

**PAUL MATAN**

**MONSTER HUNT**

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## GAME DESCRIPTION

In Monster Hunt the players are hunters who are surrounded by monsters and must fight to stay alive. In order to defeat a monster, the hunter must have the correct weapon to kill each of the 4 kinds of monsters and if you don't have the correct weapon you will be monster food. When hunters kill a monster, they claim the monster as a trophy to be counted at end of game.

## Glossary

**Hunter-** Player

**Monster spawn spot** – The spot on the board the monsters enter.

**Base Camp** - Center of board where hunters start.

## Target Audience

This game is best classified as a strategy game. The optimal age of the player should be between 15 to about 35 years old but people over 35 and into a strategy game may still be a great opponent.

## Number of Players

2 to 4 Players

## PRELIMINARY DESIGN - ASSIGNMENTS 2.1 AND 2.2

### Outline

#### Goals:

- Have more monster trophies (2 point each) and extra weapon cards (1 point each) than other players/hunters.
- Get to the monsters that you have the weapon card to kill to claim a monster trophy.
- Get to the spots on the board to allow you to draw more cards for your hand to build up your weapons and add more monsters onto the board for you to battle and win the monster trophy.

#### Rules:

- The game can be played with 2 to 4 players.
- Have each player choose a hunter token and place it at base camp (the player is now referred to as a hunter).
- When a hunter uses a card they draw a new card
- The optimal age of the players should be between 15 to about 35 years old but people older than 35 and into a strategy game may still be a great opponent to have playing the game.
- Have a hunter shuffle the deck of cards up, deal each hunter 2 cards and place the remaining cards face down on the "Place Cards Here" space on the board.
  - The card deck consists of 4 different weapon cards (Wooden Steaks, Guns with silver bullets, Demon Blades, and Silver Blades) necessary to defeat the 4 different monsters (Vampires, Werewolves, Hell Hounds, and Shifters) and cards to add a monster into play.
- Have a hunter or hunters place 4 initial monster tokens on the board on any Monster Spawn Spaces (Green). Place the remaining monster tokens along one edge of the board, these are un-played monster tokens waiting to be put into play.
  - The initial monsters may be randomly selected, each variation of monsters placed on the board and where on the board they are placed make the game play differently upon starting a game.
- Decide between hunters which will go first and then play will proceed in a clockwise rotation.
- As each player begins their first turn they must:
  - Play any and all "Add a Monster Card" by placing the card face up in front of them in a discard pile and selecting any monster token from the un-played monster tokens and placing it on any open Monster Spawn Space (Green).

- Ask themselves, “am I one space away from a monster?”. If the answer is yes then the hunter must battle the monster.
  - If the hunter does not have the correct weapon card to defeat this monster, the monster remains in play and the hunter must admit defeat and return to base camp and forfeit any of their remaining turn and the next player will begin their turn.
    - If during another hunters turn they move a monster next to another hunter that hunter will wait until their next turn to battle the monster.
  - If the player defeated the monster they will collect the monster trophy and then continue their turn.
  - The hunter will then move any one monster token 1 space.
  - They may either move their hunter token 1,2,or 3 spaces in any direction except diagonal or one of their opponent’s hunter token 1 space.
  - The hunter must ask themselves, “am I on an Draw a Card (orange) space?” and if they are they draw a card and ask themselves, “is the card I drew an add a monster card?” if so, place any one of the un-played monster tokens on any open Monster Spawn Space (if all monsters are played – just continue your turn).
  - The hunter will continue their turn asking themselves, “am I one space away from a monster?”. If the answer is yes, then the hunter must battle the monster.
- To battle a monster the hunter must play the correct weapon card to defeat the monster by placing the weapon card in front of them and in turn collect the monster token as their monster trophy and place the monster trophy in front of them.
    - If they do not have the correct weapon card to defeat this monster, the monster remains in play and the hunter must admit defeat and return to base camp.
  - If there are any monsters undefeated in play the next player begins their turn.
  - When all monsters have been defeated or any hunter runs out of cards the game is over and each player tallies their points to determine the winner of the game.
  - Hunters earn 2 points for each monster trophy they have collected and an additional 1 point for any extra weapon cards they have collected in their hand.

