**Citadel**

Was it fun?

It was in between, It felt like it dragged on. I would say I had less fun with this game compared to the others.

What were the player interactions?

We were able to choose a character card from 4 cards, (Four cards being the 4 of us playing). When we were able to choose our cards depending on whether we got a Warlord, Thief, or Assassin cards, we could do those actions to other players if possible.

How long did it take to learn?

This game took us longer to learn then the previous games we’ve played

What was the most frustrating moment or aspect of what you just played?

Learning the rules set and strategizing what action to take, as well as the rules being restrictive made it less enjoyable for us.

What was your favorite moment or aspect of what you just played?

How we could shuffle the characters card deck and choose from a character that no one know what you picked so it keeps the suspense high during the gameplay

Was there anything you wanted to do that you couldn’t?

I wanted to win the game but the other players were more skilled with knowing the rules.

If you had a magic wand to wave, and you could change, add, or remove anything

from the experience, what would it be? I would’ve made the rules less complex for what the game was, I felt they were over simplified

Is this a game you would play again? Yes \_\_\_\_\_ No \_\_No\_\_\_\_ Why I thought overall the game wasn’t too exciting other then the part where we were able to choose a character from a limited amount of cards. It was mostly a guessing game and wealth buying game.

Analyze the game using the 3 act structure.

The way the game played was there was a variety of characters to choose from at the start. There was a deck for the pickup pile and a bunch of coins that we used to buy property. As we played with the end of our turns the character deck of cards was reshuffled and we could choose another character to play as. Within each character there was a special action that you could do like steal, kill, or trade cards with someone else. The catch was we didn’t know who’s character was chosen so we basically had to guess. Whoever had 8 property won the game

What are the collaborative and or competitive aspects of the game?

We were able to kill trade or steal from other players when it was our turn.

What is the game’s metaphor and which of the game’s mechanics standout?

I thought the mechanics didn’t really stand out much from the other games we’ve played, like Splendor, Pandemic etc.

**King Of Tokyo**

Was it fun?

Yes it was fun being able to attack players was an enjoyable experience. I really liked the art style of this game as well.

What were the player interactions?

We were supposed to roll the dice and depending on what we rolled we could either attack or keep rolling the dice a total of 3 times per turn.

How long did it take to learn?

It took us fairly quick to learn, and we played we understood the rules

What was the most frustrating moment or aspect of what you just played?

When my character was defeated and I had to spectate the other players trying to win, it was enjoyable seeing them strategize actions, and being immersed within the game.

What was your favorite moment or aspect of what you just played?

Rolling the dice 3 times was fun, we could pick out what actions on the dice were doable for our turn.

Was there anything you wanted to do that you couldn’t?

I don’t think there was anything i didn’t want to do in the game, The rule were simple enough for everyone to enjoy.

If you had a magic wand to wave, and you could change, add, or remove anything

from the experience, what would it be? I would probably change a part in the game where a player bought a buff card for their character that also gave them +9 to their energy. It seemed too much for that action, picking up energy pieces.

Is this a game you would play again? Yes \_\_Yes\_\_\_ No \_\_\_\_\_\_ Why It was fun where if a player is defeated in game they can still participate in spectating the other players as they play.

Analyze the game using the 3 act structure.

Basically it was a fighting game. Every player chooses a character and they are supposed to attack other players to remain the last one standing. If they are, they win.

What are the collaborative and or competitive aspects of the game?

The game was very competitive, we fought each other with our chosen characters.

What is the game’s metaphor and which of the game’s mechanics standout?

Yes i would say the mechanics stood out, they reminded me of Pokemon with the artstyle and the actions that we do in game.

5 game ideas that revolve around the theme of collecting

1. A game like fallout where you collect resources to build up your character and level them up while exploring a desolate wasteland.
2. A board game where we play as fictional alien characters competing to buy territory
3. government -like game where you increase your economy with collecting taxes from citizens
4. A city building game where you build a city from collecting the natural resources from cards.
5. A Risk-like game where you collect troops that are trapped in an area.