



## The Lore of Valoran

### Playtests Analysis and Revisions

Wei Xie

#### Playtest 1

3/23, Qiaochu Li, Zhetao Wang

##### Observations:

- The rule is not clear about how to deal damage to monsters. If the attack from champion won't miss, then the encounter of a monster is meaningless and boring.
- Nobody wants to read the book token.
- Players enjoyed the combat very much.
  - a. They were excited when they roll the D6 and successfully deal/dodge damage.
  - b. They took action based on their prediction of the opponent's action;
  - c. Qiaochu never played League of Legends before and he said he had a better idea of the champions' characteristic abilities after the combat.
- Compare with the combat, the quests are less engaging.
- We tested most of the functional part but didn't finish the game.

##### Analysis and Revisions:

- Roll a d6 to see if the player can conquer the monster instead of a meaningless combat.
- Cancel the book token. I tried to put the story in the quest so after players experiencing the story, they will have a better idea of the lore of Valoran.
- Make the rule of combat clearer and balance some champions.

- The quests are too easy and most of them were “travel” quests. I decided to add more combat elements in the quests and split one quest to more steps.

## **Playtest 2**

3/28 Wei Xie, Wanyan Zheng

Observations:

- The map is not clear enough. After my revision of the quests, players need to travel to multiple places and join combat. However, the map is not clear about all the specific positions of the quest and champions.
- I explained a lot in the game to speed up the reading descriptions steps. But I couldn't find out if she can figure out the rule by herself.
- Similar to the last playtest, Wanyan was more interested in combat.
- We tested most of the functional part but didn't finish the game.
- One day later, I asked her about the story of the quests she accomplished before and she remembered the plot.

Analysis and Revisions:

- Since this game is a little bit over scope for me, I always missed out some details. I remarked the map based on every single quest after the test.
- Though the quest is not engaging enough, Wanyan still had impression of the plot. So the next step for me was to polish the quests to make them more fun and engaging.

## **Playtest 3**

3/28 Jiaqi Wu, Emily Liu

Observations:

- Jiaqi is a current League of Legends player so she was really quick to get the idea of the combat and the champions' abilities.
- The map was not balanced. Most of the playable places are on the east and north side.
- I tried to test a whole game experience this time, but gain 50 Legend Points was too hard and made the game too long.

Analysis and Revisions:

- It's a challenge to make naïve players understand the story and mechanics in a short time. So I tried to make the rule book clearer and as short as possible (I don't want to scare new

players). For future polish, I realized the layout of the content on the cards is very important and I would look up to more references.

- One biggest constrain I felt in this game design process was the current setting for maps and stories of the League of Legends. After I skimmed more than 100 almost all the background stories and searched the map of Valoran, I found out that the background stories of are not closely connected. It took me a great effort to select the stories that have connections and can balance the map on some way. After this playtest, I decided to rotate the map a little bit and design my own map based on it instead of adding more champions and quests to balance the map.
- Change the wining condition to 30 points with 5 champions in team.

## **Playtest 4**

3/31, Wei Xie, Zongye Yang

Observations:

- This time I successfully tested the whole game experience.
- Zongye is also a current League of Legends player. He was surprised about some quests because although he played LoL for years he didn't know those stories (especially the story between Warwick and Soraka).
- Zongye gave me more advice on balancing the champions. (For example the Katarina is too OP in that version.)
- The game went relatively smooth. There still was detailed explanation missing in the rule book. (For example, if change one champion's position will take one turn in the combat, what if the player wants to exchange two champions' positions)

Analysis and Revisions:

- What went well was players kind of had better idea about the background stories on the land of Valoran.
- There were a lot of details to be clarified and balanced in the future iteration. I balanced Katarian, Lux, Garen and Noxus after this playtest.

## **Playtest 5**

4/1, Wei Xie, Kai Zhang

Observations:

- This time I tested the whole game experience.

