

Testing and iteration history (summarize each iteration; big findings only)

Iterations of Gameplay

Version 1

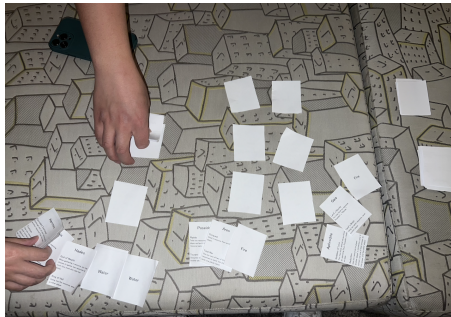
Roles	Actions
All Roles	Take a shot and get a resource If you have any 4 resources, you can kill whoever
Zeus	Basic: Get another role and choose 2 roles to keep from your 3 Kill: Kill someone with 2 air resource
Poseidon	Basic: Take away 1 resource from any player and put it back in the resource bank Kill someone with 2 water resource
Hades	Basic: Ability to take shots to get 2 resources at one time Kill: Kill someone with 2 fire resources
Athena	Basic: Be able to block stealing (and make the thief take a shot and Athena gets the resource) Kill: Kill someone with 3 different resources
Aphrodite	Basic: Block kills from Zeus, Poseidon, Aries, Demeter Kill: Use someone else's role card power (if she correctly identifies it) if she has 2 of any resources - Once the role is used, the other person picks a new role from the bank
Hermes	Basic: Exchange one resource from any resource bank Kill: Forcibly swap roles with other person after getting 2 of the same resources: the other person can't call them out afterward
Demeter	Basic: Block the ability to take away 1 resource and to block stealing Kill: Kill someone with 2 earth resources
Aries	Basic: Steal 1 resource with another player Kill: Kill two people if he is able to get 4 resources (2 of the same resources)

Other Game Elements

Narrative	Objective	Setup	Types of Resources
Dionysus has died and the children of Greek Gods (demigods) are fighting to take over	One demigod wins	Everyone starts with 1 resource and 2 role cards	<ul style="list-style-type: none"> - Air - Water - Earth - Fire

<p>his role. To begin, each player is given two cards representing their parents and receives certain powers from those cards. Each player doesn't know the parents/powers of the other players.</p>		<p>4 copies of each role card (32 role cards total)</p>	<p>10 of each type of resource card</p>
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Playtest 1 Reflection



We hosted our first playtest in Pluto on April 17, 2023 among all the game designers. We were interested in understanding 1) Do basic mechanics of roles make sense?

Findings

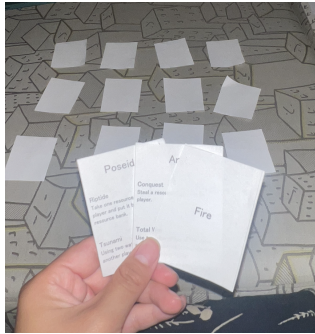
1. *Too many roles*

During this version of the game, we had 8 different types of roles and 4 copies of each role. The players were finding it extremely difficult to keep track of each other's roles and the number of cards left per role during the entire gameplay. Because no one could keep track of the other roles, there was little to no bluffing or accusations occurring amongst the players. We realized that we needed to limit the roles and the number of role cards. Our TA also gave us this advice that we acted upon.

2. *Insta-kills were happening too easily.*

In this version, certain gods could do instant kills by accumulating a certain number of specific resources. However, the number of resources each person would only take 3-4 rounds to achieve which reduced game play time. Therefore, an adjustment we made was increasing the number of resources needed for players to instantly kill each other.

Playtest 2 Reflection



We playtested our game a second time in class on April 18, 2023 with a group of 6 students. We kept the same version of the game as Playtest 1 but playtested with students unfamiliar with our game. We were interested in understanding 1) Is there a balance of roles from a game mechanics standpoint 2) Can we achieve the dynamic of bluffing 3) Do resources make sense with game play 4) Does our narrative make sense?

