

Heist in Eb Minor: Paper Prototype for Prologue

MATERIALS: Paper Level board, zoomed in combat board, a six-sided die, as many markers as required for friendlies and enemies in combat (3 for ours), event cards to be triggered by entering specific rooms, acquiring specific items, defeating certain enemies, etc.

STORY: Breaking out of jail: See design doc for more details.

SETUP: Place your character marker at the designated starting square. Then place pieces of paper around every wall of the current room that you are in so that the only piece of the board you can see is the current room that you occupy. Set up your health / party bar to help you keep track of your life and the life of your team.

BASIC PLAY: Move around the prison of a federation ship, finding your allies, killing the guards, and reclaiming your gear. One player plays the “computer”, and the other plays the character moving around and making the decisions.

MAIN RULES:

- Out of Combat:
 - a) Move around the rooms of the prison, using paper to block vision based off of the walls of whatever room your character is in.
 - b) When moving into a room, the person representing the computer will tell the player if the room is empty, or if there is an action associated with it (e.g. combat, weapon found, key found, etc.) The player must then do any required actions associated with that event, completing any necessary combat and taking w/e items, before moving on to explore the prison further.
- In Combat:
 - a) Each unit has a health of 3, a movement of 4 squares per turn, and can attack an enemy one or two squares away. All movement / attack distances are in terms of horizontal/vertical only.
 - b) Attacking is done by rolling a single d6. If a 4 or higher is rolled, do 1 damage to the target. If 3 or lower, the attack ends.
 - c) Order of Initiative is decided by rolling a d6 for each enemy and each member of your party. The turn order is decided by order of rolls from highest to lowest. Ties will be resolved by having those players roll again amongst themselves.
 - d) Combat ends when all members of the player or the enemy crew run out of health. If the player loses all health, the game ends and the player must start again. If the enemy crew loses all health, the player leaves the combat scenario to return to out-of-combat motion.

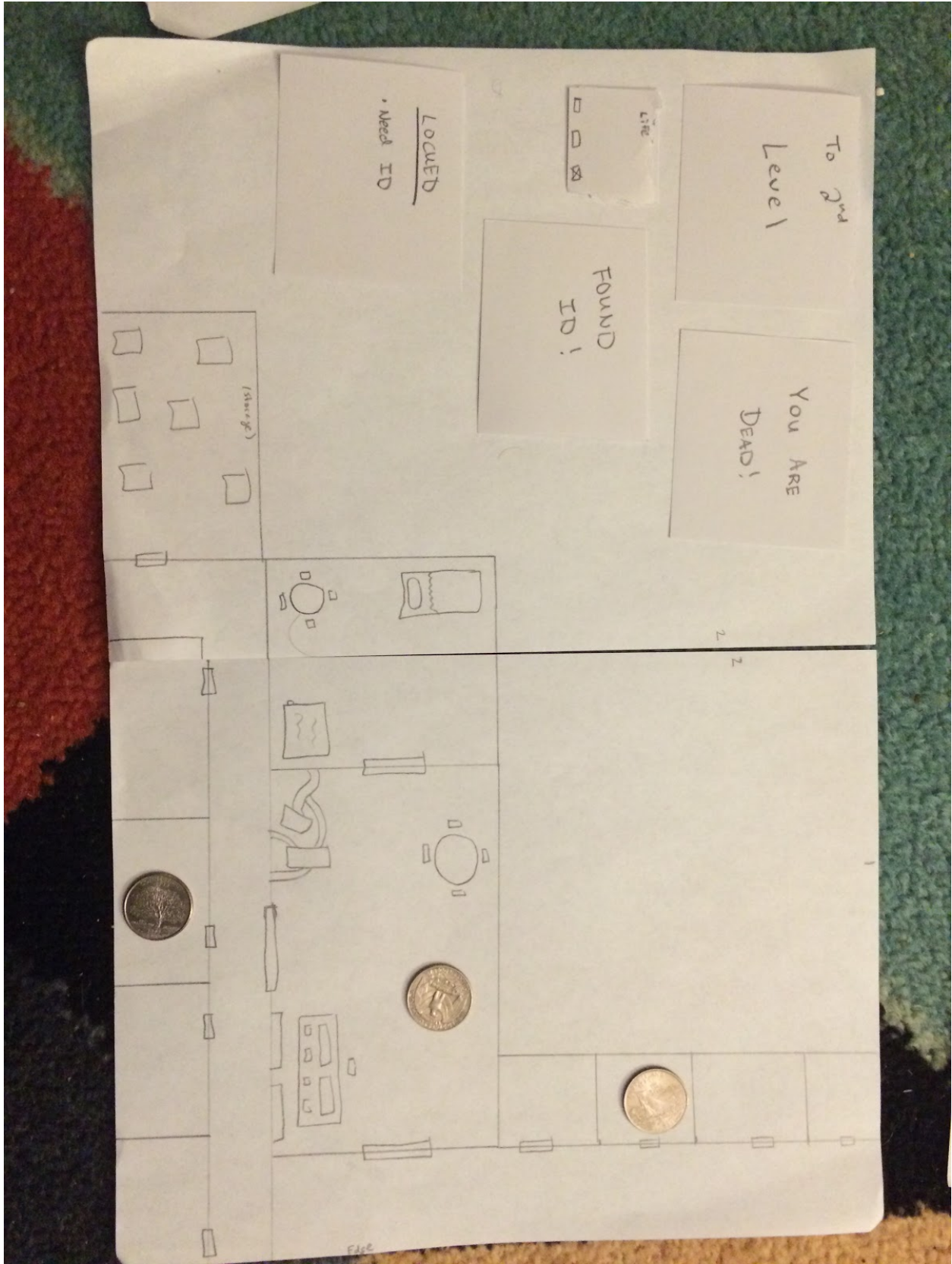
Edits from Prototype: Initially, our game was supposed to be a real time, top-down shooter with a pause function (think Dragon Age but more low-fi). Then we found ourselves drifting towards a gridded, turn based tactical shooter closer to X-COM, Final Fantasy Tactics, etc. but with a major twist: all orders for the turn would be issued, and then executed by both teams all at once. However, we began to realize that this led towards crappy, luck-based combat instead of rewarding good prediction and pattern-recognition like we desired.

