

Food for Thought

Initial Rule Set

Howard Won, Yifei Gong, Rachel Gu

Each player begins with 5hp/wp (out of max 5) and 4 random food cards in their bucket.

Day Phase:

1. Eat your food (optional)
2. Draw an exploration/event card (optional)
3. Make/agree to one trade
4. Lose 1hp and 1wp

Night Phase:

1. Everyone closes their eyes
2. If you're going to steal, open your eyes and lose 1hp

After some amount of time, everyone wakes up / opens their eyes

Link to initial Foods types:

<https://docs.google.com/spreadsheets/d/1Pghtl3I5rnzxt52gWM0qXULwg8Ja-5rk3zwtV72jvE/edit?usp=sharing>

Food for Thought

Final Rule Set

Howard Won, Yifei Gong, Rachel Gu

Survival Ruleset

In the survival version, you play as villagers trapped in a disastrous winter, struggling for survival.

Contents:

1. The Box with all the food items.

2. Role Cards: Each player chooses one role cards at the start of the game indicating their goal in this game. Survival might not be necessary for achieving the goal.

Neighbor from Hell
Certified Cannibal
Gluttony
Hope for Us
Obsession
Taxidermist
Revenge

3. Event deck with x color on the back. (total: 25*2)

The events will decide what happen to each player during their explorations.

4. Health Meter: indicate the max and current health points of each player.

5. Food Bucket: these are the containers where players store their foods. A player cannot show the contents of their bucket to another player.

Rules:

1.Preparation:

Take out the winter events and reshuffle them into the deck in the order of 1. Winter is here. 2. Snowstorm is here. 3. Still snowing 4. Snowstorm stops 5. Spring is Here.

Each player should have one empty bucket and a health meter with all the limbs attached and the Hunger/Thirst pointer(red and blue) set to 2.

At the start of the game, each player **chooses 1 role card randomly**, which indicates his/her goal for this game. A player cannot show his/her role card to others. Then each player **draw 5 items** randomly from the box.

2. Player Attributes

a. Hunger and Thirst

A player **start with 2 Hunger and 2 Thirst** at the start of the game. The **max value** of hunger/thirst is **dictated by the number of limbs** a player has. (**initially 4**)

Once your hunger drops to 0, you can either: eat a food, or eat one of your limbs to gain +1 Hunger, +1 Thirst.

b. Limbs

The number of limbs decide your **max Hunger/Thirst** points. **You don't lose current Hunger/Thirst points unless they are higher than the new maximum values.**

There are also other consequences if you lose your limbs:

If you lose one arm, you suffer -1 Hunger or -1 Thirst when you steal.

If you lose both arms, you cannot steal.

If you lose one leg, you only get one action per day.

If you lose both legs, you cannot explore.

If you lose more than two limbs, you die.

When a player dies, his/her limbs can be stolen at night as an food item.(+1 Hunger, +1 Thirst). **No, you cannot grow your limb back if you eat another limb from others.**

3. Game Sequence

a. Day Phase

During the day, players have the opportunity to explore in turn. The game can start from any player, but each day the first player to take action shifts to the next player.

1) Exploration

Each player has **2 chances to explore**(unless specific events state otherwise). The player will **draw an event card** from the event deck.

2) Food consumption

A player may **eat food any time during his/her turn**, but **can only eat up to 2 foods.**

3) Trade

A player may trade with others any time during his/her turn. There is no limit on the number of trades each day.

4) Accusation

A player can initiate an accusation if they suspect being stolen from another player. They have to specify one player to accuse. If they accuse the right player, then the accused must return the **stolen food and give 1 limb to the victim.**

At the end of the day, each player must suffer either **-1 Hunger** or **-1 Thirst**. If any of these attributes **drop to 0**, the player **can eat a food or eat one of his own limb to gain +1 Hunger and +1 Thirst**.

b. Night Phase

During the night, players close their eyes and count from 1 to 15 in turn. They can choose to **wake up when 1 is being counted, but they have to discard 1 food**. When 15 is counted, the night ends and every player wakes up.

1) Stealing

Players can **steal from others who do not wake up** during the night. **They can only steal one item each night by picking from the victim’s bucket without looking in it.**

4. End Game Conditions

The game ends when either: **The World Event card indicating “spring is here” is drawn, or all player die**. After the game ends, **players only win if they achieve their goals on the role cards**.

5. Food Items

The value of each food item is decided by its **type and color** as follows. There are 4 types of food: Meat, Veggie, Drink, and Processed.

Good Meat: Hunger +2	Normal Meat: Hunger +1	Bad Meat: Hunger -1
Good Veggie: Hunger +1 Thirst +1	Normal Veggie: Thirst +1	Bad Veggie: Hunger -1
Good Drink: Thirst +2	Normal Drink: Thirst+2 Hunger-1	Bad Drink: Thirst +1 Hunger-2
Good Processed: Hunger +2	Normal Processed: Hunger +2 Thirst -1	Bad Processed: Hunger +1 Thirst -2

Offering Ruleset

In the offering version, you play as villagers kidnapped by a Cyclops that enslaves you as servants. Each day, you have to offer the right type of food he requires. However, there is also a naughty spirit who wants to disrupt his meals.

[Contents]

1. The **Box** with all the food items.

2. **Event cards** with x color on the back. (total: 25*2)

The events will decide what happen to each player during their explorations.

3. **Role cards x5**. (different than the survival game role cards, these cards only indicate if you are a villager or the spirit)

3. **Health Meter**: indice the max and current health points of each player.

4. **Food Bucket**: these are the containers where players store their foods. A player cannot show the contents of their bucket to another player.

5. **Offering Bucket**: The bucket used to offer food to the cyclops.

5. A **Fair Coin**

[Rules]

1. Win Condition

Villagers: In this game, the villagers are trying to keep the cyclops happy. They win if they **successfully offer the cyclops 5 meals in total**. The **successful offering** consists of **3 foods, with at least good food and no bad food**. If the offering has less than 3 foods or has no good food, or has bad food, it fails. The villagers can also **win by killing the spirit** till it cannot reincarnate.

Spirit: The spirit **wins if 3 offerings fail** or the remaining villagers cannot achieve enough successful offerings. The spirit takes the form of a villager. **The spirit can also possess another villager of his choice if he dies, but he can only reincarnate once.**

2.Preparation:

Before the game, **each player** should have **one empty bucket** and **a initial health of 2 (Max at 4)**.

At the start of the game, each player **draw 5 foods** randomly from the box. Then everyone gets a **role card** indicating **if he is a villager or the spirit**.

3. Player Attributes

a. Health Points

In the offering game, a player only have 1 attribute indicating their health instead of hunger and thirst. A player **start with a initial health of 2 (Max at 4)**.

Once your hunger drops to 0, you can eat a food to regain health.