Findings

- 1. Need to balance the roles. Too many OP powers.*
As the game progressed, players who had the Hades card dominated the entire game. Hades had the power to take 2 resources at one time and there was no card that had the defensive action of blocking Hades. Therefore, cardholders with Hades were able to kill other players faster and easier through their resource accumulation. We realized that we had to balance the roles more similarly to Coup where stealing, taking, and exchanging were met with defensive counteractions from other players.
- 2. Bluffing about roles AND resources was too hard to manage. Players should only bluff about roles.*
Players were getting very confused about bluffing about the resources that they had and when it was appropriate to reveal the resources due to our unclear rules. Because bluffing with resources didn't go well, we changed our rules to only allow bluffing about roles. Another rule we added is that you must reveal your resources to other players when you initiate an insta-kill. At all other times of the game, your resources can be hidden.
- 3. The theming needed to be changed to be more accurate to Greek mythology*
Our TA pointed out that since each demigod has 2 Greek gods as parents, they are still demigods. She suggested we change role cards to "patrons gods." We realized that this would be a huge discrepancy for Greek mythology nerds so we reframed our theme to the current story.

Version 2

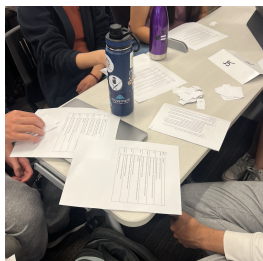
Role	Action
All Roles	Take 1 resource from the resource deck Kill any player of choice using 7 resources

Zeus	Exchange any one resource for a resource you want from the resource bank. Kill another play with 3 air resources
Poseidon	Choose one player to lose 1 resource and put it back in the resource bank Kill another play with 3 water resources
Hades	Exchange your role card. You can draw 2 new role cards and choose any of the 2 in your hand. Kill another play with 3 fire resources
Athena	Block Aphrodite's stealing or Poseiden's losing resource actions. Kill another play with 3 wisdom resources
Aphrodite	Steal 1 resource with another player and keep it. Kill another play with 3 love resources

Other Game Elements That Changed

Narrative	Objective	Setup	Types of Resources
Dionysus is lost in drunken debauchery.	One partygoer is left to assume Dionysus' role.	Everyone starts with 2 resources and 2 role cards 3 copies of each role card (15 role cards total)	<ul style="list-style-type: none"> - Air - Water - Fire - Love - Wisdom 20 of each type of resource card

Playtest 3 Reflection



This was our first playtest with significant reductions to the roles (going from 8 to 5 different roles). We also rewrote the role actions to make sure each role was related to exchanging, stealing,

and losing after taking advice from our TA about simplifying actions. We were interested in testing
1) How would the mechanics of these reduced roles work 2) Do rules/procedures make sense to new players?

Findings

1. *Reduced roles were easy to keep track of*

Reduced roles allowed players to keep track of the roles, begin bluffing earlier, and participate in the multilateral competition.

2. *This might be a hard “get-to-know you game” in the initial rounds. We need to playtest with strangers.*

We playtested this game among our group members so we were eager to bluff and engage in social deception. However, we noticed that this would not normally happen with a group of strangers. The default would be to draw resources and not call people out. We realized that we needed to playtest with a larger group and understand how to overcome the default of just playing to one's role.

3. *The rules need to be clarified when it comes to killing and discarding roles and resources*

During the playtest, we got confused about whether a “dead” role card would go at the bottom of the role bank or in the discard pile. We were also confused about whether when you kill, you just show resources, not your role card until you are called out. When a player was cornered to being killed on their last role card, they would just bluff and call out the other player with no consequence. We added extra rules to deal with this edge case.

4. *Modify drinking mechanic from “shots” to “sips”*

Through this playtest, we noticed that the mechanic of “shots” everytime you take a resource would be dangerous drinking because during almost every turn, a player gets a resource. We needed to modify this mechanic to be safer for partygoers.