#### • Monster Tokens x16

○ Vampires x 4



Can be killed by



Wooden Steak

○ Werewolves x 4



Can be killed by



Gun with silver bullets



### **Actions:**

- Place the board out (INV)
- Place Hunters at Base Camp (INV)
- Place the initial 4 monsters on the board (INV)
- Deal (INV)
- Move a monster token
- Move your hunter token
- Move your opponent's hunter token
- Draw a card
- Battle

### **Transitions:**

- Draw an "Add a monster" card
- Move and opponent's hunter token
- Move a monster token
- Being forced to battle a monster
- Being defeated by a monster
- Last monster defeated

### **Items:**

- Board x1

- Card Deck x1

- Add A Monster x 12



- Wooden Steaks x 8



- Gun with silver bullets x 8



- Demon Blades x 8



- Silver Blades x 8

- Monster Tokens x16

- Vampires x 4



(Front) Can be killed by



(Back)

- Werewolves x 4



(Front) Can be killed by



(Back)

- Hell Hounds x 4



(Front) Can be killed by



(Back)

- Shifters x 4



(Front) Can be killed by



(Back)

- Hunter Tokens x4

### Set Up:

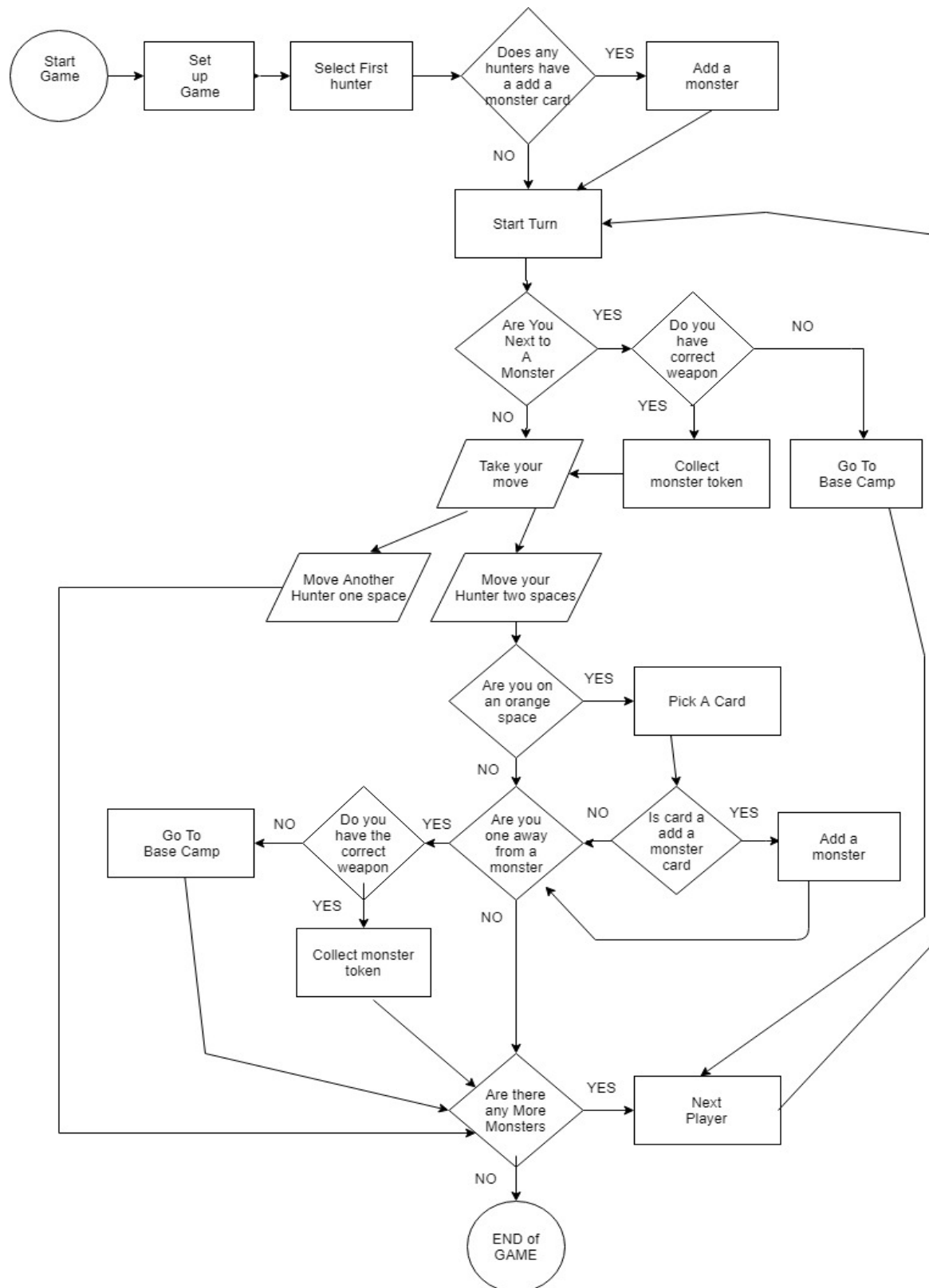
- Put the board out
- Shuffle the card deck (this is only to insure from game to game the like cards are not all together)
- Place the initial 4 monster tokens on any 4 Monster Spawn Spaces (green space)

- Place the remaining monster tokens along and edge of the board for future play in the game

- Deal each hunter 2 initial cards
- Place the remaining cards face down on the “Place Cards Here” space on the board
- Players each select a hunter token to represent them in the board (the players are now hunters)
- Hunters each place their hunter token in the Base Camp space on the board
- Hunters choice who will play first and then play will continue in a clockwise rotation.



