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Game System: Heroes & Extremists

Goal

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

Mechanics 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 overall rules. This playtest is meant to focus on mechanics, specifically your core mechanics, combat, and any other sub-systems that are important to your project. It is highly recommended that playtesters also look for typos, grammatical errors, and formatting issues. 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.

Locations of Notes Report Requirements

- Create THREE (3) places of note in your game world. These are key, game-specific, and important locations, due to history, power, location, who controls it, or all the above. Your three locations must be:
 1. A Large-sized location. A description of a special city or extreme biome. This could be a capital metropolis, expansive desert, or something just weird and unusual
 2. A Medium-sized location, such as a neighborhood, military base, or distinct natural region. Examples: The Queensdoor Docks, the Mines of Moria, Hell's Kitchen.
 3. A specific, "small" location. Examples: The Inn at the End of the World, a premiere gladiatorial coliseum, or Black Betty's Apothecary.
- Include a picture (include URL or accreditation on where the image was found) that is either an inspiration for the place or one you create yourself

NOTE: Integrate, Don't Cut and Paste

You can utilize this information into your P4 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, missing categories; Late turnover of assignment (Instructor discretion)
- **+0%:** Sufficient information and detail
- **+1%:** Very interesting locations with good plot hooks and ties to the world building

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Playtest Session #1 [REQUIRED]

Date: 4/10/25

Location: Von Neumann

Number of Playtesters: 3 Playtesters

Duration: 30-40 minutes long

Playtest Summary

The playtest this time around was incredibly useful and informative on my game! For starters, I got to experiment with character advancement, the systems I have set up for it, and whether they work. While I think they are fun and work for the most part, it seems the primary issue is that it's too easy for players to unlock everything they want from their characters. A tester pointed out that he could acquire every single ability he wanted from his character by just level 3. It helped me realize I need to change how many points it takes for players to level up and spend their AP, and decrease it significantly so that players can't unlock everything by a mid to high level. Another issue found is that the systems of combat when it comes to controlling enemies are too slow for the atmosphere I'm aiming for, thus my testers (and the professor) suggested that I turn enemies into "hordes" that act as one enemy type instead of having single-file enemies. While I probably won't be able to make something completely perfect in the remaining time, I can likely tweak how my enemy's function to allow for a more fun and fast-paced experience.

Playtest Notes

All notes taken were mentally stored.

Location #1 (Large Location)— Traxia

Location Image



<https://static0.colliderimages.com/wordpress/wp-content/uploads/john-carter-movie-image-mars-2-600x250.jpg>

Overview

Traxia serves as the grand capital city in the country of Xurow. It also now serves as the main headquarters for the Confederation of Autocrats, Gangsters, and Extremists (C.A.G.E.), which, in some ways, makes Traxia the capital city of all Pulpea. Traxia is primarily home to the people of Xurow, or the “weird-sci-fi” genres of people who live in the deserts, or in this case, the high-technologically advanced city of Traxia. In recent years, however, Traxia has opened its doors to welcome more people from other countries, likely because C.A.G.E. forced them to when they wanted the rulers of other countries to have somewhere where they could all discuss plans with Odon. Speaking of which, because Traxia is the main headquarters for C.A.G.E., it is also where Odon, the leader and founder of C.A.G.E., resides.

Physical Description

Traxia is a huge megalopolis city found deep within the deserts of the Xuronian Plateaus. It is said that “If a man started at the border of Xurow and walked to Traxia, by the time their water supply is out and the last of their saliva is dried up, they would only be halfway there.” This, of course, is due to the hot temperatures of Xurow and the dangers of traveling anywhere on foot or ground. Luckily, Xuronian technology allows for the ability to get to Traxia in a breeze and a 3-hour flight. The city is hoisted high up on top of one of the many plateaus found in the desert. It has allowed for the civilization to expand and connect the city to other plateaus via massive light bridges, allowing for expansion and more opportunities. The cityscapes that cover the actual tops of the plateaus are referred to as the “Nirvana”, where the nobility and successful entrepreneurs reside. Parts of the city that are strung along the sides of the massive plateaus are considered the “Festoon,” where middle/lower class reside, attempting to find ways to make it to Nirvana. The largest parts of Traxia are formed at the very bottom of the Plateaus, in an area that is referred to as “The Wards”, primarily consisting of the poor/lower class citizens who only dream of making it anywhere other than where they are currently.

