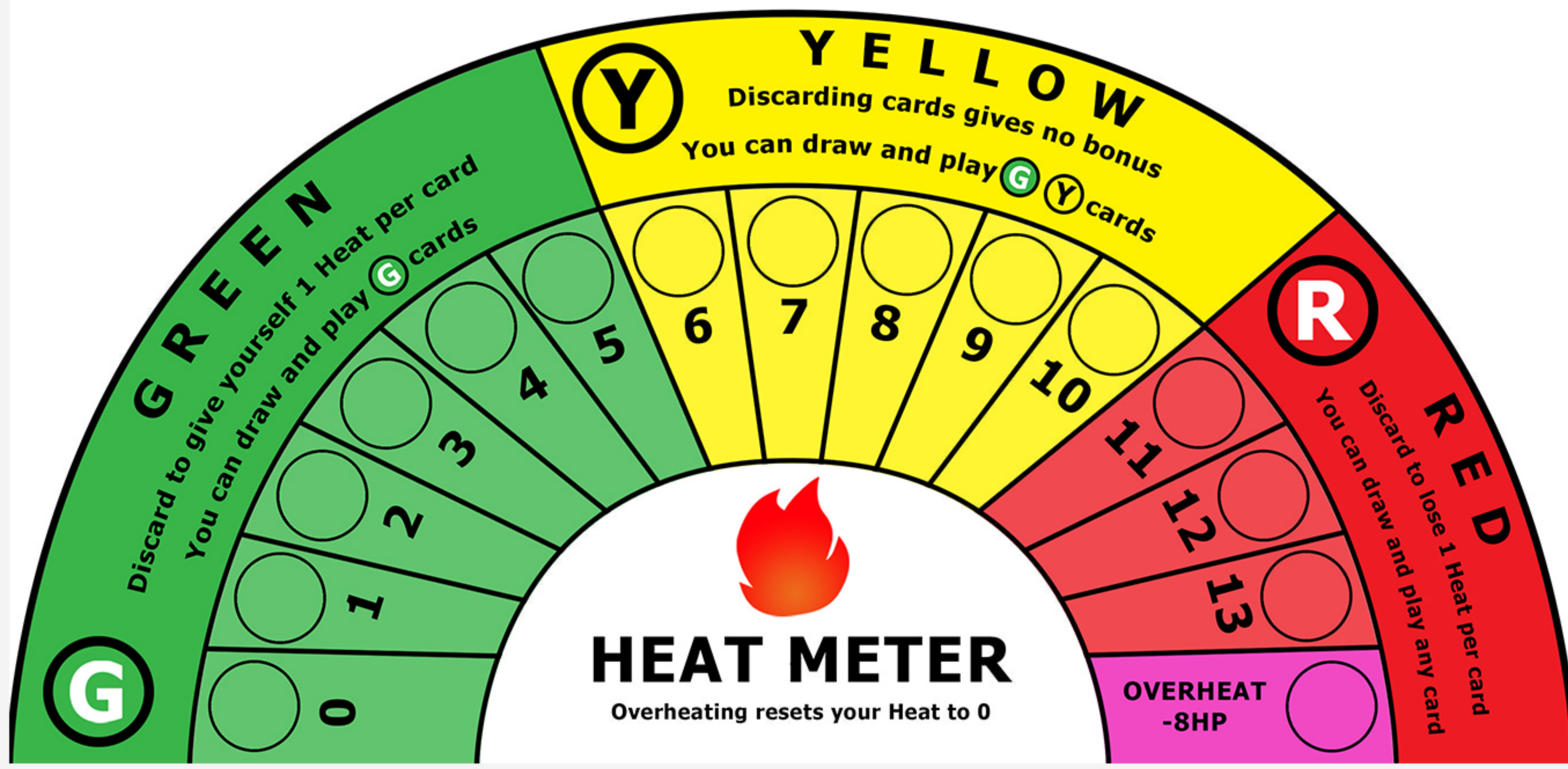
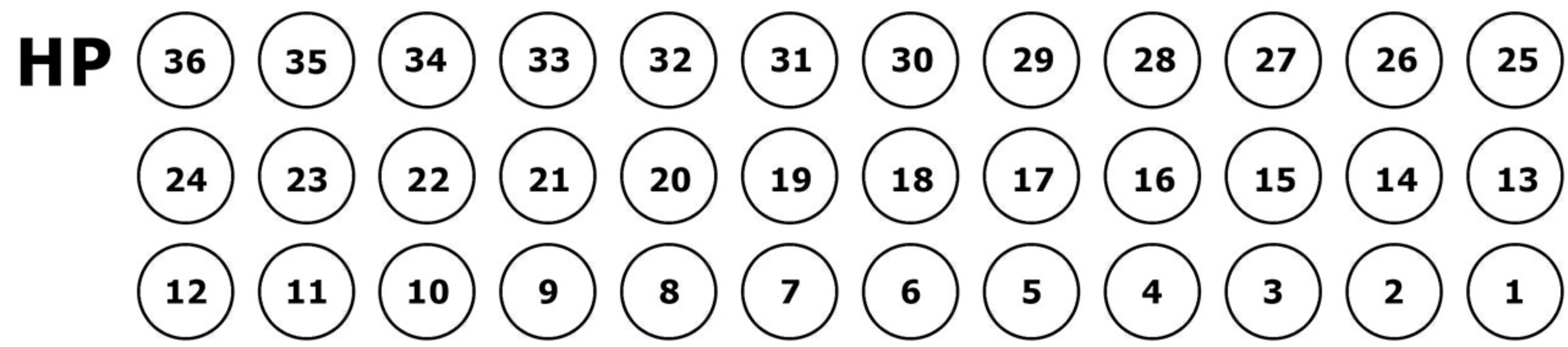