## Flowcharts



## Meaningful Action Analysis (MAA)

**Place the board out (INV)** – To start game the board needs to be setup. Not meaningful. Setting up the board is an involuntary action.

**Place Hunters at Base Camp (INV)** – While setting up the game hunter tokens are placed at base camp. Not meaningful. The players/hunter have to start at base camp which makes this an involuntary action.

**Place the initial 4 monsters on the board (INV)** – Place 4 monsters on 4 Monster Spawn Spaces. This is not a strategic placement because no one knows what weapon cards they have yet and everyone is starting from the same area. Not meaningful. In later monster placements onto the playing board the placement could be strategic.

**Deal (INV)** – Deal each player 2 initial cards for their hand. Not meaningful. The players are not able to pick their cards.

**Move a monster token** – The player has 3 strategies that they could do. Meaningful. First strategy is to move a monster token one space closer to you so you are able to battle and defeat the monster to collect the monster trophy. The second strategy would be to move a monster away from an opponent that is about to be able to battle and win the monster trophy and the third strategy would be to move a monster one space to be one space away from an opponent that you think does not have the correct weapon to defeat it which would send the opponent back to base camp on their next turn.

**Move your hunter token** – In your game strategies you need to decide if you need to try to collect more weapons, try to add monsters into play or to battle a monster. Meaningful. The player has the option to move their hunter token one, two or three spaces in any direction including diagonal.

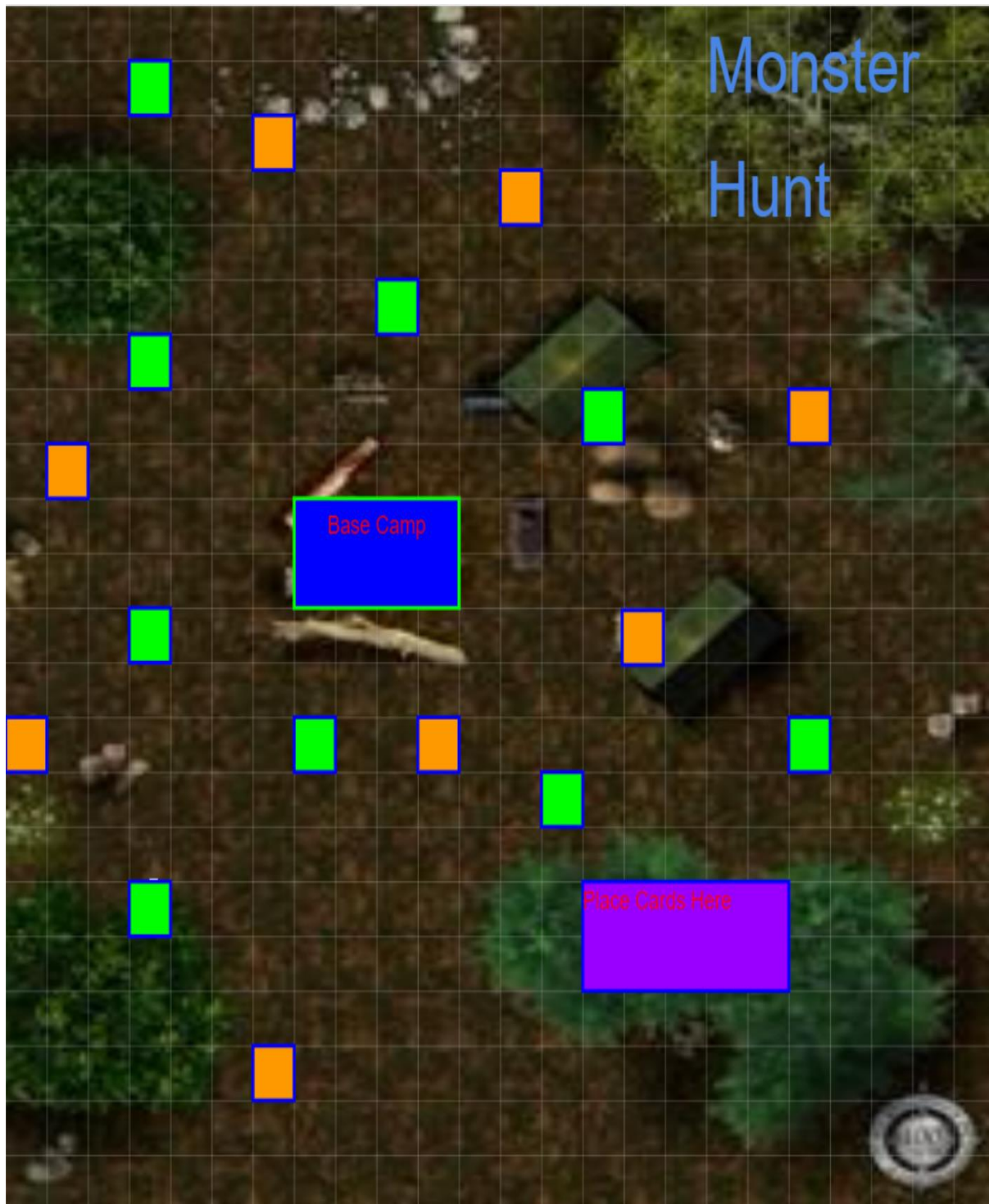
**Move your opponent's hunter token** – In your game strategies you need to be aware of opponent's progress on defeating monsters, having an ample hand allowing them power to possibly defeating any monster they come one away from or the opponents lack of a hand making them venerable to be defeated by a monster if forced to battle one. Meaningful. The player has the option to move another players hunter token one space.

