

Test reports and updates

Test report 1

Date

February 23th, 2021

Version

Prototype 1

Players' Name

Yuhang Xing, Yexiang Zhou

Play time

10 turns, about 90 mins

Findings/thoughts

1. The core game mechanics are basically positive feedback.
2. When players' status is too difficult to recover, the situation deteriorates rapidly.
3. When encountered rioter attack and not prepared to defend (no enough stamina reserved), players had a strong sense of depression and crisis for losing resources (this fits the experience of design goals).

Areas that could be improved

1. The phase of hunger increasing is not clear, which affects the calculation of health.
2. It is not convenient to use "chess pieces" to mark the status, because they are easy to be knocked down.

Suggestion from players

1. The limitation of two units of stamina for healing makes players unable to heal when they are in poor status, and it is counter intuitive. It's better to remove the stamina consumption for healing.
2. Mechanics that can be added: characters will generate raw food after death (it means others can eat the body of dead man). This kind of benefits can give players motivation to sacrifice.



Update 1

1. Props update: Redesigned the character status card and added the location board.
2. New mechanics: "Morning phase", used to update the status of characters before calculating health and stamina.
3. When the character dies, he will generate two units of raw food, which fits the emotional experience of the game backstory and gives players the motivation to sacrifice.
4. Remove the 2 units of stamina requirement for healing and add the alcohol consumption. And the injury recovery from healing is "- 2", so as to increase the benefits to balance the cost of inactivity for a day.
5. add "Peace night" into "Night events"
6. Move medication taking from "Daytime activities" to the "Morning phase", to make the rules clearer and easier to understand.

Test reports and updates

Test report 2

Date

February 25th, 2021

Version

Prototype 2

Players' Name

Xueyan Wang, Yexiang Zhou

Play time

6 turns, about 55 mins

Findings/thoughts

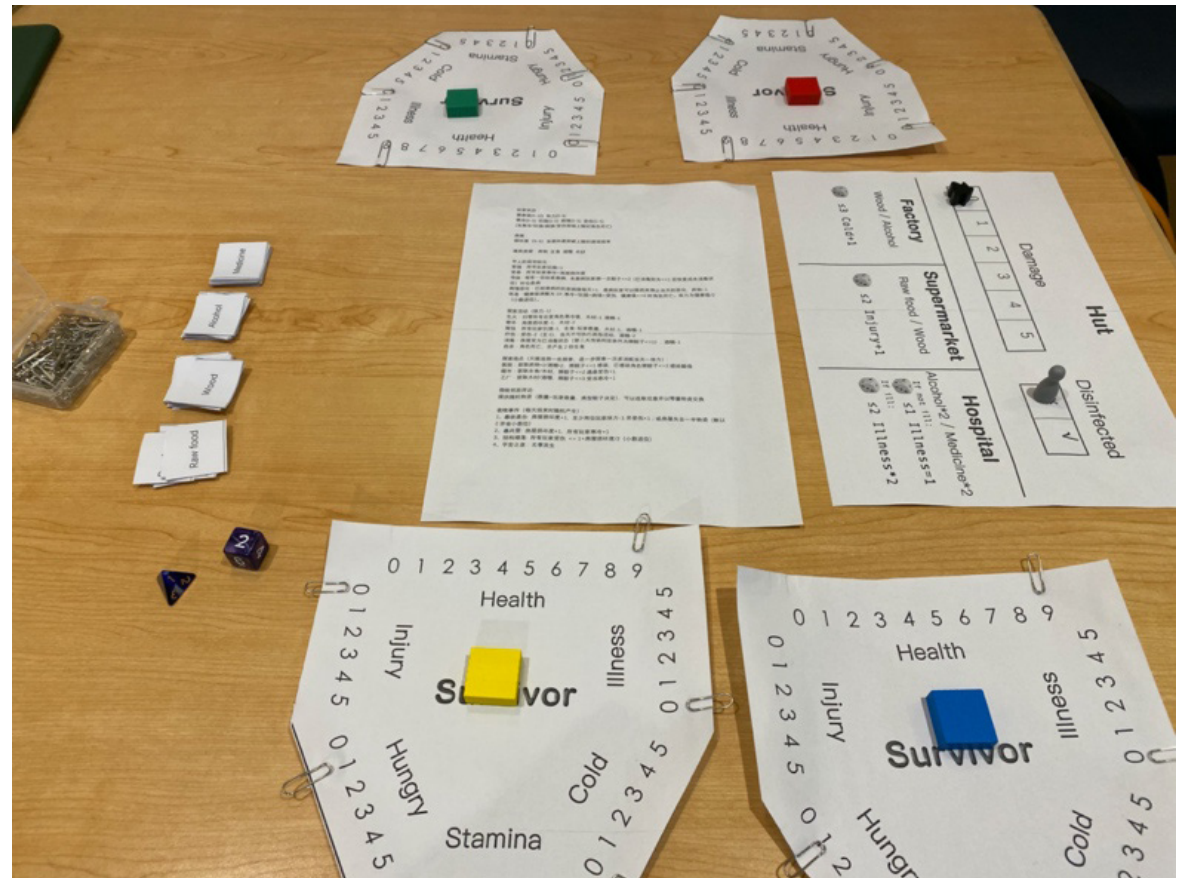
1. At the beginning, players chose not to reserve stamina to for the rioter attack at night, and they got attacked on the first night, which led to the shortage of resources in the early time.
2. Because of the shortage of wood, the house cannot be repaired for a long time, and players was suffering cold for long, causing a very negative situation for them.
3. For most of the time, medicine is useless, because nobody is ill.

Areas that could be improved

1. Increase the quantity of raw food can get in supermarkets, because hunger increasing for every day will lead to great demand of food.
2. Reduce the consumption of wood for repairing house, because wood is lack in later stage.