So instead, we began replaying the prison level (still with the very simple prototype model) but with rolling for initiative and then taking turns like D&D, etc. This proved to have a more rewarding combat feeling that was much faster-paced and “scary” than the other. Provided more fiero.

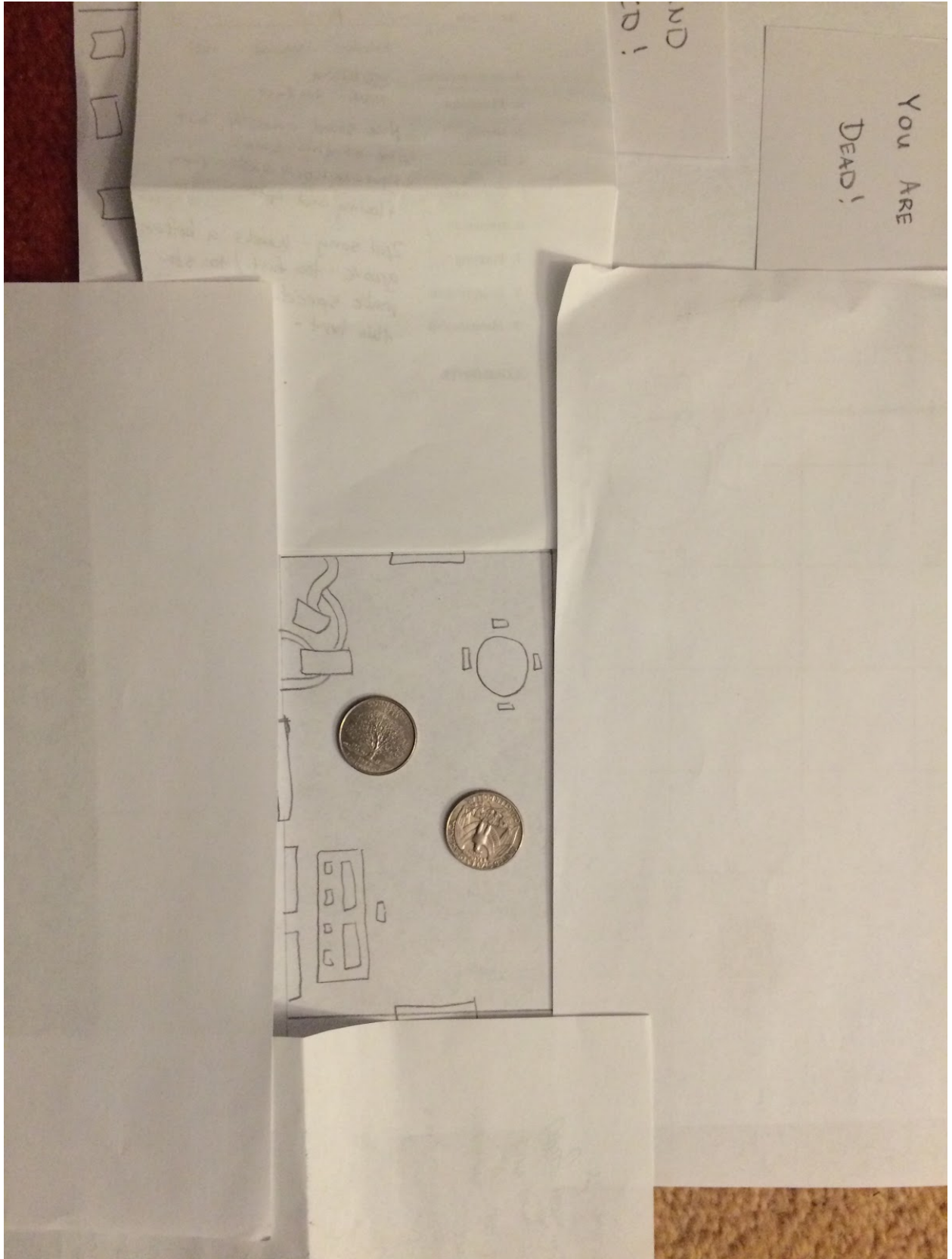
This change also required me to verify a lesson that Schnell identified in the section on prototypes. The section illustrates the downside of heavy attachment to a product in the initial stages of development, because there is no point in being attached to something that will almost guaranteedly be altered beyond recognition by the time it reaches the final product. I had to overcome my attachment to the initial vision I had in my head, because as a team we all brought new ideas to what was my initial pitch.