**Draw a card** – You need the correct weapon to defeat each monster so you will need to build your hand up to contain multiple weapons and the un-played monsters need to be added to the board and if you add them you pick which one (perhaps one you have a weapon to defeat) and you pick which Monster Spawn Space you place it on so you could place it close to you. when you use a card from your hand you draw a new one from the deck. Another strategy would be to place a monster on an available Monster Spawn Space that an opponent is one space away from which will force them to battle on their next turn and if they don't have the correct weapon it will send them back to base camp. That strategy has a possible down fall if the opponent has the correct weapon you would have given them a monster trophy. Meaningful. To draw a card the player has to go to a draw a card space.

**Battle** – To battle the hunter must have the correct weapon to defeat the monster. If they do they play the weapon card and collect the monster token as your monster token. If you don't have the correct weapon to defeat the monster you must admit defeat, the monster stays in play and your hunter must

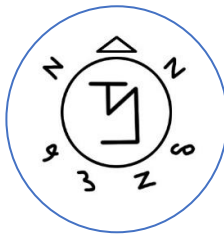
return to the base camp. Meaningful. The monsters are always being moved by the players so either the player wants attack the monster or another player wants the monster to attack you.

## Board Design



## Component Pieces

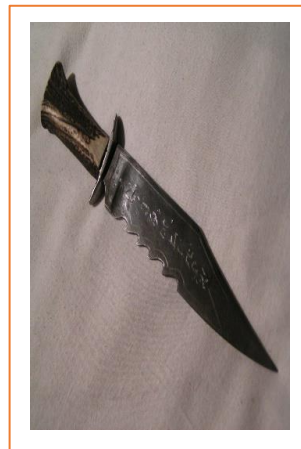
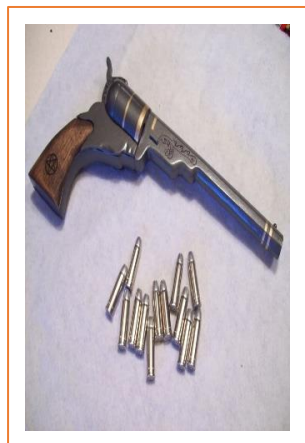
### Hunter tokens



### Monster



### Cards



## DETAILED DESIGN & TESTING - ASSIGNMENT 3 (THIS SECTION WILL NOT BE USED UNTIL WEEK 3)

### Play Testers Stage 1

For my first test I used 4 testers Pj male age 27, Paul male age 58, Heather female age 29 and Shawn male age 33.

### Test Stage 1 Results

From my first playtest the purpose was to test the rules and to see if the overall game functions. I had 4 testers including myself I had my dad Paul, my sister Heather and her husband Shawn. While testing my game my testers gave me some great feedback that lead to modifying some rules and edit the number of add a monster card. After game test one the rules that were changed or added or:

- Added when a hunter uses a card they draw a new card.
- Added a monster/weapon ledger to both the rules and item list.
- Added an image of the weapon that can kill it to the back of the monster token.
- Changed how many spaces a hunter can move their hunter token from 2 to 1,2 or 3 spaces.
- Changed the number of add a monster cards to match the number of monster's tokens.
- Added an end scenario that if a player/hunter has no cards and is unable to draw new ones the game ends

Paul

Heather



My dad Paul is smiling since he was winning with most of the monsters and my sister Heather was having fun sending her husband back to base camp by moving monsters he couldn't kill next too his hunter token.