4. Game Sequence

Each day there is a lead servant who will choose 2 other servants to offer food for the cyclops. At the beginning of each day, **the lead servant tosses a coin**. The result of the **coin toss** decides the **value of red/green food**. If head is up, the red food is the “good food(+2HP)” for today, and the green food is bad(-1HP). If tails is up then it is the opposite. Yellow food is always normal food(+1HP).

a. Exploration Phase

During the day, players have the opportunity to explore in turn. The game can start from any player, but each day the first player to take action shifts to the next player.

1) Exploration

Each player has **1 chance to explore**(unless specific events state otherwise). The player will **draw an event card** from the event deck. When the card runs out, reshuffle the used deck.

2) Food consumption

A player may **eat food at any time during his/her turn**, but **can only eat up to 2 foods**.

3) Trade

A player may trade with others any time during his/her turn. There is no limit on the number of trades each day.

4) Exile

A player can propose to exile another person during his/her turn. If a person is exiled, he/she will be the offered to the cyclops and it counts as a successful offering.

- a. If the spirit is exiled, he will **choose another person to possess**. During that process, everyone close their eyes. The spirit player gathers all the role cards and redistribute them. **He can only reincarnate once**, if he is exiled the second time, the villagers win.

b. Council Phase

The lead servant gets to **choose the other two servants** to go with him/her.

At the end of the day, each player loses 1 HP. **If they reach 0HP, other players can offer them food, or else they will die.**

b. Offering Phase: The servants for tonight's offering stays up while others close their eyes to sleep. **The servants puts one food into the offering bucket at the same time without revealing the food they are offering.** After the night, all player wakes up and the result of the offering is revealed. If there are 3 foods, with at least 1 good food, and no bad food, it counts as a success, Otherwise, it counts as a failure.

Food for Thought

Playtest Analysis

Howard Won, Yifei Gong, Rachel Gu

3/25 @ 6pm

Participants

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCI Senior	

Each player begins with 5hp/wp and 4 random food cards in their bucket.

Day Phase:

1. Eat your food (optional)
2. Draw an exploration/event card (optional)
3. Make/agree to one trade
4. Lose 1hp and 1wp

Night Phase:

1. Everyone closes their eyes
2. If you're going to steal, open your eyes and lose 1hp
3. After some amount of time, everyone wakes up / opens their eyes

Analysis

- No motive to help other players since the goal was all about self-survival.
- No clear method of obtaining goal (which is to survive)
- Players are too comfortable at the beginning because 5hp/wp
- Too many punishing events that players did not expect. Players died quickly even with 5 initial HP/WP.
- The proportion of good/bad food isn't balanced. There were too many bad food at the time.
- No method of determining how long the night phase lasts
- Some of the food names are funny and we saw potential in food effect and names.
- We also liked the variety of events and the comedy effect they bring, so we decided to explore on them too.
- As an quick evaluation of our idea, this playtest proved that the game's model could be fun and we needed to explore and expand

3/29 @ 2pm

This is the playtest for the version without the roles. The objective is to evaluate if the diversity and absurdity of foods and events make the game interesting. We only had less than 20 minutes to play because we let the others go first since Rachel was also testing our game.

Participants

Lisa Park Game design peer	Zohaib Khan Game design peer
Howard Won Creator	Yifei Gong Creator

Setup

- Played only 1 turn
- Food cards have effects and each food card has an unique name.
- Can eat once anytime in your turn
- Paper cards and buckets
- Started at 4/5 HP and WP and 4 random food cards

Observations

- No one stole anything during the only night.
- Zohaib thought food names were absurdly funny since some can't be considered food.
- Nobody died during the game since it only played out 1 turn

Feedback

- Setting and theming is interesting.
- Food cards are weird and funny.
- Event cards amplify the funny moments when another person receive the same funny food from another person.
- There are little intention to do any specific thing to another player because:
 - It is only the start of the game, and everyone has 4 items.
 - Lack of a meaningful goal
- Zohaib suggested we check out Dead of Winter

Analysis

This version is supposed to focus on creating fun situations by diverse food cards with various effects. Throughout the short playtest, the food description and effects were what people feel funny about, which proved food cards with descriptions are fun. After that, we decided to do more explorations on food effects and food items.

3/29 @ 2pm

Participants

Tommy San Miguel Game design peer CS Junior	Yidi Zhu Game design peer ETC Masters
Andrew Boyer Game design peer Tepper Masters	Rachel Gu Creator CS/HCI Senior

Setup

- Gave each player a role:
 - Keep yourself alive - Rachel and Tommy
 - Keep everyone alive - Yidi
 - Be the only one alive - Andrew
- Played until the event deck ran out
- Can eat once anytime in your turn
- Paper cards and buckets
- Started at 4/5 HP and WP and 2 random food cards
- Generic food cards with no other effects

Observations

- No one except for Rachel stole on the first night
- Everyone stole from Rachel on the third night
- Rachel died on the 4th round
- Tommy and Yidi died on the 5th round
- Andrew survived and achieved his goal, despite sacrificing 2HP to the cannibal

Feedback

- During the night phase, can take turns counting to 20
- Would like to know all the roles beforehand
- It's hard to get food
- -1HP to steal food feels bad because you can steal a bad item too
- -2HP for the cannibal isn't punishing enough
- Going exploring feels like it should cost 1HP
- Would like more intake and output of food

Analysis

The goal of the game is to make the players feel like they have to struggle to survive and eat. At the beginning, the players didn't feel a sense of urgency despite some players not having good food cards. Each player slowly let their HP and WP drop down to ~1-3 until they felt the need to steal food. There weren't very meaningful trades except for one at the end, which allowed Tommy to survive another day.

The bucket object should introduce different mechanics of hiding the amount of food each player has, and the layering of food cards in the bucket can influence which cards get stolen, i.e. usually the cards at the top. This didn't really happen during the game, and part of it could be that there wasn't enough food flow in the game.

Very few food cards were drawn. Each player started with 2 random ones, and less than 10 were drawn from the food pile, so around 15 food cards were part of the game. The lack of cards made it difficult to make meaningful trades, especially because about a third of the cards had negative effects.

In the first trading phase of the game, everyone gave one of their food cards to Andrew, after he suffered the cannibal attack. Tommy was very public about his negative food cards, and when his bucket was empty, and quickly gave one to Andrew.

Potential Changes to Make

- Give a penalty to exploring
 - -1HP
 - Can't steal
- Remove -1HP penalty from stealing
 - There needs to be a risk to stealing
 - Make day time alliances more important?
 - Have a catching mechanic to catch a thief
- Increase the amount of food each player sees and uses
 - Reduce the effect of each food, but increase the number of food cards that will be drawn
- Make the players feel a sense of urgency/desperation from the beginning
 - Reduce the max HP
 - -2HP/WP each day instead of -1HP/WP

3/31 @ 5pm

Participants

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCI Senior	

Setup

- Play until the event deck ran out
- Cardboard cards and buckets
- Started at 3 HP and WP and 4 random food cards
- Some food cards have effects
- Love/hate relationship roles

Rules

Each player begins with 3hp/wp and 4 random food cards in their bucket.

