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Goal

This report has two sections. Their goals are described below.

P2 Character Creation Playtest Notes Requirements

Playtesting is critical for any game development. During lab, you will be placed into groups to discuss, analyze, and playtest each other's character creation rules. Each member of the group should attempt to make "beginning" character, utilizing your rules as written. This report documents your observations, notes, and actionable items that come from that playtesting.

You are required to do at least ONE (1) playtest session of around 30 minutes per person. However, you are highly encouraged to do additional playtesting. If you do, use as many of the Optional Playtest Notes sections below as needed.

P2 Factions Brainstorming Requirements

Brainstorm THREE (3) different factions that could exist in your game's world. A faction could be any organization that has a large impact in your game world—it can be enormous or tiny in terms of numbers, but is vital to how your game is designed. A faction could be a secret society, political party, powerful corporation, high council, rebel movement, unique species, familial clan, adventurers' guild, nations, etc.

One organization should be helpful or beneficial to the PCs, another in opposition or antagonistic towards the PCs, and a third that is neutral or strictly transactional with the PCs. **NOTE:** You will probably need to create more than three factions for your final project turnover—this is just to get you started!

NOTE: Integrate, Don't Just Cut and Paste!

You can utilize this information into your P2 working document. DO NOT merely cut-and-paste what you write into your draft and be done with it—it will still require editing, massaging, and formatting to integrate.

Rubric

This, like other weekly reports, is not considered a separate grade, but affects your overall final grade.

- **-2%:** Not Submitted at time of grading
 - **-1%:** Insufficient information and/or analysis; Late turnover of assignment (Instructor discretion)
 - **+0%:** Sufficient information and analysis
 - **+1%:** Very detailed information and/or analysis
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Project 2: Playtest Notes

Playtest Session #1 [REQUIRED]

Date: 2/13/25

Location: In-person; Von Neumann

Number of Playtesters: 2 Playtesters

Duration: 20-30 minutes

Playtest Summary

I think the overall character creation went as well as it could for how unprepared I was for it. That's not to say I didn't have anything to show for it. I did have the character sheets made (which I spent all night previously working on), but I didn't have as much stuff prepared as I wanted to. I also didn't print out the sheets, which, looking back at it, would've been nice. In terms of showing the draft manual to the testers, things went mostly well it seemed. The biggest advice I got was to be more granular with the character creation guide, so players know the exact steps to how to make their characters. This would make sense as I didn't spend much time thinking about that step as I was more focused on setting up the systems in general prior. Mainly it seems like the feedback I got was to be more specific or highlight more parts of the creation in the draft, so players know exactly what everything is and what to do. Either way, it seems they liked the tone I was going for and felt I was nailing that down at the very least. All in all, it was a helpful playtest I'll be using as a reference to make the manual.

Playtest Notes

(Typed in Google Docs)

- Describe characters more, link them to the pulp heroes
- Describe what skills are before creating the characters
- Specify the steps more granular
- BE VERY STEP-BY-STEP

Project 2: Factions Brainstorming

Your RPG System Title: Heroes & Extremists

Beneficial Faction #1: The Champions

- **Culture(s):** Non-Material/National Culture (?)
- **Power Base:** The Superintendent; A hidden stronghold locked in the cosmos that is the source of the Champion's powers and their influence among the three worlds.
- **Size:** 2 + Number of players in the party
- **Opposes:** C.A.G.E (Confederation of Autocrats, Gangsters, and Extremists)

Background

The Champions began as the original “heroes” of the three worlds. They served as protectors who would be stationed at different planets and locations to keep the peace, but also to show kindness and compassion to those in need. Many decades ago, there were hundreds of champions across the tri-planets, watching over those who couldn’t watch over themselves. Unfortunately, it would all change when a Champion defected from the group and took a handful of followers with him to control the three worlds rather than protect them. This faction would later come to be known as “C.A.G.E.”. C.A.G.E. quickly amassed forces with people of the planets who also felt a similar way and began slaughtering Champions one-by-one in what would be known as “The Decimation”. Now, the Champions are weak and hidden while the tri-planets suffer under C.A.G.E.’s rule.

Organization

The Champions are not born as one, they’re chosen. No one exactly knows how it happens as it is random when it does. There are speculations, however, that a Champion is chosen when a person performs an act of selflessness, compassion, or bravery. It is not always the case, as some are chosen out of vengeance or even fate. Regardless, in the olden days, the Chosen would put down their previous life and then travel to the Superintendent to begin training as a Champion. There is only one leader of the Champions, and she is known as the Matriarch. The Matriarch was the very first Champion ever chosen and has led or guided the Champions ever since until C.A.G.E. was formed and the Matriarch was pronounced dead. However, she still lives, residing in the hidden Superintendent with her Champion bodyguard, Stu.

Societal Role

The Champions serve as guardians over the three planets. They’re not necessarily the police or leaders, but more like a church that is very involved with their neighbors. They act like typical people with typical lives so they can blend in with their surroundings and see the world from the Average Joe’s eyes. When things get out of hand or their help is needed, they spring to action and help those who can’t help themselves. More importantly, they report the people’s actions and behaviors to the Matriarch, who primarily monitors the three planets from afar and manages relations and diplomacy. Since C.A.G.E. has taken over, the Champions no longer can do this the way they used to, they now only hide and monitor without intervention. However, the players’ arrival will change that.

Objectives

The Champions are clear on what their objective is: protect those who can't protect themselves. Obviously, the objective has changed a bit since the Decimation but that is still and always will be their main goal for the tri-planets. When the players arrive at the game, their objective would be more about hiding and not letting the Champions and its culture fall apart, but the players would serve as a new hope for the Matriarch and she would want them to restore the faction to what it once was, which were peacekeepers.