## Test Stage 1 Reflection

### A. Comments/issues from play testers

- When a tester had no cards in their hand they said it takes too long to get more cards
- The testers needed a reference to know what weapon kills what monster
- Having to move two spaces every turn limited the players/hunters strategy
- A tester ran out of cards and could not draw any more they didn't know what they could do at that point

### B. Analysis of test stage 1

- The comment that it takes too long to get to a draw a card space is a good idea because it was making it hard to get weapon cards to kill and collect monster trophy's. Changing this will make the next iteration of my game better and give the players more options for moving their hunter token. I will be using this comment and making changes to how a player/hunter can move.
- When killing a monster, the player needed a reference to what weapon kills what monster which was a good call out. For a new player to remember what weapon kills what monster without a reference to look at while playing the game and will make my game better moving forward. I will be adding a way to know what kills what.
- The testers had a comment about having to move two spaces every turn which limited their strategy and is a good idea to make a change in how many spaces the player/hunter can move. Making a change to this will improve my game for my next round of testing.
- Towards the end of the game one of the testers ran out of cards in their hand and all of the cards had been drawn and they did not know what to do with no cards. This is a good comment and I already had an idea about how to fix this. On the next test stage I plan on having a fix for this.

### C. While testing my game I noticed:

- When player/hunter started their turn, they were forgetting to move a monster one space.



- When I saw the testers forgetting what weapon kills what monster. I thought of a way to show what weapon kills what monster.
- On one testers turn they moved a monster next to another testers token then they moved the attacked testers token back to base camp and didn't wait for the start of the testers turn that was next to the monster to do the combat.
- At the end of the testing I noticed that my number count for the add a monster card was off by one.

#### D. Analysis of what I as the designer noticed:

- In my first version of the rules I had move a monster one space 4<sup>th</sup> or 5<sup>th</sup> on my list which is a documentation issue. This was not a big issue as long as they moved a monster during their turn it would be good. I plan on fixing this by making move a monster top on the detailed rules for players list for movement.
- For the players of my game to know what weapon kills what monster is a documentation issue on my part. I plan on fixing this by adding an image of the weapon the kills each monster to the back of the monster tokens.
- If a monster is moved next to your hunter token and it is not that players turn was another documentation issue and I plan on fixing this by putting it in the detailed rules for players under the combat so that its well explained and seen by the players.
- For this issue with not having enough of the add a monster cards in the deck was a balance issue. I will be adding the correct number of cards to the deck so the players will be able to bring out all 16 monsters.

#### E. Rule check count:

- At the start of the game all player looked over the rules. After that each player had to look at the rules four to five times throughout the game to see what weapon kills what monsters. Throughout the game testing I looked at or added rules three to four times when play stopped and needed a push. I added one rule that when you use a card you draw a new one since it was taking too long We had to improvise about two rules during the game to make it run smoother.

## Detailed Rules for Players

### • Setup

- Lay out board
- Shuffle cards well and place the deck on the purple placecards here space on the game board
- Place any 4 monsters on any of the green monster spawn spaces
- Give each player/hunter 2 cards
- Choose who will go first and play continues in a clockwise manner

### • Movement

- the Player/Hunter moves one monster 1,2 or 3 space in any direction except diagonal
- the Player/Hunter moves their hunter token 1,2 or 3 spaces in any direction including diagonal **OR** they can move another player/hunter token one space in any direction except diagonal
- If a player/hunter loses a fight with a monster they go back to base camp

### • Combat

- To kill a monster the player/hunter must be next to the monster they want to kill and have the correct weapon card in their hand
- If a monster is moved next to a players/hunter's token and it is not their turn they wait till their next turn to fight the monster
- When a player/hunter kills a monster, they collect the monster as a trophy

### • Maintenance

- When a player/hunter uses a card, they draw a new one
- When drawn use any add a monster cards and add the monster to any green space on the game board
- When all monsters are killed or any player has no more cards and cannot draw anymore cards the game ends
- After the game ends all players/hunters count their trophy's (monsters = 2 points)( unused weapon cards = 1 point)

- Vampires x 4



Can be killed by



Wooden Steak

- Werewolves x 4



Can be killed by



Gun with silver bullets

- Hell Hounds x 4





Can be killed by



Demon Blade



- Shifters x 4  Can be killed by  Silver Blade

## Play Testers Stage 2

For my second round of testing I had EJ male age 31, Damon male age 40 and Amanda female age 30.

