## **Splendor**

Was it fun?

Yes it was fun, and engaging. I had to strategize what chips I wanted to buy and reserve.

What were the player interactions?

We had to take either chips or a wild card chip to reserve a card or buy if the player has enough chips

How long did it take to learn?

We learned it pretty quickly compared to the other games that we played in previous classes.

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

Figuring out what cards to buy and strategizing.

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

I enjoyed buying cards to increase my wealth status in the game. We were able to “bid” on a card that we wanted, or the player could steal from the other players.

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

There wasn’t too much that I would change. I’d probably change the cost of the more expensive cards because it depended on our wealth, but there was a limit of 5 game chips. The cost of the more expensive card was 7, 6 or 5 chips to get a specific card, and color, for increasing our wealth to win the game. So I thought there was some unfairness with the cost of the costs and the wealth of players. I couldn’t strategize well enough to try and beat them. We would often run out of chips or another player would steal the card that you want.

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 remove the way we have wealth, it seemed unfair for players that increase their wealth when they have multiple of the same cards, and there was minor strategy being involved.

Is this a game you would play again? Yes \_\_Yes\_\_\_ No \_\_\_\_\_\_ Why

I enjoyed the mechanic and dynamic of the game even if they were flawed.

Analyze the game using the 3 act structure.

Each player would take a turn of either taking 3 chips in order to buy a card. When a player buys a card they have a discount on the same card that has the same color or gem. The goal of the game is to increase your wealth and buy the nobles.

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

I felt like it had a bit of both. We were competing to increase our wealth But we were also able to take cards from players as well and make suggestions on strategies.

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

I thought the games art style and overall structure stood out to me.

## **Dominion**

Was it fun?

Yes it was fun and engaging. I had to strategize what cards I wanted to buy with the 5 cards in my hand.

What were the player interactions?

We had to take 10 cards, shuffle them and discard 5 cards so you have a discard pile and the other 5 cards are in your hand for play. As we play we’d discard our pile of cards with every turn when we buy something.

How long did it take to learn?

We learned it right when we started playing, they were easy to understand

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

Figuring out the rules for how to play, they were a lot and over complicated in the manual.

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

Reshuffling the cards made it so we never need to give away our cards. We kept them for the rest of the game.

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

I wish I could've played my whole deck of cards instead of reshuffling. That aspect was confusing as which deck I needed to play or shuffle.

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

from the experience, what would it be?

The rule manual was very hard to read, and had other rules in the manual that were too complex for what I played, it didn’t need that many rules. They just seemed unnecessary.

Is this a game you would play again? Yes \_Yes\_ No \_\_\_\_\_\_ Why

It was fun and engaging, It was immersive with the theme of building a kingdom.

Analyze the game using the 3 act structure.

Basically We draw 5 cards from our own discard pile. When it’s our turn we could buy something from the various decks of cards. The goal of the game is to have the most estates to win the game.

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

We competed against players on building up their card pile (kingdom)

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

Yes the mechanics definitely stand out, the reshuffling and redrawing our own discard piles was unique and interesting in the game. Which gave us a lot of freedom in the game too.

5 game ideas that revolve around a single theme of your choice. If your theme is time traveling ducks, then all five ideas need to be different games that utilize the same time traveling ducks theme any idea off theme will not earn a point. continue to follow the idea formatting rule.

1. D and D
2. Magic the Gathering
3. Call of Cthulhu
4. Pathfinder
5. Alien RPG