Day Phase:

1. Take up to 3 actions (can repeat choices):
 - a. Eat your food
 - b. Draw an exploration/event card (-1hp)
 - c. Make one trade
2. Lose 1hp and 1wp

Night Phase:

1. Everyone closes their eyes and begin counting in turns
 - a. One player says 1, the next player says 2, ...
2. If you're going to steal, open your eyes
3. After a player counts 20, everyone wakes up / opens their eyes

Feedback

- Dying too quickly
- The love/relationship need more than 3 people to work since we will always be hated by the people we love, which does not make much sense.

Analysis

- However, the roles did give the player an clear intent to help/attack others. For example, we can clearly see that we were protecting our lovers and giving bad food to the haters. This is a good start.

4/3 @ 3pm

Players

Yifei Gong Creator	Howard Won Creator
Rachel Gu Creator	

Rules

1. Food deck:
 - a. 12 Meat: 6 good (+2HP), 4 normal (+1 HP), 2 bad (-1HP)
 - b. 24 Veggies: 12 good (+1HP,+1WP), 8 normal (+1WP), 4 bad (-1HP)
 - c. 12 Drink: 6 good (+2WP), 4 normal (+2WP, -1HP), 2 bad (+1WP, -2HP)
 - d. 12 Processed: 6 good (+2HP), 4 normal (+2HP, -1WP), 2 bad (+1HP, -2WP)
2. Start with 4 food, 2 HP, 4 Max HP
3. Each day: 3 actions per day: eat, explore(-1HP), trade
4. Each night: steal(count down in circle, -1 turn for tomorrow)

Playtest Actions

1st day:

1. Howard eats 1 food, explores once(event is draw another event), then eats another food
2. Rachel eats 1 food, explores once, got 2 food cards, then ends turn
3. Yifei eats 1 food, explores once(get -1WP), eats another food

1st night:

1. Howard and Yifei stole from Rachel, so they both reports their waking-up

2st day:

1. Howard explores, gets 1 food card, and eats 1 food.
2. Rachel explores(cannibal, we vote out Howard who has the most HP)
3. Yifei eats 1 food and explores.(gets 1 bad food card)

Analysis

The playtest was short but we all agreed that we did not have enough motivation to interact with each other. Even when we are slowly dying(like Howard and Yifei), we still had no strong intent to trade or interact with each other because there was no reason to care about others' survival. We should explore more options where players can have a stronger motive to interact with each other. We decided to explore more on players' relationship and decided to seek advice on other ideas we had from the professor.

Meeting with Professor

Discussion

- Game Name?
- HP/WP -> Hunger/Thirst
- **Punishment for Stealing:** -1 action point tomorrow
 - It could be **hard to remember**. <Interface problem>
 - Could invent an interface for punishing stealing.
 - **Wake-up token**
 - **Action tokens:**
 - Each token stand for 1 **action point**.
 - **Refill 3 tokens at the end of each day** before night.
 - **Spend 1 token** if wake up during night.
 - Problem with these: Always exposes the people staying up, takes away **the thrill of sneaking**.
 - Question: **Why** do we need punishment for stealing?
 - Stop people from constantly waking up & adds risk for stealing.
 - Alternate punishment:
 - Only punish players when they are **caught**.
 - **How to implement the mechanics of catch/accuse?**
- **Goals & Roles:**
 - Individual goals
 - Goals that change over time
 - Goals should be clear & obvious

Takeaway from the meeting

1. Have a name for the game.
2. We should use Hunger/Thirst instead of HP/WP
3. We should design a proper punishment for stealing or reward sleeping in a way that it is not directly revealing but also let players take risk when stealing.
4. We have to make the rules simple to explain and the effects simple to remember.
5. We could explore more on goals and roles

From this meeting, we decided to try two types of games:

1. Individual goals for players through role cards
2. Asymmetric group goals for players to meet to end the game

These two versions were developed into “Survivor Mode” and “The Mist”.

4/7 @ 5pm - Survivor Mode



Players

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCII Senior	Bobby Li Roommate of Rachel ECE/Robotics Major

Audio Recording

<https://drive.google.com/open?id=1wN8co3Pw0L9NQadHYZGuqfcJVUUAf3fS>

Setup

Each player begins with 2 hunger (represented by the red arrow) and thirst (represented by the blue arrow). Each player draws 5 random food cards and puts them in their bucket. Each player also randomly draws a role.



Divide the event cards into piles of 4. Put one story card in each pile, shuffle each pile individually, and then stack the piles on top of each other in order of the story cards.

Story Cards

1. The temperature is falling... Winter is beginning.	2. The snowstorm is picking up... It is currently the midwinter.
3. The weather is starting to warm up... Winter is almost over.	4. The snow has melted... Spring is here!

The game ends when the last story event is drawn.

Roles

<p>Hope for Us You are a true leader, and you look out for everyone. You are intent on making sure everyone has something to eat.</p> <p>By the end of the game, you must...</p> <p>Keep at least 3 people alive.</p>	<p>Vegan You are a vegetarian. You are disgusted by the people who is willing to kill to eat.</p> <p>By the end of the game, you must...</p> <p>Keep half the meat unconsumed.</p>
<p>Long Term Plan You don't think surviving the winter isn't the only problem lying ahead. You plan for a longer term consumption.</p> <p>By the end of the game, you must...</p> <p>Keep food supply at least half full.</p>	<p>Obsession You are obsessed with a lover; you would take this chance to leave the world for just yourselves.</p> <p>By the end of the game, you must...</p> <p>Ensure that your Lover is alive.</p>
<p>Weaklings You think certain people are weaklings that are leaching off everybody else. You want them dead.</p> <p>By the end of the game, you must...</p> <p>Ensure demise of chosen 2 people.</p>	<p>Gluttony Hoarder You are gluttonous; you take pleasure in filling your bucket with food at the expense of others.</p> <p>By the end of the game, you must...</p> <p>Have at least 10 food in your bucket.</p>
<p>Mercy Killing You see no hope in attempting to survive; you would rather have people die as painlessly as possible.</p> <p>By the end of the game, you must...</p> <p>Kill at least 2 people.</p>	<p>Revenge Your friends have let your wife starve to death. With your grudge, you wish they were all dead.</p> <p>By the end of the game, you must...</p> <p>Ensure the demise of everyone.</p>

Food Effects

Color	Good	Normal	Bad
Meat	HP +2	HP +1	HP -1
Veggie	HP +1, WP +1	WP +1	HP -1
Drink	WP +2	WP +2, HP -1	WP +1, HP -1
Processed	HP +2	HP +2, WP -1	HP +1, WP -2

Day Phase:

Players take turns:

1. Take up to 3 actions (can repeat choices):
 - a. Eat your food
 - b. Explore by drawing an event card (-1HP)
 - c. Make one trade
2. Lose 1HP or 1WP (your choice)