## Test Stage 2 Results

For my second playtest the purpose was to test the rules that I have changed or added to my game and see if any of the same issues come up and if new issues/ideas come to mind. With this round of testing I had 3 different people to test my game then I had in my first test. While watching the testers play I noticed a few of the changes I had made from the first round of testing had an impact on how the game played. After this playtest some of the feedback I received is:

- Having the weapon image on the back of the monster that it will kill was a help
- A tester suggested that the monsters should move more like the hunter tokens and not just one space
- The rule that the tester moves any monster one space before they move their hunter token does not have to be done at the beginning of the testers turn as long as they move a monster
- Letting the hunter tokens move diagonal
- Having each player have their own base camp separate from the other hunters

Amanda Damon EJ PJ (just watching)



Having new testers playtest my game with the new and changed rules the game seemed to proceed quickly then the first test but did not take away from the enjoyment of playing. Just about 3 to 4 turns into the game EJ moved next to the wrong monster that he thought he had the weapon for and got sent back to base camp.

## Test Stage 2 Reflection

### A. Comments/issues from play testers:

- One of the first things that my testers noticed when playing was that the monsters had a weapon image on the back of them
- When moving to get to a monster the testers commented that the monster tokens should be able to move like the hunter tokens
- The hunter token could get across the board better if they could move diagonal
- Each hunter token could have their own base camp along the edge of the board

### B. Analysis of test stage 2:

- The comment for the weapon on the back of the monster that it kills was a good addition to my monster tokens and they helped the player remember what weapon kills what monster.
- Having the monster tokens move more spaces like the hunter tokens is a good idea that might make the game more interesting. I'll give this a shot and see how it works in the next round of testing.
- If the hunter tokens could also move diagonal is a good comment and would make the hunter tokens get across the board easier and let them get to monsters faster.
- With each hunter having their own base camp may be a good addition but would make the hunter travel across the board with everyone starting at the same spot it makes it more like a race to get to the first monster or draw a card space. I would have to see how this would redesign the game board in order to make this change.

### C. While watching the testing of my game I noticed:

- At the start of the game we went over the rules and it seemed like the testers understood the rules better during this testing than the last test round.
- When the testers went to fight a monster having the weapons on the back of what monster they kill was a big help and the testers picked up on it quickly.
- During each tester turn they forgot to move one monster till the end of their turn.
- After adding when you use a card you draw a new one from the deck let the testers get more cards in their hands and at one point got a lot of monsters onto the board fast.

### D. Analysis of what I as the designer noticed:

- With the detailed rules for the players broken down into groups I think helped the tester understand what the rules were.

- With adding the weapon to the back of the monster that it kills was a good update that let the testers not have to look at the rules over and over.
- Even with having move a monster first under movement in the rules the testers still forgot to move the monster tokens till the end of their turn. I think it worked well with the testers moving the monster when they wanted to either right when their turn started or right before it ended. I will be making a change to that for the next round of testing.
- Unlike the last round of testing drawing a card when you use a card and when you land on a draw a card space really worked. It got the monsters out onto the board a little faster than before and got the testers extra cards to build up points.

