

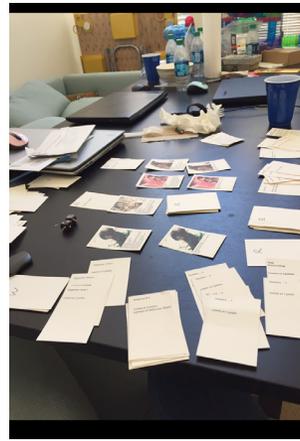
Ascension developing prowess

For the final Ascension part I spent my most of time with is the game system. Although I know the polemical game doesn't need to be that fair and balanced, my friends helped me a lot with play tests. I would say as a game designer, I definitely has to play the game times by times in order to experience the game differently from the player's perspective and record all the beyond-expectations which come out during the game playing, afterwards fix them.

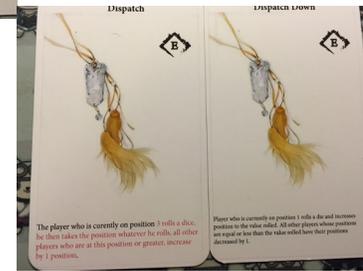
For instance, some of the cards have been modified several times even after printing. During one of the play tests, we later three players of 4th to 6th positions. To begin with I want to benefit 4th to 6th players with two "Spoils of War" cards, which enables them to draw one additional cards. However, I missed a point that the players at first three positions may not motivate to use this card at all since it doesn't help themselves. On purpose to encourage my players to use this card, I later add the rule "no matter who use this card, draw 3 additional cards."

And another instance is that my players complain about the randomness of the game. "It maybe seems arbitrary to me since I can barely have control over dispatch." So during the test game play the rule changed and seems more controllable to my players. Like the

pictures shown here, the right one is the original and left is the modified version.



One thing I really feel regretful is about the layout design of cards, next time I should consider how to only leave the most useful information instead of all the information.



At home, we were having a lot of fun with playing tests. I really enjoy making this project.