Night Phase:

1. Everyone closes their eyes and begin counting in turns
 - a. One player says 1, the next player says 2, ...
2. If you're going to steal, open your eyes and steal from someone whose eyes are closed
3. After a player counts 20, everyone wakes up / opens their eyes

Feedback

Disliked

- Taking away 1HP for exploration feels punishing
- No feelings of tension, anxiety, or waiting
- Didn't feel a sense of progression from the event cards
- Bad meat and veggie feel bad because they are only punishing (no good effects)
- No visible progression towards the end state

Liked

- Food effects were kind of like a puzzle
- Goal: Hoarder-- have at least 10 food in bucket at the end of the game
 - It was a good goal, but hard to achieve
 - Contradictory because needed food to survive to explore to get more food, but also needed to keep food in bucket
- Overall experience felt fun
- Liked that different people had different roles

Analysis

The good and bad foods had different effects, so choosing which one to eat was a puzzle. At one time, Bobby had 4 WP and 1 HP, so he chose to eat a bad processed food (HP +1, WP -2). Even though the overall effect was bad, he was in a position where he prioritized HP over WP, so he didn't feel that the effect was bad.

At the same time, the bad meat and veggie cards were bad because there was no beneficial effects to eating them. They only take away 1 HP or WP, so there is never a situation in which a player would choose to eat it. These cards are necessary because they make the good, neutral, or even some bad food cards more rare and more rewarding. If everything is somewhat good, then resource management may become too complicated or the effects of the actually good cards may diminish.

Bobby's hoarding goal was difficult because he had to keep food to achieve his goal, but use his food so that he might get more food. It was interesting because he had to use food to obtain more food, but that also felt contradictory. It didn't create the sense of hoarding because the food consumption and acquisition rates were high. Although he did not achieve the goal, he did have 9 food cards at the end. We suspect, however, that it was due to the imbalance of the event cards. There were enough positive events that allowed him to draw more food cards and he didn't have to eat much food to survive.

Some of the other roles were also more difficult than others. Rachel had the obsession role, and chose Bobby as the Lover. It was pretty easy in this game because Bobby was always in a comfortable position and not in danger of dying. Rachel also died early on in the game, but technically fulfilled her goal because Bobby was alive at the end.

The long term goal and vegan roles were difficult because it is hard to tell how much of the food has been eaten. It is also annoying to count the amount consumed compared to the amount not eaten. The Revenge goal is also just a more difficult version of the Weaklings goal.

Although we added story cards to give a sense of progression, they were very superficial and did not affect the game state in any way. After the second story card about a storm picking up was drawn, the events afterwards didn't become harder, nor were the players disadvantaged compared to before. Thus, when they were drawn, they gave a sense of how many cards were left, e.g. half of the deck, but this is also clear just by seeing the height of the deck.

Potential Changes to Make

- Change the punishment for exploring
 - Limit the number of times you can explore
- Redesign the role cards to be more balanced
 - Remove goals that are similar, e.g. Revenge and Weaklings
 - Balance the numbers based on difficulty, e.g. number of people to save or kill
 - Come up with different goals that can be clearly identified as completed or not
- Add more progression into the story
 - Story cards affect the game state
 - Limit/expand the number of times you can do something
 - Makes events harder
 - Create central events that affect everyone
 - Story cards initiate some group event
 - In every round, a story card is revealed and immediately affects everyone
- Increase the sense of urgency in the game
 - Reduce the amount of food that players start with
 - Balance the event deck to be overall less rewarding
 - Balance the ratio of good food to neutral food to bad food
 - It is currently at 1:1:1 ratio
 - Create specific goals to try to remove food

Changes We Made

We removed the -1HP punishment for exploring, but still allowed players to explore up to three times during the day (limited by three actions per day). Before limiting the players to only one exploration, we wanted to try to limit their actions by putting them in more dire circumstances.

We changed the ratio of good to neutral to bad food in the game to 1:2:1. This would prevent the players from drawing too many good food cards by reducing the probability from 1/3 to 1/4. This also reduces the probability of drawing a bad food card to 1/4, which reduces the amount of bad food cards just sitting in the buckets.

We removed some of the role cards: Mercy Killing and Cannibal (another role card about eating people), because we had some weapon, attacking, or killing mechanic, but they weren't very flushed out. We didn't know how to introduce non-food items into the game and how players could use those items. Our goal was to have players only worry about managing food items, instead of balancing two inventory systems.

4/7 @ 6pm - The Mist

Players

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCI Senior	Bobby Li Roommate of Rachel ECE/Robotics Major

Recording

https://drive.google.com/open?id=156C7U9pWded9GVOb459d-X7uVrUMvOL_


Setup

Each player begins with 2 hunger (represented by the red arrow). The blue arrow does not matter. Each player draws 7 random food cards and puts them in their bucket. Each player also randomly draws a role. Shuffle the event cards.

Roles

Possessed Your goal is to stop the survivors from escaping by sabotaging the lighthouse for three nights.	Survivor Your goal is to survive and light up the lighthouse for five nights to be rescued.
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Token Card Effects

Color			
All	Good Battery	HP +1	Bad Battery

The ratio of good to neutral to bad cards is 1:1:1.

Day Phase:

Players take turns:

1. Take up to 2 actions (can repeat choices):
 - a. Eat your food
 - b. Explore by drawing an event card
 - c. Make one trade
2. Lose 1HP

Night Phase:

1. Everyone decides who should guard the lighthouse tonight.
2. Everyone who is not the guard goes to sleep.
3. The guard puts in one of their batteries.
 - a. If it is a green battery, then the lighthouse will turn on.
 - b. If it is not a green battery, then the lighthouse will not turn on.
4. Everyone wakes up.

If the player who is the possessed dies at any time, they reveal their role.

Every alive goes to sleep and holds out their role cards. The possessed will re-distribute the roles, choosing another alive player to be the possessed. The game then continues.

End States

- If the lighthouse has been turned on for five nights, then the survivors win.
- If the lighthouse has been turned off for three nights, then the possessed win.
- If there are only two players alive, then the possessed win.

Feedback

Disliked

- Not many options of putting a red thing in
 - It immediately reveals that you are the bad guy
 - Your strategy is to then kill yourself?
- There aren't enough guards
- Food component wasn't clearly defined
- There needs to be more players

Liked

- Role swapping is fun
- Helping AKA blackmailing people is fun
- Batteries were kind of a group resource, but food is an individual resource

General Comments

- Kind of like Mafia with a lot of RNG or Avalon but players are also starving/dying
- The two inventory systems (battery and food) could potentially merge into one
- Only two roles were kind of boring
 - Introduce other roles?

Analysis

There is a huge problem if there is only one guard at night. If the guard is a good guy, then they will put in a green battery because we wouldn't choose a guard who we thought didn't have a green battery. The only case would be if no one had a green battery. If the guard is a bad guy, then if they put in a bad battery, they immediately reveal themselves as the bad guy then. So, to hide their role, the bad guy must put in a green battery and thus help the good guys.