Suggestion from players

1. Add the chance of getting illness in factory and supermarket, to increase the opportunity of usage of medicine and infection mechanics.
2. Add new use of medicine to increase the opportunity of usage of it at early stage.



Update 2

1. Reduce the wood consumption for repairing house, from 2 to 1, to increase players' decision spaces and reduce the difficulty in the later stage.
2. Increase the quantity of raw food can get in supermarkets from 1 to 2, in order to balance and meet the long-term and large amount of food demand. At the same time, increase the quantity of raw food generated by dead body from 2 to 4, to balance the benefits of death proportionally.
3. Change the resource consumption of healing from alcohol -2 to alcohol -1 & drug -1, so as to add new use of medicine and give players motivation to go to the hospital at early stage.
4. Change the injury effect of house materials falling from "1 + house damage / 2 (round up)" to "1 + house damage / 2 (round down)", to prevent high punishment in the early stage of the game.

Test reports and updates

Test report 3

Date

March 1st, 2021

Version

Prototype 3

Players' Name

Jiancheng Zhu, Yuchen Yao, Yuhang Xing, Yexiang Zhou

Play time

11 turns, about 77 mins

Findings/thoughts

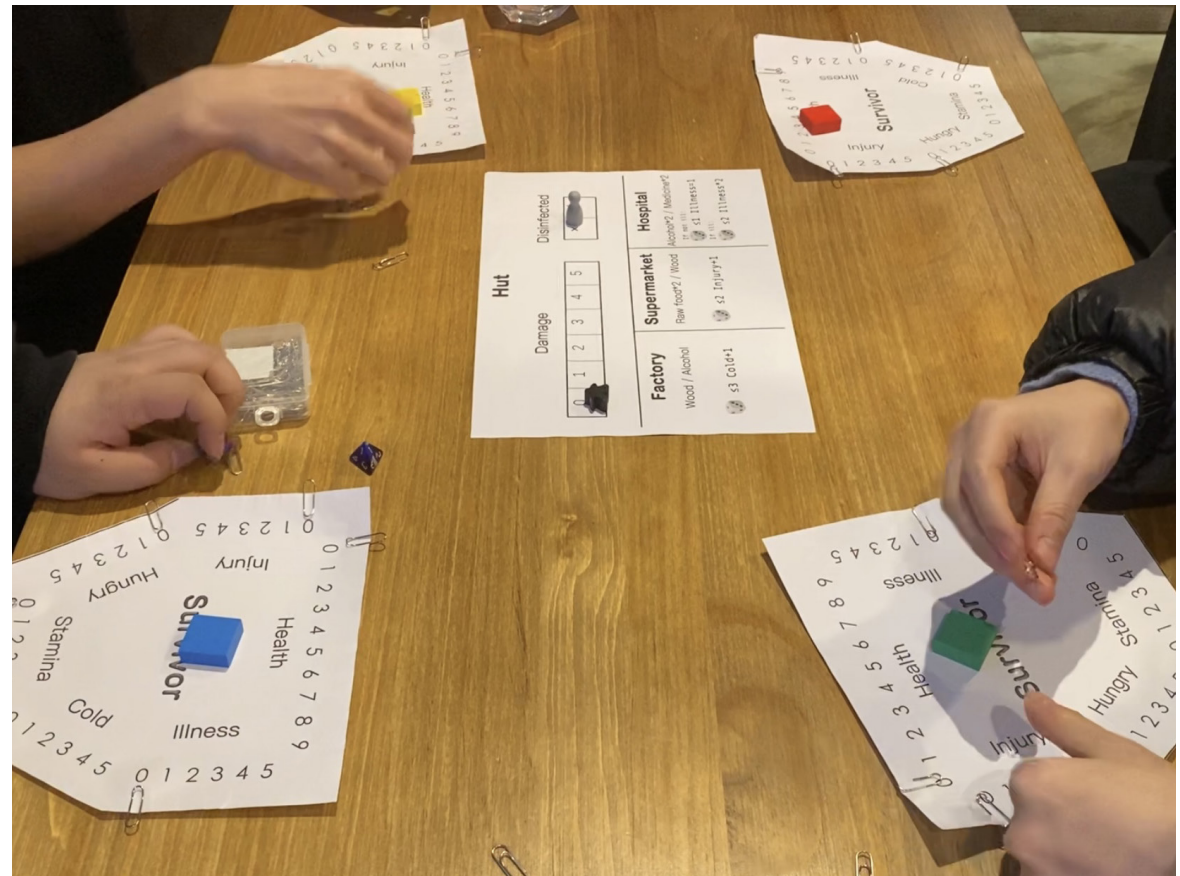
One character committed suicide on the seventh day because he was in poor condition (lack of supplies, unable to survive in the next day, and the illness would be the risk of infecting others), and generated four units of raw food, which kept others alive for the next day.

Areas that could be improved

Execute house activities first, because prevent the players at home from making decisions according to the experience of the players exploring outside.

Suggestion from players

1. Let characters can kill the neighbor to get 4 points of raw food, for providing more choices.
2. Enrich the content of the game by: random mission, characters' skills, personal goal
3. Staged reward (in the 5th day or the 10th day for example) can be added as a short-term goal to drive players



Update 3

1. Add the infection mechanics for characters exploring out of house, to increase the opportunity of illness and related mechanics to take effect at early stage. The condition is rolling the dice twice, if both ≤ 2 , get infected (means have chance of $1/9$ to get infected).
2. Add mechanics of killing neighbor. Players can choose two of them to "stamina -1 & injury +1" when the neighbor visit, and they will get 4 units of raw food and all the resources provided by the neighbor, the neighbor visit will be cancelled in the game process from then on.
3. Visual art design of props.