

## Peer Review Response

Our group has recently rolled out a questionnaire that will give us feedback of our CCG's alpha build. Our game was far from finished at those stages so there are some criticisms that are to be expected. With this peer review, we will address and respond to some of the major key points that have been given us.

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*"Mob Doctor is also really good, but I think increasing the mana by 1 would make it a bit better as it won't be able to heal early."*

During our post alpha tests, we have been able to make changes to some of the card lists – moving cards around was an absolute necessity to the structure of the mana curve, specifically the Mafia set (which was to be a control deck). This was one of the major problems with the overall gameplay: it was largely unbalanced, which was addressed for the final game - beginning by indeed increasing the Mob Doctor's cost by 1 Mana.

*"The Mad Siren has a good ability that helps the player, though I think lowering it by 1 will make it much better."*

We had to keep the Mad Siren at 5 mana cost; this was purely out of a need for appropriately balancing these powerful cards. making it any less than this will cause the Aggro build of the Punk deck to overpower the Mafia's control deck easily, whereas pricing it higher would make it feel *too* expensive. Although we did not change the Mana cost of the Mad Siren, we instead chose to alter its ability. Instead of stealing 2 played cards, it now steals 1 as well as dealing an additional '2' spell damage upon sending to the graveyard - keeping it valuable whilst neutering its instant game-ending capabilities.

*"The Plague Warrior card wouldn't insert on the board."*

We have since addressed this issue - which was primarily a fault of our own lack of elaboration on what the card does.

The Plague Warrior/Plague Bearer card is meant to be placed onto the *opponent's* board and cloned every turn until it there are no space for them to a play a card. We have adjusted the description on the card as well as altering the README file included with the game to incorporate this information accordingly. In addition to those changes, the card type has been changed from Spell to Trap with a corresponding green frame, helping to differentiate the cards more easily.

*"It was hard to tell which were the taunt cards because of the same layout."*

This, too, has been addressed; each type of card now has original designs produced by our art team, allowing for easy distinguishing between Taunts and regular Minions. Taunt Cards for the Punk deck are coloured orange with 'grime' covering the frame, whilst the Mafia's are dark purple but are otherwise similar.

*"Attorney stole 2 cards when detailed to steal one."*

This card has gone through some changes over the past few weeks; most recently, however, we have opted to change it to a Taunt card that increases its attack by 2 whenever it receives damage. Making this a Taunt card with an extra ability felt reasonable for being more on the 'control' side of gameplay, belonging to the Mafia deck.

*"The Cards Like Judge, Jury and Executioner, The Attorney and the made man felt a bit of high and hard to get to for ability that isn't very strong to use."*

Changes have been applied to the cards from the alpha build. The Judge, Jury and Executioner have now been changed from a 5/5 to a 6/6 and are now valued at a cost of 10 mana. In addition to this, the 'Battlecry' cloning ability remains the same - but 1 Mana is required for each attack. The Attorney, as previously mentioned, has been adjusted to fit more in line with the Control aspect of the Mafia's gameplay.

*"Some descriptions didn't actually explain what they do like the forcefield doesn't tell me the strength of the shield or What its protecting."*

After further discussion, the forcefield idea has now been scrapped entirely. Our main problem with the overall idea was the scripting of the protection mechanic, as it ended up proving too complex. Instead, we decided to replace the card outright and instead have provided the Mafia with a weapon they can use to strike back at the Punks' arsenal with an 'EMP Striker' card – a 3/3 Weapon card costing 3 mana.

*"From Row 1 to 7, The Cards seem a bit too weak and might make the player struggle a bit when they can't defend or attack the player."*

After receiving this feedback, we decided to add more abilities to the cards overall. One example is applying the 'Deathrattle' ability to both the Biometrics Engineer and the Proto Raider cards, helping to buff some of our more expensive Minion-class cards and give them more of a fighting chance.

We ended up disagreeing with giving the Plague Bearer card similar treatment, however. Allowing the card to have 2 health-points can cause severe balancing issues – without sufficient firepower, the card would multiply faster than it could be destroyed and would subsequently immediately win the game.

*“The Barman feels pretty good with its ability, but I think lowering the mana by one could help the player get him earlier and fight back against the enemy”*

The Barman/Bartender card has now been changed to a 2/3 card with a cost of 7 mana. This cost felt more befitting for the value of its Deathrattle, which allows it to clone itself twice upon being destroyed.

Again, we disagreed with this feedback – purely due to balancing issues with the ‘control’ aspect of the Mafia set. This type of deck is a late game destroyer – having the Bartender deal decent damage and clone itself twice when the original is defeated could only be 7 Mana or higher due to its raw utility.