Another strategy would be for the possessed to immediately kill themselves as quickly as possible to end the game before the survivors even have the chance to win. In this case, there might not even be an incentive for them to hide their role.

The role-swapping mechanic was interesting because if the possessed was found out and died, then another previously good player is now the bad guy. This introduces a early game win strategy for the survivors and a late game win strategy for the possessed.

Having only one food card made food resources very limited. As a result, there was a case when Howard, the possessed, needed food to survive. Howard did have a green battery though. Bobby blackmailed Howard to put a green battery in exchange for a food item the next day. This occurred before we realized the strategy of the possessed killing themselves, so Howard was forced to put in a green battery to survive. The power Bobby had over Howard felt very satisfying for Bobby.

We also only had four players, so if two players died, then the game ended. The reason why the game ends at two players is that one of the players is the possessed, so there will always be a stalemate when voting for the guard. The sole survivor would never let the possessed guard, unless the survivor didn't have any green batteries, which also leads to a bad state. The same holds for the guard. Thus, at two players, the possessed win the game.

One thing we liked in this game was that there was a good amount of speculation that occurs if you die. If you were the possessed, you get to choose the next possessed and see how the alive players react to the new game state. If you were a survivor and you also died, the conflict between the possessed and survivors is still interesting to watch, similar to watching Mafia after you get killed at night.

The tokens were divided into three categories by color: green -> good battery, red -> bad battery, and blue -> +1 HP food. We wanted to combine the two categories of battery and food together, but didn't come up with any settings for this playtest. Managing the two inventory systems during the game turned out fine, but there wasn't a lot of interest because each object had a clearly defined role. The color of the batteries become important depending on whether you are the possessed or a survivor, but food is always a static important object.

Having the players work towards a goal, rather than just having them sustain themselves, was better for player motivation. The players felt more active and were trying to do something, rather than just react to the events that occur.

Potential Changes to Make

- Increase the number of guards
 - Vote to choose which guards are going
 - Choose teams Resistance/Avalon style where one person is the team leader and they get to choose the other team members
 - Need to adjust turning in batteries and what counts as a success
- Introduce other roles
 - Give different motives to the survivors
 - Some roles are good/bad, but others are like mavericks
- Merge the battery and food system together
 - Somehow keep the different types of food
 - Balance food that you keep for yourself vs. food that you have to turn in
 - Need to come up with a setting in which this makes sense
- More players
 - Prevents the game from ending too early due to possessed suicides
 - Allows for more guards at night
 - Requires more event cards otherwise the game ends too quickly
 - Need concrete ratio of possessed to survivor players, otherwise the possessed is too outnumbered

Changes We Made

We increased the number of players from 4 to 5. This would allow us to increase the number of guards each night to 2.

We also merged the battery and food system together. Instead of a single red battery = failure, and green battery = success, the success is determined by the combined value of the foods turned in by both guards. If the combined value is greater than or equal to 3, that is, if at least one good food and one neutral food was turned in, then it counts as a success. If there's a single bad food, or only neutral foods, then it counts as a fail.

We felt more potential in this version of the game, so we moved to this direction.

4/8 @ 10am - The Mist



Players

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCI Senior	Bobby Li Roommate of Rachel ECE/Robotics Major
Reed Chan Roommate of Rachel ECE Major	

Recording

https://drive.google.com/open?id=1vCUhOqZ0kkubwJ9C_VY1tsOm7U_5ISWw




Setup

Each player begins with 2 hunger (represented by the red arrow). The blue arrow does not matter. Each player draws 7 random food cards and puts them in their bucket. Each player also randomly draws a role. Shuffle the event cards.

Roles

Possessed Your goal is to stop the survivors from escaping by sabotaging the lighthouse for three nights.	Survivor Your goal is to survive and light up the lighthouse for three nights to be rescued.
---	--

Token Card Effects

Color			
All	HP +2	HP +1	HP -1

The ratio of good to neutral to bad cards is 1:1:1.

Day Phase:

Players take turns:

1. Explore twice by drawing two event cards
2. Eat up to two times during your turn
3. Lose 1HP

Night Phase:

1. Everyone decides two guards for tonight.
2. Everyone who is not the guard goes to sleep.
3. Each guard secretly puts in one of their foods into the bucket.
4. Everyone wakes up and the items are revealed.
5. If the combined value is 3 or above, then it is a success. Otherwise, it is a failure.

If the player who is the possessed dies at any time, they reveal their role.

Every alive goes to sleep and holds out their role cards. The possessed will re-distribute the roles, choosing another alive player to be the possessed. The game then continues.

End States

- If the lighthouse has been turned on for three nights, then the survivors win.
- If the lighthouse has been turned off for three nights, then the possessed win.
- If there are only three players alive, then the possessed win.

Feedback

Disliked

- Choosing who is a guard doesn't work because if you have a failure pair, then you just don't choose from them ever.
- There wasn't any trading AKA blackmailing
- It was too easy to stay alive
 - Too much food in buckets
 - Too many events per turn

Liked

- Putting food in at night
- Guessing who the bad guy
- Role-switching because it continues to create suspicion and intrigue
 - You have to constantly figure out who the new possessed person is

General Comments

- Experience wasn't bad but generally flat except when at 1 HP or during bucket reveal

Analysis

Because we had five players and we had two guards each day, if we had a single team of two fail, then we just wouldn't choose anyone from that team of two. This meant that we had three people to choose from, so we had a good chance of succeeding. The possessed then could only kill themselves and choose another possessed.

We attempted to fix this problem half way through the game by preventing players from being guards twice in a row. This worked for five players, but didn't work for four players because then the teams had to alternate. This guaranteed a failure every other night.

Because we removed the batteries and reverted the food back to food, the balance was very off. There was good food that you could potentially eat if you had a surplus, so you maintained a healthy state. Having 7 items also meant that you had about 4-5 good or neutral food cards, which can easily sustain the survivors and allow them to win even if they didn't explore for more food cards.

Trading disappeared in this version because everyone was too well off. There wasn't ever an incentive to trade because there was never a case when you didn't have a resource that you needed. While this isn't always guaranteed to happen, there's a good chance that because of the above conclusion, the survivors will be able to survive and turn in good food cards without having to manage their resources tightly.

Potential Changes to Make

- Choosing guard mechanic
 - Choose teams Resistance/Avalon style where one person is the team leader and they get to choose the other team members
- Increase feelings of urgency
 - Decrease amount of food in bucket
 - Change ratio of good to neutral to bad foods

Changes We Made

We changed the guard mechanic so that there is a lead guard each night who chooses another guard to go with them. The lead guard rotates every night, initially starting with the player who goes first in the morning. We considered having a voting system where everyone needed to vote to pass this pair of guards. This would be a system similar to the Resistance or Avalon where the mission leader would rotate until a mission is passed. But if the suggested teams are vetoed five times in a row, then it would be an automatic fail. This system seemed a little too complex for our game, so we decided to remove the voting system for the next playtest. We knew that this forces each player to guard the lighthouse at least once, meaning that there is one guaranteed failure when the bad guy leads the mission, but we wanted to see how it would play out first before assuming how the players would choose to play.

