



Rules and Expectations:

The final rules are the same that you can find in the Rules document.

I think that the prototype will perform in a positive way, when I tested the game I've noticed that the additions and the settings that I choose were giving the result that I was thinking of, I therefore hope that the feelings I experienced during that phase can be the same as those experienced by the players

Feedback:

The paper prototype I have created was made up of three enemies' cards, three characters' cards and the scorecard.

I've done several playtest with different kind of people such as familiar, peers and friends, in this way I had a sample of different understanding of the Yahtzee game and in general table top games also to understand better how the game performed.

In general I've noticed that the game was really appreciate it by all, the main differences was that the people who already know yahtzee immediately understood the main differences and the way to play while the other one has to get used to Yahtzee before.

Everyone that played that game enjoyed it, some more than others, and even ask to play more. The mechanics of power ups, cards and the rework of how the combos worked were liked, especially after the tale of the Sengoku's era.

One change that I made, suggested by one peer was the fixed damage of the enemies, to add more variety now they deal damage that's given by base damage and the roll of a dice.

Conclusion:

I can affirm that this game was a success, my main goal was to make people happy and having fun while playing, I noticed how they were focused on the game in the PvE mode, trying not to be defeated and choosing the right power up to use and how they were having fun when play the PvP mode especially when there was an unexpected win because of the right combos or even because of a fatal blow, Yahtzee combo.

As improvements in the game can be added different cards and different effects, such as single use cards, minions or even malus cards.