Version 3

Same as **Version 2** but with the following new rules:

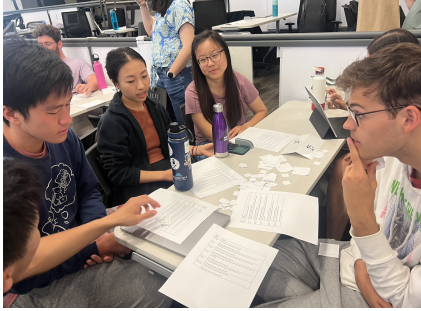
Drinking

- Take 1 resource from the resource deck. The player then takes a shot or a sip of their drink

During Kills

- the victim (if they have 2 cards) can contest a kill and if they're wrong then they give up both cards
- the victim (if they have 1 card) can contest a kill and if they're wrong then the killer keeps resources and the victim dies

Playtest 4 Reflection



When we playtested in class on April 25, 2023. We were looking to test 1) How the mechanics of “kill actions” work and 2) When do players start bluffing if they don’t know each other 3) What happens during endgame 4) Does fellowship form from secret alliances?

Findings

1. *Each kill needs a counteraction blocking it.*
Toward the end of the game, killing was happening too frequently and there was no incentive to call a bluff on a kill. When there were only 2 players left, this became a big issue. We realized that this is because our game did not have a “Contessa” figure from Coup that could block assassinations. To further encourage social deception, we decided to give each role a counteraction that could block the kill action of another role in the game.
2. *Players needed to begin with 2 resources not 1.*
During this playtest, players were taking at least 3 turns to accumulate resources so the feedback we got was the “game doesn’t get fun until after a few turns.” This is because To remedy this issue, we changed the set-up so that players start with 2 resources rather than 1 resource so the interesting part of the game begins earlier.
3. *Alliances were made during the game*
A positive finding was that the dynamic of alliances began to form between players which created fellowship. Sometimes, players would gang up on one player to eliminate them from the game. We were excited to see that the fun of fellowship was created from the dynamics of alliances based on different role cards.

Version 4 (Final)

Role	Main Action	Kill Action	Counter Action
All Roles	Take 2 resources from the resource deck	Kill any player of choice using 7 resources	N/A
Zeus	Exchange any one resource for a resource you want from the resource bank	Kill another play with 3 air resources	Block kills that use 3 love resources (Aphrodite’s kill action)

Poseidon	Choose one player to lose 1 resource and put it back in the resource bank	Kill another play with 3 water resources	Block kills that use 3 fire resources (Hades' kill action)
Hades	Exchange your role card. You can draw 2 new role cards and choose any of the 2 in your hand	Kill another play with 3 fire resources	Block kills that use 3 water resources (Poseidon's kill action)
Athena	Block Aphrodite's stealing or Poseiden's losing resource actions	Kill another play with 3 wisdom resources	Block kills that use 3 air resources (Zeus' kill action)
Aphrodite	Steal 1 resource with another player and keep it	Kill another play with 3 love resources	Block kills that use 3 wisdom resources (Athena's kill action)

Setup

- Begin the game with 2 resources

Playtest 5 Reflection (Final Playtest)



In our final playtest we were interested in testing 1) How the mechanics of counteractions would affect gameplay?

Findings

1. *Counteractions helped equalize different levels of player agreeableness*

In earlier playtests, we noticed that there would be different types of players in the game (some who would bluff, some who would only play their role cards). This was related to different levels of “agreeableness.” In the past, there was no incentive for everyone to use social deception but with counteractions, players are forced to bluff in order to survive a kill. This created even more fun from the competition. Furthermore, the counteractions added an additional layer of social deduction, requiring players to not only keep track of

other players' presumed Greek God roles from actions and kills but also from counteractions blocking kills. Our playtesters experienced fun from fellowship working together to deduce who was lying based on prior evidence, especially during kill + counteraction scenarios.