We also decided to change the ratio of good to neutral to bad foods from 1:1:1 to 1:2:1. We didn't want to increase the amount of bad foods because they don't have much use beyond preventing the players from getting the good/neutral food cards. At the same time, the good food cards should remain valuable. Thus, we increased the amount of neutral food so that the players would have to manage their good food resource tightly.

We also decreased the starting amount of food from 7 to 5, so that players have less resources and feel more of a sense of urgency during the game. There is at least a 50% chance that a player has 3-4 good or neutral food, so we thought that the odds still seemed good.

We also revisited the problem of the possessed suicide strategy, where the possessed players commit suicide fast enough that the survivors can't win. To combat this, we give the possessed only one chance at repossession. The first time the possessed player dies, then the possessed player gets to choose another player to be the possessed. The second time the possessed player dies, the survivors win because they have defeated the possessed.

4/8 @ 4 pm - The Offering (previously the Mist)



Players

Yifei Gong Creator ECE Masters	Howard Won Creator ETC Masters
Rachel Gu Creator CS/HCI Senior	Rajat Game Design Peer ETC Masters
Alan Game Design Peer ETC Masters	

Recording

https://drive.google.com/open?id=10gsLNI0Hv7_UJJTKVNMzs8YIG3H_ElyW


Setup

Each player begins with 2 hunger (represented by the red arrow). The blue arrow does not matter. Each player draws 5 random food cards and puts them in their bucket. Each player also randomly draws a role. Shuffle the event cards. There is one communal bucket.

Roles

Possessed Stop the survivors from escaping by sabotaging the offering for three nights.	Survivor Survive and light up the offering for three nights to satisfy the cyclops.
---	---

Token Card Effects

Color			
All	HP +2	HP +1	HP -1

The ratio of good to neutral to bad cards is 1:2:1.

Day Phase:

Players take turns:

1. Explore once by drawing two event cards
2. Trade with players as many times as you would like
3. Eat up to two times during your turn
4. Lose 1HP

Night Phase:

1. The leader guard chooses another guard.
 - a. If this is the first night, the leader is the player who went first in the morning.
2. Everyone who is not the guard goes to sleep.
3. Each guard secretly puts in one of their foods into the communal bucket.
4. Everyone wakes up and the items are revealed.
5. If the combined value is 3 or above, then it is a success. Otherwise, it is a failure.
6. The leader guard position is passed to the next player.

If the first player who is the possessed dies at any time, they reveal their role.

Every alive goes to sleep and holds out their role cards. The possessed will re-distribute the roles, choosing another alive player to be the possessed. The game then continues. This only happens once to the first possessed player.

End States

- If the lighthouse has been turned on for three nights, then the survivors win.
- If the possessed is dead, then the survivors win.
- If the lighthouse has been turned off for three nights, then the possessed win.
- If there are only three players alive, then the possessed win.
- If the bucket is empty, then the possessed win.

Feedback

Disliked

- The game feels like it should continue even after the possessed die?
 - The survivors still need to be saved
- Feels like the phases need more structure
 - Specific time for eating
 - Specific time for voting
 - Specific time for exploring
- People are starving
 - Not enough food
 - Mechanism to replenish food if empty?
 - Get free food every morning
 - Food scarcity contributed to survival
- Killing the possessed at first was actually punishing
- Theming inconsistencies
- Spinner isn't the easiest way of keeping track of hp
- Possessed is too predictable
 - Other guard instantly knows if he's possessed

Liked

- Drawing event cards is a surprise
- Arguing with people is always fun
 - (Bad guy) Enjoy convincing people that he's a survivor

General Comments

- Look into Battlestar Galactica
- Shadows over Camelot
- Mechanics for adding randomness during the guard event:
 - Add one random food from the bucket
 - Change what the cyclops wants each day

Analysis

Halfway through the game, we realized that if you can tell who the possessed is, it prevents them from doing anything except suiciding. We added an additional execute phase where if all of the players agree to execute one player, then that player is killed. This was very messy because it didn't have a specific phase yet. The players liked it because it felt like they were rewarded for figuring out the possessed early on.

The players felt like there needed to be more structure with the day phase. They wanted a specific time to eat, explore, and discuss who they think the bad guy is. The previous issue we had with the format was that if something happened to the players during an event, then it didn't make sense that they couldn't eat food and just had to die. The specific time to discuss who the possessed player is could be interesting, kind of like Mafia where you discuss the murder in the morning and who you think is a mafia. This would add more discussion to the game, as it creates a platform for talking. This might also prevent talkative players from dominating the group's strategy during the entire game if they could only talk strategy during this phase.

There were mixed feelings when the possessed player died after he was identified because the players felt like it would be a good thing, when it actually decreased the number of survivors. Although the possessed can't come back again after the first time, it has an instant punishment as opposed to a reward.

Rajat ran out of food very quickly, and couldn't contribute anything at night. He also had to rely on others to keep himself alive. We could add mechanics to draw food, but we don't want to create a food surplus either.

When the possessed player puts a bad food, the players like debating about who the possessed player is. The other guard knows for sure who the possessed player is, but the other players only know it is one out of the two. It was even more confusing because both the possessed and the survivor guard lied during the day. We want to keep this component, and potentially make it stronger by increasing the amount of uncertainty.

Surprisingly, no one complained about the guaranteed fail, nor complained that each player had a turn to be the lead guard. Decreasing the food resource actually created situations where the lead guard might have only red foods, so it created a guarantee fail if the lead guard didn't have a good/neutral food.

Potential Changes to Make

- Prevent guarantee fail
 - Re-introduce trading to allow players to give the lead guard items
 - Rotate which food is good so that red foods aren't always negative
 - The lead guard can change
- Increase uncertainty
 - Allow three guards to go on the mission
 - Add random food from bucket
- Formalize execution phase

Changes We Made

We increased the number of guards each night to three. This prevents even the guards from knowing who the possessed is. They only know it is one of the other two people, or themselves. This also increases the chances for the possessed to be on a mission because 3/5 players are guarding. Finally, players will not reach a state of complacency. If this night fails, the next night's guards must include one from this night. To adjust the success/fail calculation for the event, we say that a combination fails if there is at least one bad food or if there is no good food. Thus, we must have at least one good food and two neutral foods. The additional neutral food doesn't upset the 1:2:1 ratio we have of the foods, because it doesn't require an additional good food each night to succeed.

