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Goal

This report has two sections. Their goals are described below. For the brainstorming section, 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.

P2 Core Mechanics Playtest Report Requirements

Playtesting is critical for any game development, but particularly for the game's primary, core mechanic. During lab, you will be placed into groups to discuss, analyze, and playtest each other's game core mechanics. This may include attempting basic combat, resolving skill tests, etc.—anything that stress-tests any likely scenarios that might occur in your game. 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 Archetypes Brainstorming

You will brainstorm at least FOUR (4) archetypes that players could choose to play for your RPG. Any archetype may also be known as a “class” or “role”. These are broad archetypes and may or may not fit into your particular game's theme—try anyway (or attempt to persuade me why you need a different category). Follow the instructions on the following pages to fill out each category for the following archetype categories:

- The Fighter (the brawler, tough guy, tank, solider, etc.)
- The Cleric (the healer, negotiator, medic, defender, buff/support, etc.)
- The Rogue (the sneak, persuader, assassin, socialite, trader, sniper, middle-man, etc.)
- The Wizard (the “magic user”, mad-scientist, DPS, hacker, utility character, etc.)

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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Playtest Session #1 [REQUIRED]

Date: 2/6/2025

Location: Online; Over Microsoft Teams

Number of Playtesters: Two

Duration: 30 - 40 minutes

Playtest Summary

This playtest session was good at helping me understand what I should do as we advance. To start, it helped me realize that I should probably begin making a draft of the rulebook for the game, as it seems that it is expected that we begin that by now. That's not to say I went into this playtest empty-handed; I had a Google document I've been using to put my ideas and how things would work on "paper". I even had a playtest scenario set up solely so I could test the core mechanics of my game, that being the "suited for war" system from the brainstorm. Despite this, I unfortunately had a lot that wasn't ironed out in terms of our abilities, if certain face cards had special abilities to them, and other things that made the playtest feel lackluster as I was speaking very ambiguously about certain mechanics. To be fair, this is a CORE MECHANICS playtest so I wasn't even trying to touch how my characters should work yet, but still, I had things that weren't well defined. The little encounter we had was seemingly fun for the players though! I think they enjoyed the roleplaying/storytelling experience of the playtest where they could test the waters by asking to do silly things like turn on an old plane that scatters the enemies or charms a guy and slap him afterward. One of the playtesters explained and helped me realize that my game should honestly be more storytelling-based than stats-heavy. This felt like exactly what I needed/wanted to hear because I've been having a hard time trying to mix stats with that of a card-based core mechanic that centers around the players being pulp heroes, so to now focus more on having a simplified system of letting players do their actions that should create more cinematic scenes or combat, feels like the right direction I should be going in!

Playtest Notes

- Abilities weren't well defined.
- Forgot to use defense against an attack.
- Can Cards be removed from GM's hand when an enemy perishes? Let players pick?
- Zack thinks the stats and War are unnecessary, just let the actions dictate the outcome.
- Less stats, more storytelling (I like this idea a lot)
- Skill checks could be decided by having the skill or attribute dictate the starting hand; If the suit is drawn, the skill is successful.
- Abilities/Perks could mechanically change the card hands and narratively fit the character's abilities
- Players may disagree with pulp hero categorization
- Club ability = Player's defined ability?
- Ultimate = Let the players improvise an ability or action for the moment.
- Zack enjoyed playing the socialite by charming the fascist and then smacking him

Project 2: Archetypes Brainstorming

Your RPG System Title: Heroes & Extremists

Genre: Pulp-Adventure, Noir, Space Opera

Archetype #1—The “Fighter”

Title/Name: The Slugger

Concept

The slugger class is meant to be the main TANK of the party, taking hits and controlling the crowd. This class is a category for the more “kick ass and take names” pulp heroes that take way more hits than they dish out like *Indiana Jones* or *The Rocketeer*.

Player Types

Gamists

To appease this type of player, I would include perks or traits that can be acquired as the archetype levels up that allow the player to either negate incoming damage or allow them to have special abilities that can take down crowds of enemies.

Narrativists

The traits of the character creation would mimic different types of pulp heroes the players might want to roleplay such as roleplaying as an Indiana Jones tank with additional pulp hero abilities.

Simulationists

The slugger class would likely be seen as the leader of the party by enemies if the players have one and so the enemies would see them as the bigger threat.

Strengths

- Tanks hits for the party.
- Movement Class would be higher than most classes
- Can take on multiple enemies during combat (multi-attack maybe, or can deal two hits at anyone)

Weaknesses

- Incredibly uncharismatic (think standard tough guy one-liners)
- Can’t dish out a lot of damage (slugger = using fists = not a lot of damage at the start)
- Can use guns but can initially only use them to suppress enemies.

Special Abilities Brainstorm

<Brainstorm at least THREE (3) special abilities that this archetype has. You may add more as you see fit. This could include spells, hacking, bonus to social circumstances, etc.>

- Additional mobility around space equipment like a jetpack, whip, or whatever player wants
- Passive that allows for the slugger to take a hit inflicted on another player for half.
- Taunt: GM must choose a slugger to hit during the round.