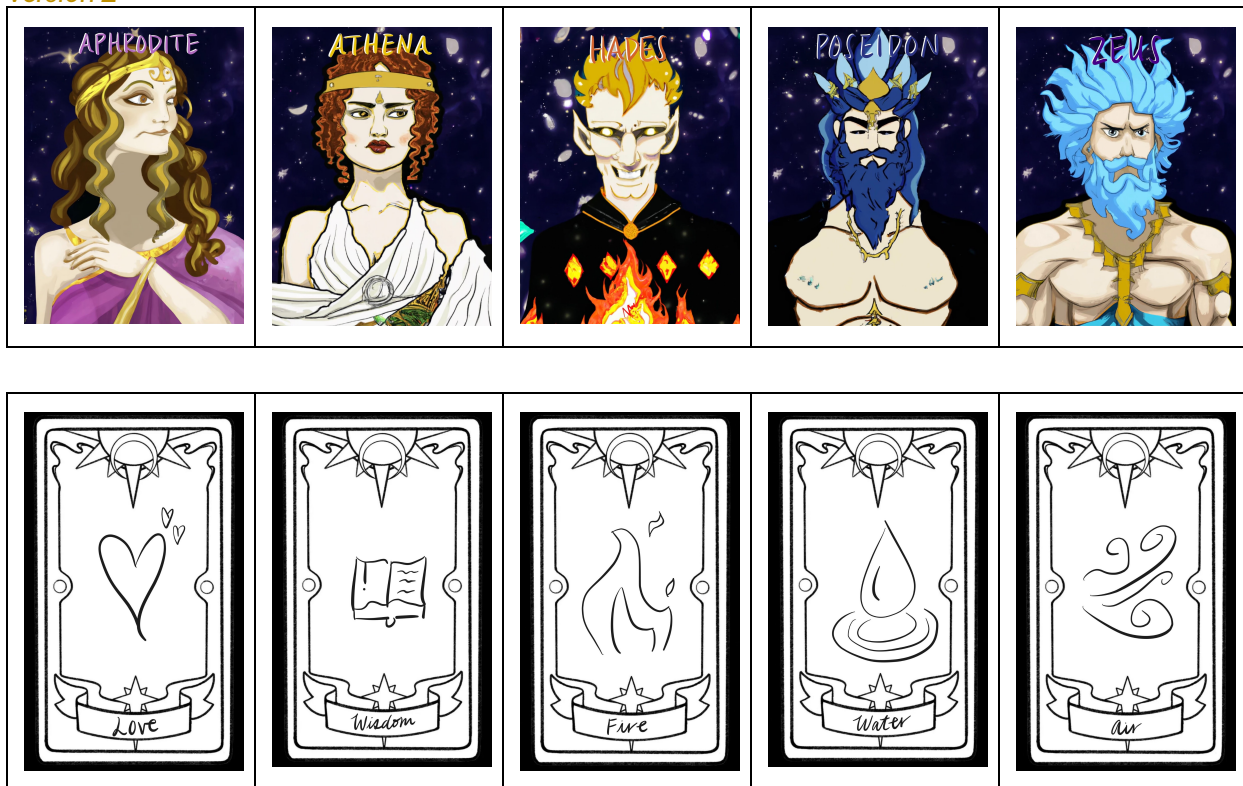
Iterations of Marketing

Version 1



We used elements of "Greek mythology" in our first pass, including a scroll, Dionysus' grapes, and fire. However, with the input of our CA, we felt our initial design was too much of clip art, and wasn't giving "greek mythology x social deception vibes."

Version 2



In our second iteration, we wanted to be consistent with theming across all designs and make sure color carries meaning. Each God was associated with their own color. We used DALL-E to generate these designs. For the role cards, we chose a more handwritten typography to simulate the characters of ancient Greek. However, we noticed in this iteration that the role and resource cards were noticeably missing backs which would prevent players from knowing which card was which.

