Onslaught
Fun Argument

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Theoretical

Focusing on Doug Church's formal tools, we created a game that synthesized story, game play and visuals into one package, creating a fun game for our users. We also integrated Church's conflict tool, enhancing interaction between our users while playing the board game and allowing for some good old fashioned competition. The game also follows a non-linear path design, unlike the original train station game. Instead of rolling the dice over and over relying on high numbers (and ultimately, luck) to win the game, players now have more control on where their player pieces move on the map. This game of course, is based off the game mode from Unreal 3, called Onslaught.

Making the game board smaller however, the game does not become bland and players are able to interact with each other and with their objectives of capturing power nodes to win the game. Though the objective is simple, the way to that goal is not too easy, nor is it too hard. Having the object be to link power nodes to the enemy core may sound confusing, when in fact, it is not and makes for some great game play. The there are only 5 total nodes, one being the prime node that is a direct link to the enemy core, and two other nodes that can also be linked to the enemy core. Making the prime node in the center makes it a place for a lot of conflict to occur, so players are given the choice of using other nodes to connect to the enemy core. Once a link is provided, the enemy core is vulnerable. Having the game board non linear, more strategy is involved due to the control that the player has on his/her piece. Being a team based game, players are able to strategize their moves amongst themselves and come up with a solution to outsmart their opponents and win the game. Orbs were added in as an extra, but all of that is explained in our game documentation.

Having all of these elements in our game play create competition, strategy, and fun.

Design

Before designing this game we looked to other successful board games that were out there, and decided that we were going to look at what made the game 'Clue' so popular and fun. The idea of clue is that you were given options to where you wanted to move on the map, and it wasn't just a linear path (though we aren't knocking games that are linear, for example Monopoly is great) which we liked the concept of. It gave the game somewhat more believability when it came to player choice. Having more player choice created more strategy, as you weren't totally dependant on just a great dice roll like you were in the game we were provided, train station. This also created strategy in terms of making your own path and deciding how best to play the game. Clue had all these elements. In Clue, you were able to move room to room, gathering clues and trying to find out 'who dun it.' Though our game is not a murder mystery it, like Clue, allows the players to strategize and play the game the way they want to play the game (within the rule boundaries, of course). This combined with the team play aspect of Onslaught, really makes this game fun to play and also at the same time, to socialize with your teammate, and yes, even with your enemies.

Qualitative/quantitative

We tested our game with Mark's family and looked for how the game balanced out. Quantitatively, we made sure that numerically the game was balanced; in terms of node count, player count and core hit points. Qualitatively, we took notes on reactions, how they spoke while playing and generally, how much fun they were having, which was the most important thing in this project. During playing, they seemed to enjoy the game, and didn't run into any balancing issues. We noted that neither side really had an advantage, as the game board is symmetrical. We also noticed that during 'combat' in the game, interactivity was great, and everyone was having a good time, even just learning the game for the first time. We analyzed all of the data and understood while the game isn't perfect by any means, the amount of fun that the players had far outweighed the cons of the game. We are sure that with more time, we would have perfected the game. When we say the game isn't perfect, we talk about some issues with the tokens (the orb, dropping the orb) because it was hard to keep track of where it was sometimes, but these sorts of issues can be fixed quickly (for example just using a different token). Originally, we did not have notepads, but we realized that the use of notepads for keeping track of the core hit points would be better after the first test play, so we did alter the game slightly from our data collection.

We hope you enjoy our game.