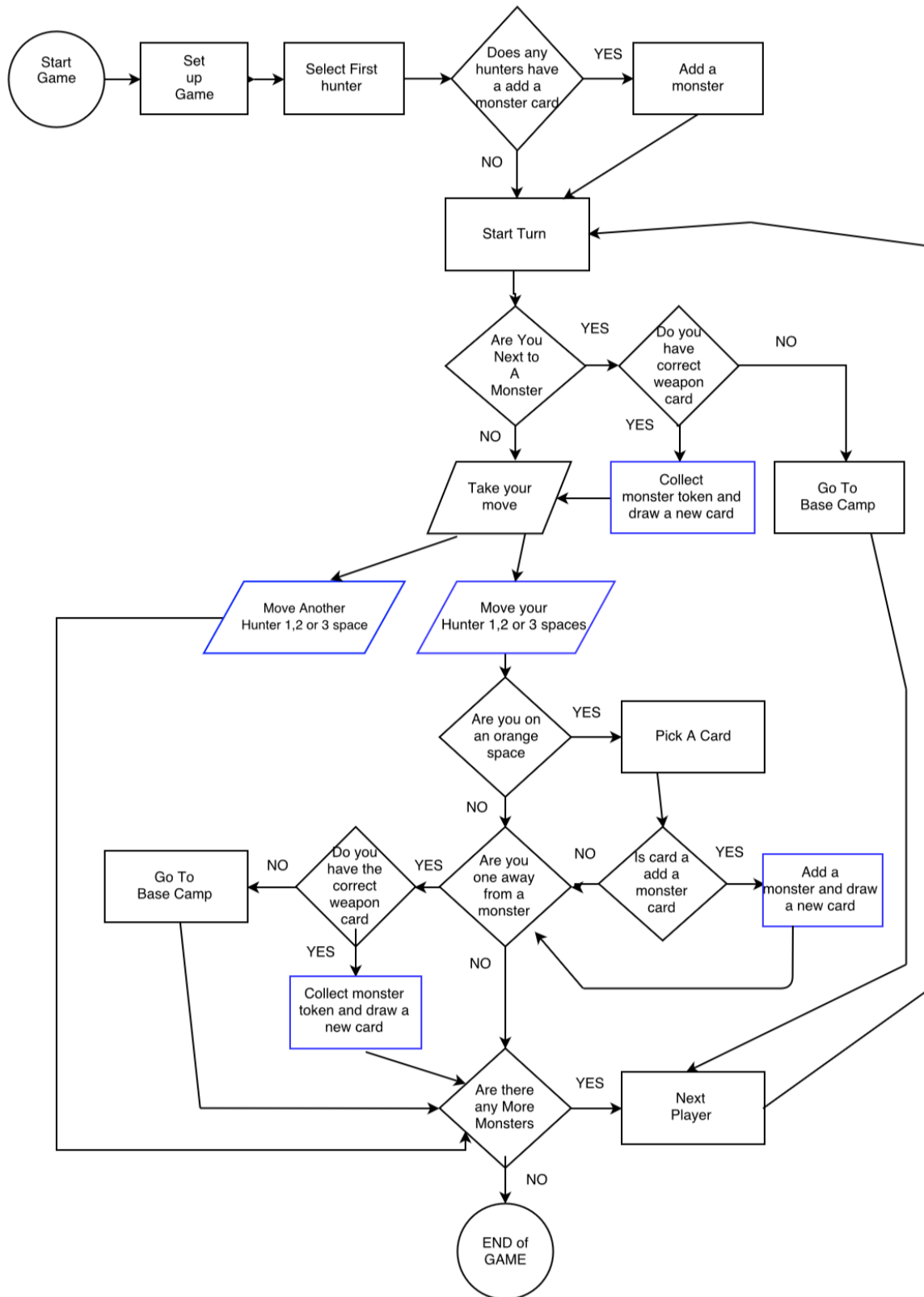
#### E. Rule check count:

At the start of this round of testing the testers went over the rules once and when the first add a monster card came they had to look back at the rules to see when to play that card. After that throughout the rest of the game they had to look back once or twice and that's it. During the game I had to step in to clarify something only twice the whole game.

## DETAILED DESIGN & TESTING - ASSIGNMENT 4

### New Mechanic

From the play tests in assignment 3 I will be keeping the change that I made when a hunter plays a card they draw a card. A new mechanic that I am adding to my game is the movement of the monster tokens. As they are now a hunter moves a monster one space per turn and some of the testers I used said that it might make it more interesting to let the monsters move more then one space per turn like the hunter tokens. Now once per turn the hunter will be able to move their token 1,2 or 3 spaces in any direction including diagonal and a monster token 1,2 or 3 spaces in any direction except diagonal.



## Play Testers Stage 3

The testers that I used for stage 3 was Lori female age 57, Shawn male age 33, Heather female age 29 and Pj male age 27.

## Test Stage 3 Results

The goal for my stage 3 testing was to test my new mechanic that I added from assignment 3. After testing I got good feedback and comments about my added mechanics. The new mechanics I added was that the monster and the hunter tokens can move up too 3 spaces and the hunters can move diagonal but not the monsters.

- Moving the monsters up too 3 spaces let them move a little too fast (going to split the difference and have the monsters move up too 2 spaces)
- A tester gave me a comment that being able to choose to go after the monsters or to collect weapon cards gives the hunters more then one objective to go after
- Letting the hunter tokens move diagonal gave the tester more moving options
- The game length with the new mechanics had the game last about 40 minutes
- With the new mechanics it did not take a long time to get to monsters on the other side of the board

Heather (on left) moving a monster 3 spaces to be next too her hunter token to fight it and collect a monster trophy. Shawn (on the right) thinking here she go's winning again.



Lori on the far left moving a monster 3 spaces and her hunter token diagonal 2 spaces to fight and collect a trophy.



Shawn on the far right moving his hunter diagonal 3 spaces to a draw a card space to build up his card hand.

