos, each player chooses which pieces to connect to one another to give their monster the abilities for each connected. Every monster is different, but generally a monster needs Attack points to attack, and Defense points to defend.
 - a. For each completed square connection of four cards, the player's monster gets a +1 to their defense. If the player forms a square connection of four cards of the same race, they get a +4 to their defense (*this rule is noted on the Player Sheet*).
 - b. If the monster has more of one race card than another, they are that race and get a +1 to their attack for being a stable construct (*this rule is noted on the Player Sheet*).
3. Once the tiles are connected they're 'locked' into that monster and can't be moved, so:
 - a. the player can discard up to three cards of their choice to draw other cards from the pile, or four cards if their remaining three cards are all same race or hybrid.
 - b. And when the player discards their cards, they remain face up, allowing other players to choose from their discards if they like.

Set Phase:

1. Also using 10-sided dice and the Player Sheet, players add up their attack, defense, race, and:
 - a. add +1 to Attack if your monster has a defined class
 - b. add +1 or +4 Defense for each square completed
2. Players must use a Hybrid/Special card as either:
 - a. one of the two of the races listed on the card, and counted as either race
 - b. or as a Special ability and number (*see the Player Sheet for more details about special abilities*)

FINAL PROJECT REVISIONS

Revisions to the Rules

Fight Phase:

1. The current player draws a one card from the pile at the beginning of their turn.
2. The player can from their hand connect cards to their monster before and after combat during their turn if they choose. If they can't/don't connect the card to their monster they keep the card in their hand for use at a later time.
3. The player can Attack or use a Special ability in their round as many times as the number of the current Phase (exp. if it is Phase 3 and a player has an Attack of 9 and one Special ability, they can perform three attacks on the same or as many players as they want, or use one Special ability and perform two Attacks on the same or two different players if they want).
 - a. The player Attacks by rolling a 10-sided dice and adding their attack score to it. If this score is the same or higher than the defending creature's defense score, a successful hit has landed; if the score is less than the defending creature's defense score it is a miss.
 - b. **REMEMBER:** If a creature has dominance over another creature – a Robot zaps and Insect for example - that creature gets a +1 to their attack for the current round of combat. *This bonus is only added during the attack phase.*
 - c. **ALSO REMEMBER:** If an Insect is fighting a Robot, the Insect gets a minus one to their attack because the Insect is weak against robots.
 - d. As many numbers of the Special ability a monster has they can use that many special abilities in place of an Attack each turn. When using a Special ability, the player rolls a ten-sided dice and does the following:

1 - 2:	Steal a card from the outside of another player's monster
3 - 4:	Move one of your own monster's cards in play around
5 - 6:	Swap two monster pieces between one player and another
7 - 8:	Discard one from your monster to draw a replacement card
9 - 0:	Force a player to remove one of their own pieces and discard
4. A player that has been hit has to choose a piece of their monster to get remove, this piece is destroyed and not returned to the discard pile. The player then adjusts their monster's scores accordingly.

Over Time & Winning the Game

The Fight phase continues for each player the same until:

1. After everyone has completed Phase 2, the player's monster can Mutate. This means that the cards in play can't be removed, and no new pieces can be added, but the player can use this time to move around and reconnect the pieces that are in play.
2. After Phase 3 If a defending player's monster has a defense score lower than the attack score of their attacking monster, they can roll an opposing 10-sided dice to dodge the attack. This is done only by rolling a number higher on the dice of the attacking monster's dice roll after they have already rolled.
3. After everyone has completed Phase 4, the player's monster can mutate. This means that the cards in play can't be removed, and no new pieces can be added, but the player can use this time to move around and reconnect the pieces that are in play.
4. Phase 5 continues over and over in Sudden Death Overtime (*signified by the skull on the Player Sheet*) until only one monster survives. In sudden death overtime each monster gets five Attacks or can use Special abilities in place of their attacks, and after every person has gone in that round, the monster can Mutate.