Version 3

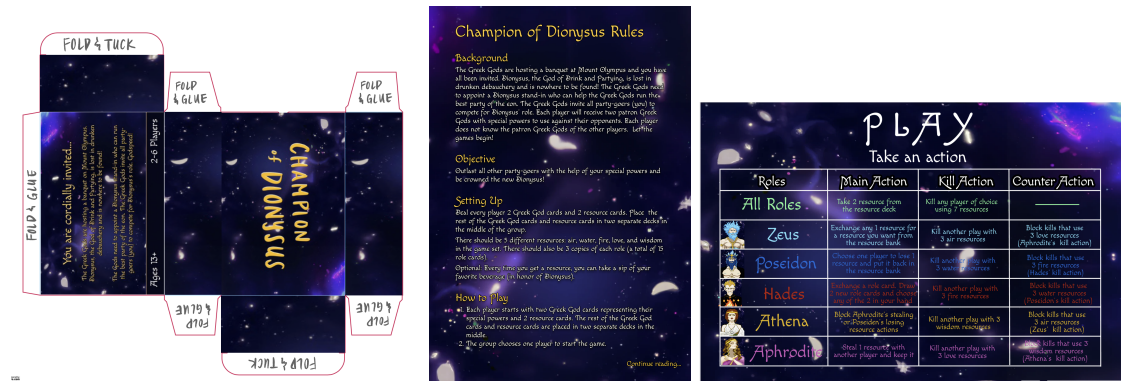
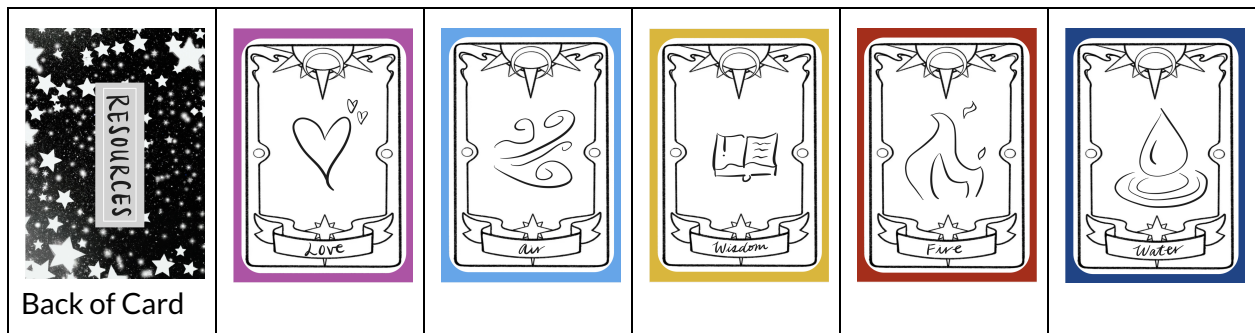


Although we made some improvements to our initial marketing designs, we realized that the separate components of our game were incohesive and inconsistent. The “clipart” vibe of the game box was different than the “handrawn” role and resource cards, while the rules sheet and role chart were clearly made on Google docs without any consideration to the rest of the marketing theme. Because of the inconsistency between game components we decided we had to overhaul the entire marketing and visual aesthetic of our game.

1. Game box: Theme it in a “handrawn” way similar to the role cards.
2. Role cards: Add borders to the role cards similar to the resource cards to make sure the theme was consistent. Get rid of handdrawn labels and instead use the “Macondo” font consistent with the rest of the game components.
3. Resource cards: Give each resource card a different color associated with its patron Greek god so that there is even more consistency between role and resource cards. Get rid of handdrawn labels and instead use the “Macondo” font consistent with the rest of the game components.
4. Roles sheet: Design it on a backdrop similar to the backdrop as the gamebox. Use visual hierarchy with the text, selecting “Macondo Swash Caps” as a header font and “Macondo” as a body text font. Each Greek God’s action would be written in their associated color as well.
5. Rules sheet: Design it on a backdrop similar to the backdrop on the gamebox with the same typography “Macondo” as the roles sheet.

However, we did print and laminate this version of our game which can be seen in the images above.

Version 4 (Final)



After working with our TA, we implemented the changes mentioned in our last iteration. Our final design includes:

1. Consistent background and font usage
2. Making resource cards and role cards consistent by adding colored borders
3. Changing the game box to reflect the game cards
4. Updating the role sheet and the rules sheet to follow typography, background, and color, consistent with the rest of the components

We believe this final design reflects a higher standard of marketing and game branding because the themes are consistent, there is visual hierarchy that helps deliver information to the audience, and each game component is consistently themed.