Archetype #2—The “Cleric”

Title/Name: The Socialite

Concept

The socialite serves as the face of the party, the one who gets the party out of social situations and provides healing to those in need. In the world, the character is meant to serve as a class for the social characters in pulp hero stories such as the damsels in distress (class is not gender-specific though).

Player Types

Gamists

I would pick this class as a gamist so I can acquire new abilities that allow me to help the players either through healing or manipulating the deck system at play.

Narrativists

As a narrativist, I would pick this class to play the face of the party and get the party out of situations by charming or socializing with the people at play.

Simulationists

As a simulationist, I would pick this class to get behind the curtain and unfold the plans at play by using my social skills and charm.

Strengths

- Healing abilities that little other classes have
- Charm and charisma that allows them to win almost any social encounter
- Not entirely solidified, but could take little to no damage from incoming attacks (the social characters in pulp heroism never get hurt nor killed)

Weaknesses

<List at least THREE (3) weaknesses (or things that they are weak at) that this archetype possesses. You may add more as you see fit. This could include access to fewer skills, poor combat ability, penalties to stats, etc.>

- Minimal to zero damage output.
- Can be captured or held hostage easily (to counter being able to take no damage)
- Minimal movement class (can't run very far)

Special Abilities Brainstorm

<Brainstorm at least THREE (3) special abilities that this archetype has. You may add more as you see fit. This could include spells, hacking, bonus to social circumstances, etc.>

- Ability to charm someone during combat (the enemy gets a disadvantage)
- Can heal someone substantially if near them.
- Can manipulate the deck system by taking discarded heart cards and using them heal players

Archetype #3—The “Rogue”

Title/Name: The Gadget-Goo (WIP name but may keep cause its silly)

Concept

The gadget-goo is the gadget-heavy class of the party, the one who's gonna have like a gadget-filled car or the ability to wear disguises that allow them to get behind the scenes. It's inspired off the pulp heroes that rely on some sort of gadget to solve their problems like Kato in the *Green Hornet* or *Darkman*.

Player Types

Gamists

As a gamist, I would pick the gadget-goo to take on combat through relying on fun gadgets that help the outcome of me winning.

Narrativists

As a narrativist, I would pick gadget-goo to use my intelligent prowess to get myself and the party out of a tight situation like driving a getaway car or creating a gadget the party can use to their advantage.

Simulationists

As a simulationist, I would likely play as a gadget-goo to discover how technology in the world space works so I can provide clues to the party as to how to stop whatever needs to be stopped.

Strengths

- Above Average Damage output.
- Technical Genius/Can make gadgets for others to use.
- Can manipulate deck like steal cards.

Weaknesses

<List at least THREE (3) weaknesses (or things that they are weak at) that this archetype possesses. You may add more as you see fit. This could include access to fewer skills, poor combat ability, penalties to stats, etc.>

- Below Average Uncharismatic (Think socially awkward or shy)
- Can only rely on gadgets for damage output (can't do physical damage unless gadget oriented)
- Little to no methods of healing (lower base health on top of this)

Special Abilities Brainstorm

<Brainstorm at least THREE (3) special abilities that this archetype has. You may add more as you see fit. This could include spells, hacking, bonus to social circumstances, etc.>

- Creates a gadget that the class comes up with to solve the situation
- Can create disguise of a random person and use it to get behind enemy lines
- Can call in an escape vehicle that suppresses enemies and covers a getaway

Archetype #4—The “Wizard”

Title/Name: The Spectre

Concept

The Spectre serves as the hero in the party that has the most amount of “superpowers” out of them all, hence serves as a DPS build. Characters that could be categorized as this would be *The Shadow* or *John Carter of Mars*.

Player Types

Gamists

As a gamist, I would pick the Spectre as a means to have the best abilities for throwing out a lot of damage towards enemies.

Narrativists

As a narrativist, I would pick the Spectre to amaze enemies when I attack them with paranormal powers that may frighten or dazzle them.

Simulationists

As a simulationist, I would pick the Spectre to be a hero either among the noir setting against big-time gangsters or rule among the war-torn factions of the “weird sci-fi” world.

Strengths

- Maximum damage output
- Has powers that can help manipulate the playing field or even the hands
- Above average intelligent prowess (telepathy)

Weaknesses

<List at least THREE (3) weaknesses (or things that they are weak at) that this archetype possesses. You may add more as you see fit. This could include access to fewer skills, poor combat ability, penalties to stats, etc.>

- The lowest base health of all
- Intimidating personality (Can cause people to be scared or not want to talk to the party)
- Relies on ranged attacks (can take a physical attack route, but very risky)

Special Abilities Brainstorm

<Brainstorm at least THREE (3) special abilities that this archetype has. You may add more as you see fit. This could include spells, hacking, bonus to social circumstances, etc.>

- Can use telepathy to read an NPC’s thoughts to discover additional information
- Can use an ability that allows them to moon jump far distances for traversal
- Can turn invisible briefly to escape a dire situation that could result in death