"AI" Review

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Game Overview

"AI" is a bluffing party game I designed for 5- 10 players. The background story was set in the future when technology allows people to maintain some of the greatest scientists' life. However, the program is going to be shut down mainly because people believe that there are some scientists already been occupied by AI.

Players will be assigned into equally into AI and Human teams with 4 microelectronic chips for each person. During the game, they will try to make wise votes and get more chips as a team to win. The winners will be considered as real human and avoid being shut down.

Analysis

Start

The game starts with everyone sitting around a table and holding the same number of chips and a voting button. Everyone randomly choose their identity card and keep it secret.

- ✓ The starting point is fair for everyone.

- ✓ The setup phase is simple for everyone.

- ✓ Players gather together and face each other is good for communication.

- ✓ Keep the identity secret increase the excitement of players.

- Who plays first is good question to take into consideration. The later rounds turned out to be more important because the situation became clearer as the game went on. I would like to make it random at first and test more to see how to make it balanced.

Opposition

Players need a lot communication, mind reading, negotiation, reasoning and bluffing skills to play the game.

- ✓ Most of the players behaved active to analyze the situation, figure out each other's identity and weight the pros and cons of their votes.

✓ Even players thought through everything, the vote phase was still very unpredictable. The difficulty of psychological skills increase the chance to win by luck.

- Some of the players totally gave up on thinking and just randomly made their votes by luck. Since the game was too difficult at that moment, it helped balanced the game a little bit, but not the way I want. Because it feels like if players totally depends on luck, there is not much risk to do so.

- Players complained it's too mind twisted because there were too much they need to take into consideration. Even though they made the situation clear they still didn't know if their choices helpful or not.

My next step will be simplify the opposition to balance skill and luck.

<u>Decisions</u>

Did player make interesting decisions during the gameplay? Yes, but may be too much..?

1. Claim

    ✓ Players made very creative claims during the claim phase which surprised me. Many players tried to make a claim that can break the game which gave me a lot of reference for future balancing design.

    - I gave players too much freedom the make a claim so the game became too complicated for players.

    - Some claims that allowed players to change identity was not a good idea for player's experience and broke the balance of the game.

    My next step will be putting more constraints to the claim phase. One way to go is to make claim cards and some of them will be pre-defined, some of them may allow players to customize based on certain limitations. On other way to go is to only allow players to make a claim about chips.

2. Discussion

    ✓ Players made interesting guessing and analysis during this phase.

    ✓ Some of the players revealed identity cards underground with each other and some in public. It's good to see players discovering more strategis.

    - Because the game was too complicated, some of the players spent too much time to talk about the rules or how to break the rule in the next round instead of focusing on the current round.

    - Players felt it was too hard for them to evaluate their choices.

3. Vote

- ✓ The psychological skills and luck made the voting phase very exciting.

- ✓ Players must reveal the voting button at the same time. It added more excitement to the choices they made.

- - The rule didn't make it clear that if a "dead" player can vote or not. I prefer allow all players to vote, but there has to be some trade off, otherwise the "dead" players will have no risk to lose but a chance to reborn.

Rules

- ✓ The basic phases were easy to understand.

- ✓ Players got more used to the rules as game went on.

- ✓ It's hard to master the game.

- - It's hard to take advantage of the rules since the mechanic was too complicated.

- - Some of the rules were not clear enough so there were some confusion during playtest.

- - Some of the rules gave players too much freedom but break the balance of the game and made it too complicated.

Letting players make their own rules seems works well at some point but also increases the balancing difficulty. I will make clearer rules and limitations to test with more guests.

Interaction

- ✓ Players behaved very active from the beginning to the end. Especially during the discussion phase, players always kept talking until time out.

- ✓ Players shown a lot creativity and interesting thinking process during the claim and discussion phase.

- ✓ It's fair immersive for players. During the game, some players spoke like a robot. When Human team won the game, some of the winners said "Sorry you are still not intelligent enough."

- - The interaction between teammates were not very strong until very late rounds.

- - Players didn't use much bluffing skills but spent all the time on analyzing.

<u>Goal</u> (6/10)

- ✓ The goal is well measurable because the chips were easy to count.

- ✓ There were a lot dramatic happened during the game.

- ✓ Players felt the tension when they were running out of chips.

- - However, players were not sure if they were going to win or getting closer to the goal, especially at the early and middle phases of the game.

- - Players were not playing competitive enough when they figured out their teammates had enough chips to win.

I would like to try to add an individual goal to the game. So the team with the most chips win but the only the player with the most chip in the winners team will actually win.