We also have the good food change. The neutral food always remains neutral, but either the red or green is a good food for the day. The other one is then a bad food this day. This also represents the cyclops's desired food. So on a day where red is good, we have to give at least two neutral and one red food. If it's a day where green is good, then we have to give at least two neutral and one green food.

We also added a specific exile phase where a player can propose to exile another person during their turn. If a person is exiled, they will be offered to the cyclops and it counts as a successful offering. This fits into the theme of the cyclops wanting to eat players, and it also immediately rewarded them for figuring out who the possessed player was. This immediate reward offsets the immediate punishment of essentially losing a survivor.

Finally, we reframed the game so that the players are not "survivors" and "possessed", but rather "villagers" and "spirit". Previously, the possessed had no connection to the cyclops through the story. In this version, we say that the spirit is the cyclops' helper, and the villagers are from a village near the cyclops. This way, the spirit and the cyclops are allies, so a success for the spirit is also a success for the cyclops.

4/8 @ 6pm - Survivor Mode



Players

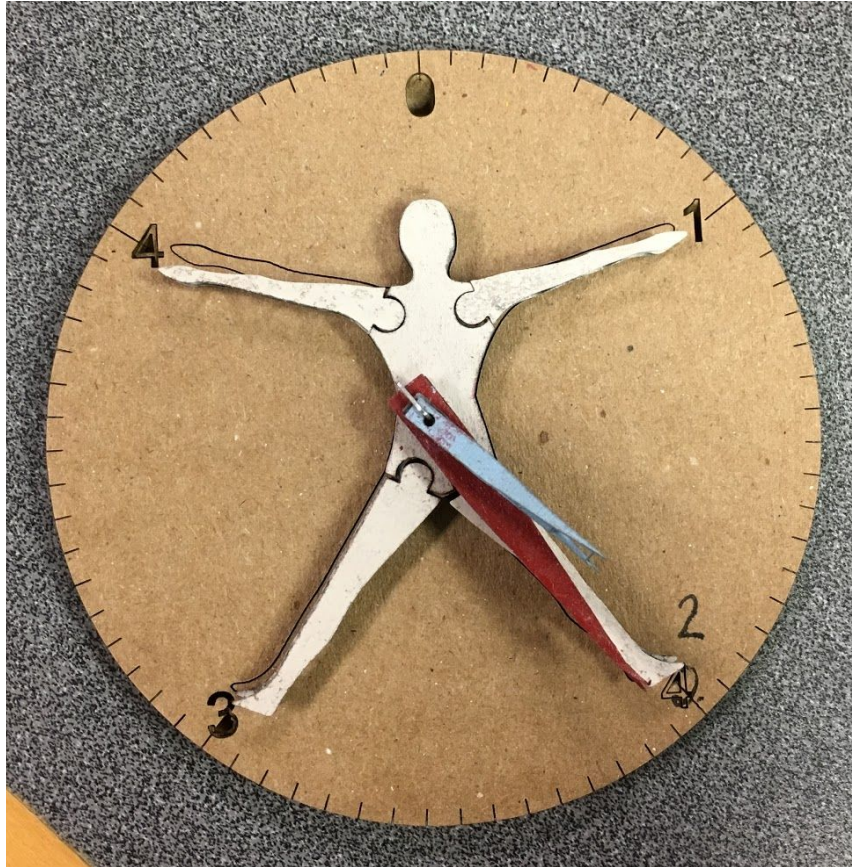
Rachel Gu Creator CS/HCII Senior	Wakko Resident ETC student ETC Masters
Alan Game Design Peer ETC Masters	Tianyi Resident ETC student ETC Masters
Tim Resident ETC student ETC Masters (2nd year)	

Audio Recording

https://drive.google.com/open?id=1q_NI2f5HYn23Ry0Hf9oyWrLM8-c0L4Lg

Setup

Each player begins with 2 hunger (represented by the red arrow) and thirst (represented by the blue arrow). Each player draws 5 random food cards and puts them in their bucket. Each player also randomly draws a role.



Divide the event cards into piles of 4. Put one story card in each pile, shuffle each pile individually, and then stack the piles on top of each other in order of the story cards.

Story Cards

1. The temperature is falling... Winter is beginning.	2. The snowstorm is picking up... It is currently the midwinter.
3. The weather is starting to warm up... Winter is almost over.	4. The snow has melted... Spring is here!

The game ends when the last story event is drawn.

Roles

<p>Hope for Us You are a true leader, and you look out for everyone. You are intent on making sure everyone has something to eat.</p> <p>By the end of the game, you must...</p> <p>Keep at least 3 people alive.</p>	<p>Vegan You are a vegetarian. You are disgusted by the people who is willing to kill to eat.</p> <p>By the end of the game, you must...</p> <p>Keep half the meat unconsumed.</p>
<p>Long Term Plan You don't think surviving the winter isn't the only problem lying ahead. You plan for a longer term consumption.</p> <p>By the end of the game, you must...</p> <p>Keep food supply at least half full.</p>	<p>Obsession You are obsessed with a lover; you would take this chance to leave the world for just yourselves.</p> <p>By the end of the game, you must...</p> <p>Ensure that your Lover is alive.</p>
<p>Weaklings You think certain people are weaklings that are leaching off everybody else. You want them dead.</p> <p>By the end of the game, you must...</p> <p>Ensure demise of chosen 2 people.</p>	<p>Hoarder You are gluttonous; you take pleasure in filling your bucket with food at the expense of others.</p> <p>By the end of the game, you must...</p> <p>Have at least 10 food in your bucket.</p>
<p>Revenge Your friends have let your wife starve to death. With your grudge, you wish they were all dead.</p> <p>By the end of the game, you must...</p> <p>Ensure the demise of everyone.</p>	

Food Effects

Color	Good	Normal	Bad
Meat	HP +2	HP +1	HP -1
Veggie	HP +1, WP +1	WP +1	HP -1
Drink	WP +2	WP +2, HP -1	WP +1, HP -1
Processed	HP +2	HP +2, WP -1	HP +1, WP -2

Day Phase:

If this isn't the first day, then begin the accusation phase:

1. If a player has been stolen from, they should think about who stole from them.
2. On the count of three, all victim players should point to their suspects at the same time.
3. If they accuse the right player, then the accused must return the **stolen food and give 1 limb to the victim**. Otherwise, the accused may take one random food from the player.