## Test Stage 3 Reflection

### A. Comments/issues from testers

- Shawn thought that the monsters moving 3 spaces was a little too fast for the size of the game board. (positive)
- Lori said that letting the hunters be able to choose to go after the monsters or to collect weapon cards gives the hunters more than one objective to go after. (positive)
- All of the testers liked how the hunter tokens could now move diagonal. (positive)
- All of the testers liked the length of the game it didn't take 3 hours and it wasn't over in 15 minutes. The game lasted 40 to 50 minutes. (positive)

### B. Analysis of test stage 3:

- With Shawn saying that moving a monsters 3 spaces was a little too fast for the size of the board is good feedback to know how and what different people like about my game. I think I will leave the movement the way it is for now to see how more testing goes.
- Loris comment about the chooses that the hunters can make in the game is good feedback and makes me think that adding another choose might make it better.
- Making the hunter tokens move diagonal is good because they are able to move around the game board better now then when they could not.
- Before adding the new mechanics, the game was just about an hour and now it lasted around 40 to 50 minutes so not that big of a change. With the game length like it is it doesn't take too long and your not playing for hours on end.

### C. While watching the testing of my game I noticed:

- One of the first things I noticed was that moving monsters more spaces made getting trophy's a little easier and getting monsters away from the other hunter so they don't get more trophies then you.
- I saw that the testers didn't really move another hunter token unless all of the monsters almost clamed as trophies.
- With adding when using a card, you draw a card keeps the game moving and makes the tester think what to do next.
- When setting up the game the testers liked how the board and pieces looked.

D. Analysis of what I as the designer noticed:

- Changing the way the monsters are able to move was a balancing issue and I believe that having the monsters move up to 3 spaces gives the game a good balance with the way the hunters move and board setup.
- With the testers not really moving the other hunter tokens is a choice that the players have to make every turn and doesn't make a problem with game play its just an ability that isn't being used all the time.
- Adding when a hunter uses a card they draw a card was a mechanics issue and with the new mechanic the game flows a lot better.
- With the tester liking the design of the board and pieces it makes them want to play and has them invested in the game.

E. Reflect on my new mechanics:

- With adding that the monsters can move more spaces like the hunters improved the game play by giving the hunter more options. I will keep the monsters upgrade.
- Letting the hunters move diagonal gives the hunter the ability to get across the board easier to fight more monsters.

F. Rule check count:

- From the start of the game the testers looked over the rules and only needed to refer back once the hole game. Me being the designer did not have to look at the rules or clarify at all.

## Play Testers Stage 4

For stage 4 testing I had Ej male age 31, Sami female age 29 and Pj male age 27.

## Test Stage 4 Results

For my stage 4 testing the goal was to get more feedback on how my new mechanics improve or effect my game and if I should change anything to make the game better. I got good feedback and comments from my stage 4 testing:



a card space.

Sami moving her hunter diagonal 3 spaces to get to a draw



Ej moving his hunter 3 spaces diagonal and a monster 1 space for him to fight and collect a trophy.

## Test Stage 4 Reflection

### A. Comments/issues form testers

- A comment that I got from my tester was to add a trade step so hunters could trade for a weapon they don't have to fight monsters. (positive)
- Add a card to be able to move an additional monster during your turn. (positive)
- Add a card that would let a player move any monster on the board to any of the other green spaces on the board. (positive)

### B. Analysis of test stage 4:

- The comments I got from my testers don't require action and if I would add some or all of the ideas the game will get better.

### C. Remaining issues that the designer noticed:

- For the last stage of testing I didn't see any issues the game played very well with no problems. I did get tips on what to add to improve the game as listed above but other than that my testers liked my game and enjoyed it.

### E. Reflect on my new mechanics:

- With adding that the monsters can move more spaces like the hunters improved the game play by giving the hunter more options. I will keep the monsters upgrade.
- Letting the hunters move diagonal gives the hunter the ability to get across the board easier to fight more monsters.

### G. Rule check count:

- During stage 4 testing other than at the beginning of the game the tester and myself did not have to look at the rules or add new rules to fix an issue. My tester just played the game like if they were playing Monopoly on game night.



## Final Reflection

- A. By writing a game design document I have learned that detail and organization is key. I've learned that all feedback is good feedback and I need to be open to criticism.
- B. The iterative design process helped me get my game idea from my head to paper and refine the it into a working game that my friends and family liked and enjoyed playing.
- C. Play testing was eye opening, nervous and exciting all at the same time. Play testing showed me what ideas I had in my head worked and didn't in a safe place as it were.
- D. From my previous classes I was able to make time for my testing by scheduling out my time and who would help me test my game. Another class taught me to except all feedback because in the end you can take any feedback and make your idea better as long as you move forward and don't get hung up on negative feedback. Like they say all feedback is good feedback.