System Design

| Creating Counterplay |



- Players were consistently reporting that they felt they couldn't do enough to their opponent. Many felt like the RNG nature of attack accuracy made it too difficult to make any meaningful impact on their opponent.

- A desperate need for additional counterplay options was clearly evident. I decided to take a multi pronged approach to dealing with this issue.

- There are 2 different types of attack damage in the game; Direct targets the player's Health, and Heat targets the player's Heat Meter. Both are dealt in an attack. By making Heat Damage never miss, it ensured that even if a player was getting bad rolls they would at least be impacting their opponent in some meaningful way by disrupting their Heat Level, and thus the length of time they could stay in a powerful position.



The card features a green border. In the top left is a green circle with a white 'G'. In the top right is a pink starburst with a white '2'. Below these are two red flame icons, each with a white '1'. The title 'Burst Ammo' is centered in large black font. Below the title is the text: 'If enemy Heat is / add an additional  to your Heat Meter.' At the bottom, the word 'BATTLE' is written in white on a dark grey background.



The card features a red border. In the top left is a red circle with a white 'R'. In the top right is a blue shield with 'BEAT' and '8' in white. Below these is a blue flame icon with a white '-1'. The title 'Mountain Peak' is centered in large black font. Below the title is the text: 'Incoming Heat Damage will also miss you if the incoming attack misses.  to your Heat for each attack that misses.' At the bottom, the word 'MOVEMENT' is written in white on a dark grey background.

- Adding additional effects to cards enhanced this method of counterplay by allowing them to deal more Heat Damage in different contexts. Boosting the overall Heat Damage of every card also greatly helped in giving players a feeling they were doing meaningful damage.

- Players were at a disadvantage if their opponent was at a higher Heat Level, as they could use more powerful cards against them. I created cards to specifically be used in this situation, they would deal lots of Heat Damage to their opponent if they were in a higher Heat Level. This doubled as a great catch-up mechanic and as a quick option to dethrone their opponent by forcing them to Overheat given their proximity on their Meter.

- Adding defense cards with effects that countered this gave players a way to deal with these strategies. Both letting them feel the satisfaction of defending their place on their Heat Meter while ensuring a constant back and forth between players.