History

Traxia serves as the capital city as it was one of the first cities founded when Pulpea came into shape and Xuronians began roaming and colonizing their lands. Surprisingly, Traxia wasn’t the very first city formed; the city of Twicken was Xurow’s very first city, founded by Xuronian nomads who had reached their destination of finding a water source in the Xuronian Plateaus. However, Twicken was a “dead-on-arrival” city when they decided that a small oasis would provide for a growing city, which is when a Xuronian boy, Trax, decided to find a new home for his people. For days, he wandered the hot sands, looking for some kind of water source that could sustain the people. Feeling like he had failed the people of Twicken, Trax

began to climb one of the Plateaus to jump off it, seeing no future for his people. Upon reaching the top, to his amazement, the top of the Plateaus housed pools upon lakes of sustainable, drinkable water. Soon, the city of Twicken was no more, for a new city had risen from its ashes under the watch of their new savior, Trax. Thus, the city of Traxia was born. Trax, though young, would grow into his leadership role soon into the development of Traxia. He founded trade routes to other small settlements in Xurow that later became cities through the trade. He led battles and scourges against invading forces like the Kubordians or local primitive civilizations, and discovered what would become Xurow's primary source of technology, Traxicon. When Trax passed, his son, Kruno, led in his place, who was more militaristic and power-hungry than his father, and the one who decided to begin colonizing the country of Kubord. Kruno was later slain by the Matriarch during the Rise of the Champions, ending the Trax bloodline before it could lay its roots. However, it is said that Trax had another child, but gave them a normal life away from Nirvana, and that the Trax bloodline will be rediscovered and take the throne someday.

Special Rules

Traxia doesn't have many special rules to it other than possible chances of certain environmental effects such as *Fire*, *Falling*, or *Difficult Terrain*. Fire could play a role somehow, as the deserts of Xurow are blazing hot and could ignite certain things, such as easily flammable objects like unshielded clothing or parchment paper. Falling could play a large role in areas such as the Festoon or Nirvana, since these are areas very high off the ground. The Festoon could be very interesting for this, as there are more chances of falling from there. Difficult terrain could be rocky areas within the Wards or the pools of water in Nirvana.

Plot Hooks

- **Hook 1:** Odon and C.A.G.E. leaders are hosting a party in Nirvana, and the players need to infiltrate the ranks.
- **Hook 2:** Rumors of a surviving Champion are stirring around the Wards, and the players need to check out the area.
- **Hook 3:** Players need to get from one part of Nirvana to the other via the light bridge, but may have to hijack a vehicle to get past security.

Location #2 (Medium Sized)— Convergency

Location Image



<https://cdnb.artstation.com/p/assets/images/images/080/559/437/large/paul-haskins-treviso-017.jpg?1727888461>

Overview

Convergency is a medium to smaller sized city placed directly on the borders of Xurow, Kubord, and Arroyo. If you hadn't guessed it, Convergency serves as a tri-country city that essentially acts as a means for the people of Pulpea to access other countries. The city has been a pivotal part of Pulpea for many years, as it has served as a place for people to be neutral towards one another and share and exchange cultures with one another. Unfortunately, that is only in theory. Convergency tends to be a lawless city with many of the people constantly at odds with each other due to their differences in genres. The overseer of the city attempts to keep the peace, but it's fallen off into the deep end recently due to C.A.G.E. attempting to occupy the city and control the flow of people to and from locations. Beyond infiltrating a quadrant door, Convergency is the only way to and from countries now, but that's if you can survive the city first.

Physical Description

Convergency is unlike the many other cities in their respective countries as it is a mix of every civilization in Pulpea, culturally and architecturally. The city, as intended, isn't divided into sections as to where each genre lives; most of the buildings are combinations of all three countries. One building might have the first floor look more primitive like Kubord's aesthetic, but then have the high technology of Xurow at the top of the building. The city may not be sectioned, but it is clear where certain cultures prefer to reside, as the city has massive walls that surround the city, and three large gates that open towards one of the three countries. Around these gates is where the genres adjacent to their country primarily stay, which can be noticed by how the architecture looks. In the middle of the city, where most cultures converge, there is a large, towering spire that oversees the entirety of the city. This spire is where the people of different countries may come to speak about negotiations or trade. Currently, influencers of C.A.G.E. reside within the spire and are attempting to seize control of convergency from its Overseer, Tangent.