Worldview

The Champions do not view themselves as an enforcement of law but as keepers of the peace. They believe the tri-planets cannot function properly without the Champions there to watch over them and quell issues as they arise. They value compassion, kindness, and selflessness, but don't always exercise it properly. Not every Champion was a "good" person. Some Champions were known to kill people when issues arose, due to their "Anti-Hero" personalities. There were conflicts and clashes with how the Champions were meant to watch over the planets, hence why a Champion defected and later became the founder of C.A.G.E.

Antagonistic Faction #2: C.A.G.E.

- **Culture(s):** Material/Corporate Culture
- **Power Base:** The Viaduct; The Superintendent (ironically enough)
- **Size:** Over 200 million (Consists of all the evil sub-factions on every planet)
- **Opposes:** The Champions

Background

Originally, C.A.G.E. was just one man. Odon, who was a Champion originally, defected from the Champions after disagreeing with the Matriarch's methods of protecting the people, taking a group of fellow Champions with him who also felt similarly. Fortunately, they all had connections with groups of people on every planet from the streets of Noir to the Deserts of Weird Sci-fi. In little time, they collectively formed what was called the "Confederation of Autocrats, Gangsters, and Extremists", or C.A.G.E. for short. Odon then ordered C.A.G.E. to begin annihilating any Champions who refused to join the cause in what would be known as the Decimation. Once the Champions influence was wiped from existence, C.A.G.E. began sectioning locations into what are called "Quadrants" separating genres from one another. Only people with specific passes can come and go as they please, heavily relying on a market-centric economy where more people suffer as others thrive. They would then make their home base, The Viaduct, which serves as a large space station that physically bridges the space between the planets, allowing them to control transportation and enforcement as they please.

Organization

By the time the players arrive in the world, C.A.G.E. serves mainly as a faction like the Empire in Star Wars where they manage and control the planets with an iron fist. However, they also just serve as a government and a system that the people are forced to follow. Some like it, some not so much. C.A.G.E. is divided into many different sub-factions that consist of every genre of pulp fiction. This would include Noir, "Pre-WW2", Sword and Sorcery, Fantasy, and "Weird Sci-Fi". C.A.G.E. essentially allows these tribes of genres to control how the people live while C.A.G.E. benefits from the tribes.

Societal Role

C.A.G.E. primarily serves as a law enforcement/government for the people of the planets. A stark contrast to that of what the Champions wanted from the world. They keep the genres of people in separate quadrants to divide them and make them view others as different people from them. By doing so, the quadrants are enabled to have a rivalry with one another while the people in charge thrive on it economically as doing anything costs money in a market-centric economy. When people get out of line, they're bent straight back into shape by enforcers who either serve as the "bad guys" of the genre quadrants or are possibly even fallen Champions who were taken by C.A.G.E. to be brainwashed into controlling others.

Objectives

The only objective for C.A.G.E. is to keep people in line and control them. In other words, keep the people in the "cage". Odon believes this to be the right way as it means they can control how to benefit from a conflict as any conflict could be curated by C.A.G.E. In return, they profit and continue to find methods to control the people of the planets even more.

Worldview

I feel I've already made this point clear but restating it, C.A.G.E believes the three worlds must be controlled and monitored constantly to keep people in line and economically thrive from other people's oppression. They view themselves as the "necessary evil" to keep the planets spinning.

Neutral Faction #3: The Genres

- **Culture(s):** Material/Folk Culture
- **Power Base:** Their Home Planets and their respective quadrants
- **Size:** Over 1 billion per planet
- **Opposes:** No one in their current state.

Background

The genres serve as the collective people of the three worlds. They're called the genres since each planet contains different forms of pulp genres such as Noir, "Pre-WW2", Sword and Sorcery, Fantasy, and "Weird Sci-Fi". You can't have a genre world without people to populate it, so the genres are those people who inhabit each quadrant of genre locations. The genres have shifted and changed over the decades, originally serving as the people the Champions watched over and protected while genres would peacefully go to different parts of their planet or the others and learn the cultures of other genres in other places. But after C.A.G.E. was formed, the genres were forced back to their original locations and caged in, only allowing people in power to freely travel to different places.

Organization

The organization of the genres is completely scattered. They are severed from each other due to the quadrants C.A.G.E. set up that stop genres from mixing. They mainly just fall in line and listen to what the leaders of their genre would tell them to do, but some have grown restless. Most genres have forgotten a world where the Champions once protected them. The Champions are essentially just a myth or an old story that the grandparents might say to scare children.

Societal Role

The genre's role in the world is simple as far as things go. They do what the common man or woman does, which is doing some form of work or labor to provide for themselves and their families which also benefits the government in return. This can include things such as farming, technological development, or just plain living. Live is simple as a genre, you live in your quadrant and do your day-to-day jobs and don't question the higher-ups.

Objectives

To speak briefly, the genres are normal people. This means their objectives can vary from, "Aw man, I need to get bread from the grocery store before I get home!". Or it could be, "The cows need a milking". The entire point of them being called "genres" is that they represent the body of vastly different pulp hero genres. Their objective isn't collective, it's individual.

Worldview

The genres all consist of vastly different cultures. This is purely dependent on what genre they come from. If they hail from the Noir quadrants, they likely value market-centric economic beliefs more. If they come from "Weird Sci-Fi" quadrants, they likely have some immensely deep religious practice they perform to bring pride to their homelands and so on. The collective view that every genre has is that they have forgotten the Champions and that they either don't like C.A.G.E. or don't complain about it much.