At first, I felt somewhat defensive from the constant changes and criticisms that my dream-game was subject to upon meeting. But then I realized how futile that feeling was - after all, I didn't even have a real game, just an idea! And this team around me is full of bright and creative people that aren't out to get me. Overall, the four of us are coming up with a much better and more enjoyable game than whatever I would have done on my own.

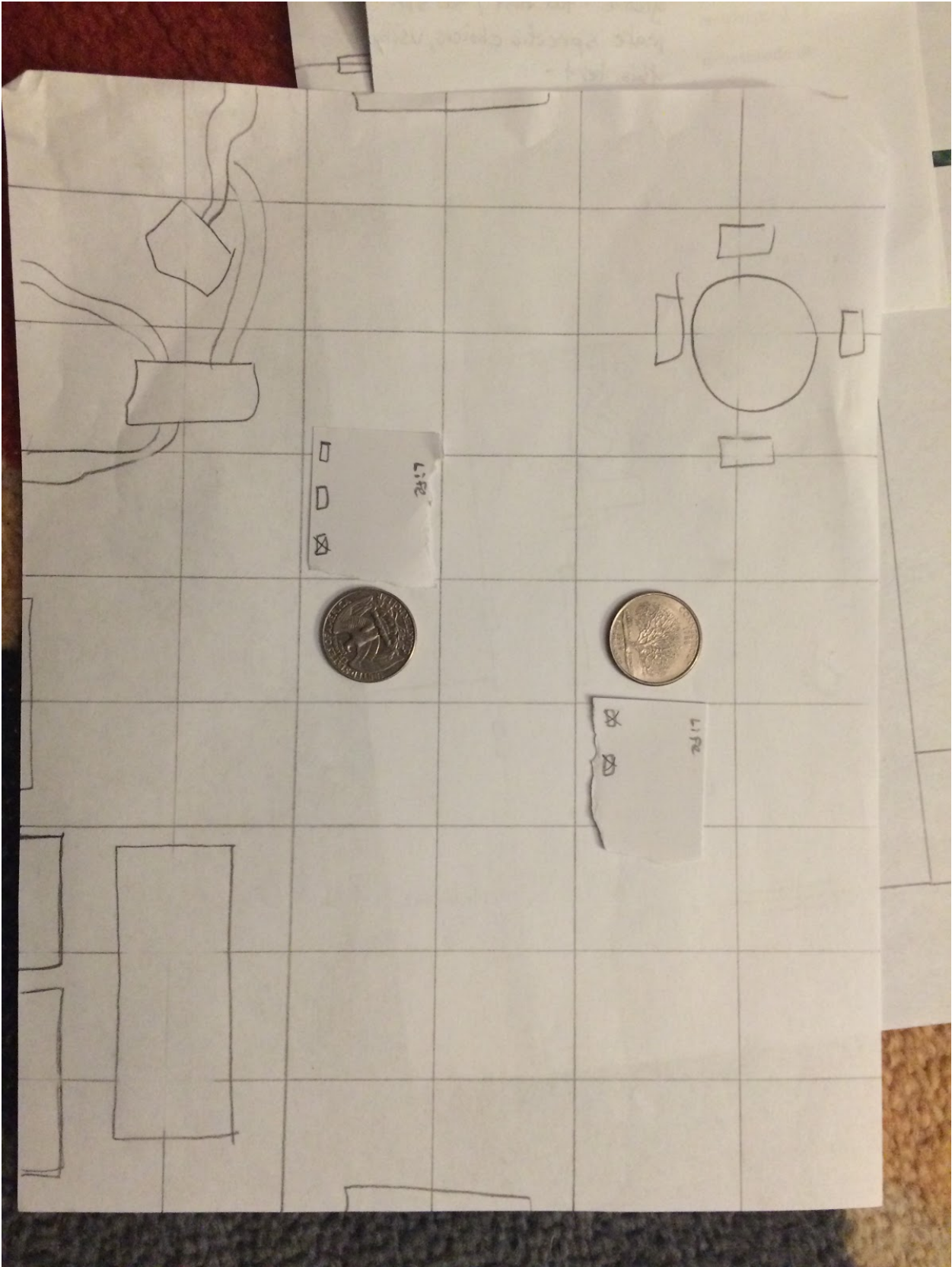
Prison Overview



In-Game Perspective (only one room visible at a time)



Combat Scenario



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