- Kai is also a current League of Legends player. He was also surprised about some quests because although he played LoL for years he didn't know those stories (especially the story between Jayce and Viktor).
- Kai found out if I already recruit Viktor, then he couldn't accomplish Jayce's quest which the first step is to find Viktor in Zaun.
- Kai also mentioned there are too many damage abilities but less healing or absorbing abilities.
- To drink a potion will take one turn is too costly.

#### Analysis and Revisions:

- Add more detailed descriptions to avoid bugs like what Kai mentioned:
  - a. For example, in Viktor's Quest Card:
 

If Jayce is in your opponent's team. You can find your opponent and challenge him/her with this quest, s/he needs to send Jayce to join the battle.

If not, you can find Jayce in his lab in Piltover. ( Your opponent chooses 2-3 minions to fight with Jayce against you.)
  - b. Added to Quest: "Glorious Evolution", Smash the "Glorious Evolution", "The Heart of A Celestial Being!", "No evil in Ionia!"

## Playtest 6

4/1 Tenghao Wang, Shengze Zhang

#### Observations:

- This time I tested the whole game experience.
- None of them played League of Legends before but they all had MOBA game experience.
- They found the active turn was too complex and unbalanced:
  - a. To conquer a monster you have to roll twice.
  - b. Some quests required two steps to complete in two turns. But if the first step was a travel request, players want to continue the next step immediately.
- They also enjoyed the combat.

#### Analysis and Revisions:

- Redo the discovery phase to simplify the active turn and balance the combat:
 

Roll a D12, then draw a Discovery Card according to that number.

Point	Discovery Card
1	none
2-4	Melee Minion
5-7	Caster Minion
8	Flash
9	Heal
10	Smite
11	Barrier
12	Teemo's Mushroom

## Playtest 7

4/4 Wei Xie, Zongye Yang

Observations:

- This time I mainly focused on combat with Zongye.
- We tried 4 combinations of team and fight against each other and discussed about the champion's abilities:

a. For example:

Lulu: turn an enemy to a critter that can't attack or cast spells for 2 rounds.

Too weak, her ability deals no damage.

Poppy: She is immune to any damage and abilities from enemies other than her target during the fight.

Not clear, what if the target dies? Too weak, need buff.

Analysis and Revisions:

- Modified 10 champions' abilities (check the details in initial rule book and final rule book)

## Playtest 8

4/5 Wei Xie, Kai Zhang

Observations & Analysis and Revisions:

- This time I tested myself with Kai to go through the game experience to see if there is any bugs need to be fixed or any details are not clear enough.

- We tried all the quests and rearranged the required positions on the map the make it more reasonable.



- I made a clearer rule for combat in quests that allow the opponent to control the NPC enemies:

For example: “Step 2: Defeat Tibbers and bring him back to Annie. ( Your opponents chooses 2-3 minions to fight with Tibbers against you.)”

## Playtest 9

4/5 Ming Luo, Jingyu Liu

Observations:

- This time I teste the whole game experience with two naive guests.
- Everything was new to them. It took them a while to understand the mechanics and the background.
- After they were familiar with their champions, the game became fierce and more interesting.
- When someone was close to the wining point, the other one attempt to thwart enemies’ quests.

Analysis and Revisions:

- How to make the player soon get into the world is still a challenge. I needed to test a polished cards version for the next playtest.
- It’s great to see players have more interaction between each other. I decided to encourage this interaction by adding PvP bonus in some quests.

## Playtest 10

4/6 Han Liu, Wenyu Jiang

### Observations:

- This time I teste the whole game experience with two naive guests.
- With polished cards, they got into the world much quicker than the previous testers. But it still took them a while to struggle with the detailed information.
- They really enjoyed fight against each other.
- The “Shadow Warriors” saved Hanna and successfully comeback. (The shadow warriors will only help the team will less Legend Points.)

### Analysis and Revisions:

- Polished art worked. But I still need to polish every details and rules to make them clearer.
- Maybe some entry level quests in future will help players to understand the game smoothly.
- Players love surprises and the shadow warriors’ is a good try. It’s unique and will help balance the game.