History

Convergency was formed a few years after the Rise of Champions and their liberation of Pulpea. Upon bringing peace to the lands, the Matriarch gathered the current leaders of their respective countries. She promoted the idea of having a land where all countries can peacefully share their beliefs and cultures. Through long talks and negotiations, the countries consensually agreed to put their resources and their heads together to form what would be known as Convergency, a city where all people could come and go as they pleased. The question that had to be answered was who could lead such a city? It couldn't be a person from one of the tri-countries, and a Champion was never meant to be a ruler over the people. Thus, the Matriarch and with the help of Xurow, created an artificial intelligence that would act less as a leader, but more as an overseer for Convergency, and its name would be known as Tangent. Tangent is unbiased; it only acts on its directives, which are to keep the peace, and the rules must be just. Along with its security robots, Tangent has overseen the people of Convergency for many years, but has begun to degrade over time, becoming stretched too thin as the city continues to grow. C.A.G.E. attempts to take advantage of this by infiltrating the spire to influence Tangent's decisions, but the intelligence isn't out of the fight just yet.

Special Rules

Convergency is an area of neutrality. Any attempts to commit crimes that disturb the peace will result in an automatic detainment by Convergency security, overseen by Tangent. This means both players AND enemies of the players cannot perform any or many actions of violence out in public unless they want to risk being sent to jail. Fortunately, Tangent cannot see all things and is prone to missing sectors at night. That, or players can resort to violence in the confines of Convergency's many buildings.

Plot Hooks

- **Hook 1:** The players are ordered by a Tangent security robot to be escorted to the spire, where Tangent requires their help.
- **Hook 2:** Players are to meet a contact that wishes to meet out in the wide open of Convergency as to avoid any conflict with C.A.G.E. forces.
- **Hook 3:** Odon has decided to take Convergency by force and launched an all-out attack on the city to control the flow of trade.

Location #3 (Small Sized)—Superintendent

Location Image



<https://static.wikia.nocookie.net/danimated/images/8/85/Watchtower.png/revision/latest?cb=20180621204824>

Overview

The superintendent is a large space station-like structure that orbits the planet of Pulpea. This is the main base and home of the Champions. Here, the Matriarch and the rest of the Champions call this place their home, where they eat, sleep, and train for fights ahead, physically and mentally. The space station is also a place for the Matriarch to monitor and watch over the people of Pulpea via a room that can monitor the major cities of each tri-country. The Superintendent is not just a station, but it's also an intelligence, less sentient compared to Convergency's tangent, but intelligent enough to manage the station's needs and assist with the Matriarch's needs. The current occupants of the superintendent are the Matriarch and Stu.

Physical Description

The Superintendent is less mechanical-looking than a space station might be assumed to. The station is more naturally looking, having rocks and trees floating around the space. The exterior of the Superintendent is breathable, despite the vacuum of space. The main parts of the Superintendent consist of large alien-like buildings that sit nicely on top of an asteroid-like structure. The buildings have hundreds of glass panes scattered across the walls, while the structural material consists of purely silver and gold metals.

History

Like Convergency, the Superintendent wasn't built till sometime after the rise of the champions. The Matriarch and with the help of special builders of each tri-country, built the Superintendent as a means for the Champions to call a place their home that wasn't easy to attack by any of the countries. It was also built to oversee the people of Pulpea and send Champions to and from conflict to keep the peace. In its early years, it was incredibly effective for this purpose. The Matriarch would find conflicts of interest by surveying Pulpea, and via the teleportation devices that the Superintendent has, would send Champions to settle the disputes at hand. This also helped when Champions were chosen, as they would be found very easily by the Superintendent and then could be directed towards the Matriarch, who would then welcome the chosen to the ranks of the Champions. However, as years passed on, the power of the Superintendent began to be questioned by people in Pulpea, and even Champions, specifically Odon. Soon, these questions would cause the divide between the Matriarch and Odon, who proceeded to defect from the Champions and form C.A.G.E. soon after. In the coming years, the Superintendent was a crucial asset in directing the war against the Champions and C.A.G.E., but later became the only safehouse for the Matriarch and others during the Great Decimation. Now, it remains hidden (cloaked) in the vastness of space, waiting to re-emerge when the time comes, and heroes rise again.

Special Rules

The Superintendent is meant to be the primary safe hub for players to come and go through during plot breaks. Here, players can spend time either searching the empty halls of the station to pick up the history that previous Champions left, or even for players to embark on adventures that take place within the Superintendent. It's also meant to be a place where the Matriach can be interacted with and can provide exposition to Pulpea's history and provide new quests for the players to embark on.

Plot Hooks

- **Hook 1:** Players have just recently become Champions and are now being secretly summoned to the Superintendent, where the Matriarch will speak to them.
- **Hook 2:** C.A.G.E. members are shaking down local citizens to find the location of the Superintendent, which a late Champion dropped info about in the local area.
- **Hook 3:** The Superintendent is found by Odon, and C.A.G.E. performs an all-out attack to crush the remnants of the Champions.