Players take turns:

1. Take up to 3 actions (can repeat choices):
 - a. Eat your food
 - b. Explore by drawing an event card
 - c. Make one trade
2. Lose 1HP or 1WP (your choice)

Night Phase:

1. Everyone closes their eyes and begin counting in turns
 - a. One player says 1, the next player says 2, ...
2. If you're going to steal, you must decrement one stat or throw away a food item from your bucket.
3. Thieves, open your eyes and steal from someone whose eyes are closed.
4. After a player counts 15, everyone wakes up / opens their eyes

Feedback

Disliked

- Only went through 2 night cycles, which wasn't enough
 - Wanted to go through 4-5 at least
- Choosing to do event cards is kind of weird
 - Feels like everyone should just do one per day
 - Each event card could be longer or have a greater effect
- Night cycle was a disaster
 - Everything was a huge mess
 - Description was hard
- Buckets were a little too tall, making the stealing awkward
- Stealing needed a bigger punishment rather than discarding a food
 - Can just discard red food every time and it isn't punishing
- Intuitively, green/yellow colored food seemed bad, and red meat seemed good
- Goal of killing everyone was impossible
- Felt too rich, not enough danger
 - Only two actions each turn?
 - Events should become harder
 - Too many green cards when they should be a precious resource

Liked

- Game felt like a comedy
 - It was so bad that it was funny
 - Want more cannibal/limb references
- Drawing an action card was interesting because you wonder what you're going to get
- The event cards where the group had to choose were good
- Night has potential to be the most engaging portion

General Comments

- Can write multiple events/effects onto one event card
- There could be a communal basket to steal from
- Adding weapons could be interesting
- Grab arm of everyone who is stealing?
- Arm and leg could have special mechanism
- Add variety to the foods you get
 - E.g. today there is only bad food

Analysis

The most chaotic portion of the game was the night. Explaining the rules was a complete mess, and the counting was hilariously obvious. Despite it being a mess though, it actually made it more interesting and funny. We didn't like that it was difficult to explain and the execution was a mess, but we liked how it made people laugh.

Allowing players to do three actions while they were in a comfortable state wasn't good. Players typically explored at least twice a day, three times if they didn't have to eat anything. This meant that the event deck ran out very quickly, and thus multiple phases of winter passed in the same day. We need to ensure that the game runs longer.

The goals were still imbalanced. Wakko had the goal of killing everyone, but no one died. At the same time, Tim had the goal of keeping at least three people alive, and despite getting stolen every night, and from three people on one night, Tim had no problem surviving. My goal was to keep track of the food supply and make sure it didn't fall below half, but again it was inconvenient to count. It's clear that we need to change some of the roles.

The players really enjoyed the cannibal portions of the game. They thought it was hilarious that a human puzzle is keeping track of your current status. We used the limbs to keep track of the max health, but that part was quickly lost in the chaos of the game. We think we should expand the cannibalism theme and bring back the cannibalism role. It also gives an avenue for inflicting status effects or potentially attacking other players by eating them without introducing new items. The human representation itself isn't well made because it is thin and made from cardboard, so we would also like to improve the prototype.

Potential Changes to Make

- Make game run longer
 - Increase event deck
 - Decrease number of times they can explore each turn
- Make event cards more interesting
 - Should play up the cannibalism theme
 - Replace single positive/negative effect event cards with something more complex
- Make night less chaotic
 - Completely redesign the stealing mechanic
 - Change how the players can accuse, e.g. can they bluff?
- Balance sleeping and waking up
 - Make sleeping more rewarding
 - Make waking up more punishing / riskier

Changes We Made

- Accusation mechanic
- Focus on Limbs Related Gameplay
 - More events where you can potentially lose/gain limbs
 - Added self-cannibalizing as a mechanic when you run out of food to survive
 - Added the mechanic where a dead player's limbs can be salvaged.
- Balancing the Role Cards
 - Added a taxidermist role whose goal is to collect body parts from others.
 - Modified the lover role to make it harder since it was clearly easier than Hope For Us role.
 - Removed the irrelevant roles that lack the supporting mechanics.
- Theming of the Events
 - Based on the winter survival/wasteland theme, we rewrote some of the event cards.
- Balancing the Event Cards
 - We ensure that every event card involve some level of surprise factor or choice.
- Total Redesign of Packaging and Theming

We discussed about the potential target audience and general packaging ideas to make the game suitable for mass-production and selling.

 - We redesigned the packaging so that it is easier to fit in one box.
 - We remade all the event cards with real "cards" instead of print papers.
 - We tried to make everything needed in this game included in the package. Like tokens and role cards.

Final Thoughts about the game

We set out to make one game about cannibalism kind of, but ended up with a toy that we adapted to two games. This was mostly because we took different paths to design roles and motivations for the player, and both used the same box, health tracker, and food token toys.

The Offering

The offering mode is more focused on cooperation and deception where there is one enemy fighting against the others. This version was initially made because we wanted to solve the problem where players didn't have enough motivation to interact with each other. By giving of them a mutual goal, it is now easier for players to roleplay and make decisions. We went through a ton of iterations and potential forms, and ended up having a relatively complete experience.

Problem We Wanted to Solve:

- Players' lack of motivation for helping each other
- Making it simpler to infer other players' potential roles(good or bad), which in turn helps players to roleplay more easier.
- Making it a more modular game where it is easier to expand on or modify.

We did solve the aforementioned problems, but is it good enough.

Problems We Still Have:

- The stake might not be as high as in werewolf so the player feel.
- Determining if there is a dominant strategy for the spirit
- Determining if the game is balanced due to the switching good/bad foods
- Confirming player motivations and engagement

The Survival

The survival mode is clearly derived from the start of the design process, but ended up being so complex that explaining the stealing is difficult. Fortunately, our playtesters enjoyed the chaos.

We faced numerous challenges to solve, as evident from our final playtest. We considered different ways of solving the stealing mechanic:

- Players simply need to guess what's in the bucket
 - This turns into a guessing game where you must hide your bucket contents. This allows for players to falsely accuse others if they know what is in their bucket.
 - One issue we had was the reverse accusation. If this is done in turns, then after one player successfully accuses, all players know that this player has this item.
 - Another issue is that many events involve the redistribution of food, which give information about the buckets so all of those would need to be redesigned.
- The bucket doesn't make sounds
 - This ruins the auditory feedback of the game, which is one of the components that makes the night portion fun. It also makes the toy aspect of our game fun because of the tactile and auditory feedback.
- Players steal in turns
 - This idea pretty much solves nothing. It becomes very obvious who is stealing based on sounds. Or maybe this is a strategy.

Unfortunately, the current version of the game still has problems. Currently, the accusations currently occur in a sequential order. Whoever is doing the first accusation has the least amount of information compared to the person doing the last accusation. We thought of some solutions:

- First person to accuse rotates every round.
- Everyone accuses at the same time.

Unfortunately, both versions cannot be accepted or rejected without further playtesting.

Another problem is the night counting phase. Players can count quickly or slowly depending on if they are sleeping or stealing. Some players also forgot what number they were supposed to count while they were stealing. It makes it obvious who is stealing tonight. Increasing the number of players may fix this, but the game would then need to accommodate more players.

Progress is not visceral. We adjusted the story event cards to affect the player's actions. For instance, on the second story event, players can only explore once per day. But, not all events are winter themed, especially in terms of the severity of the events because it is random.

Finally, the changes made were small but numerous. We aren't sure if this game is balanced or not, and chances are, it's not. Designing this game has definitely been a ride, and for now, we just need to embrace the chaos that is our game.