

The title "DRAGON WARS" is rendered in a bold, black, gothic-style font. The word "DRAGON" is on the top line and "WARS" is on the bottom line. The letter 'O' in "DRAGON" is replaced by a circular emblem containing a dragon. The letter 'A' in "DRAGON" is replaced by a stylized dragon head facing left. The letter 'S' in "WARS" is replaced by a stylized dragon head facing right. The background is aged, yellowish-brown paper with red ink splatters and stains.

**DRAGON
WARS**

ANSHU PATEL

GAMRZ - Kodi, Sophie, Tristan

PERSONAL DEFINITION: A game is an optional interactive activity with at least one participant, governed by rules that can potentially be altered. Players have the freedom to define their own goals within the game's limitations. Participation is a choice, a goal or objective (including fail/pass conditions) is present, and players take actions while responding to the game or other participants through interaction.

I developed this definition in my Games and Interactivity class after we had discussed what makes something a game. I reflected on games I have played across different mediums, whether it be board games, video games, and group activities, and noticed the elements they all shared: rules, choice, goals, and interaction. Lectures in our AET Foundations class helped me see how games have to balance structured rules with player creativity and engagement. Thinking about these ideas in class made me more aware of the core features of games and guided me in creating a clear and flexible definition that encapsulated what a game is to me.

ANSHU PATEL

GAMRZ - Kodi, Sophie, Tristan

TEAM DEFINITION: A game is a voluntary activity with rules where players make choices, take actions, and interact to reach goals or outcomes. Games can involve competition, cooperation, or personal challenges, and players are free to define strategies within the rules.

Our team workshopped several ideas and discussed what key elements make an activity a game. We considered participation, rules, interaction, goals, and the role of strategy. After discussing and refining our ideas, we voted on the final definition, which represents the elements we all agreed were most important for capturing what a game is.

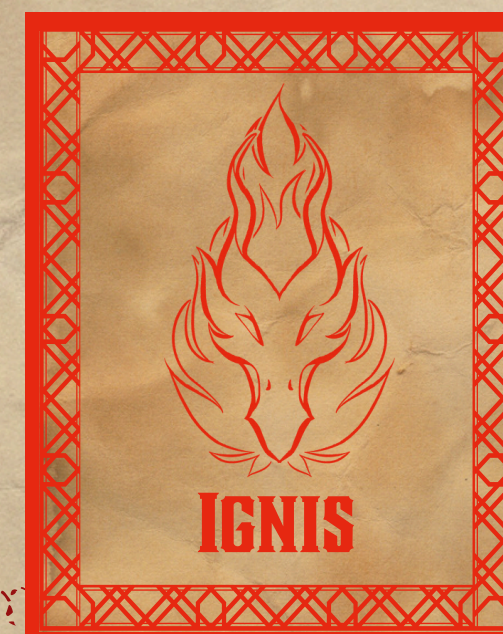
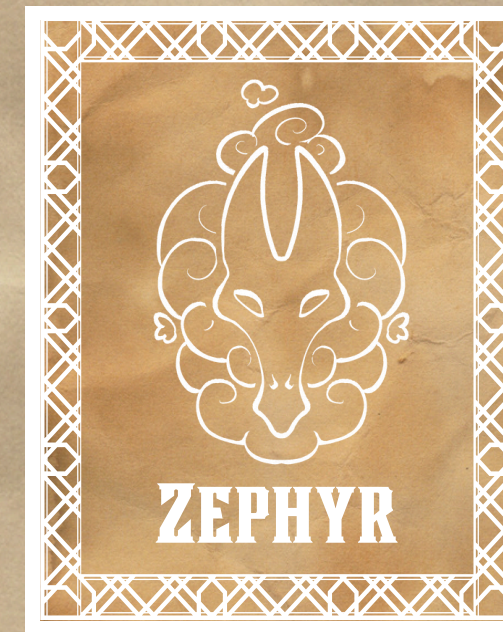
Dragon Wars fits both my personal definition and the team's definition of a game. Players choose to participate, so it is voluntary. The game has clear rules that guide play and actions. Players have a goal, which is to reduce opponents' hearts to zero and be the last dragon standing. Players make choices each turn about which cards to play. Interaction is important because players respond to each other and use strategy to attack, defend, or rally. The game includes competition and personal challenges. Dragon Wars meets all the key parts of our definitions: voluntary play, rules, goals, choices, interaction, and strategy.

KODI KHIRAOUI

GAMRZ - Anshu, Sophie, Tristan

AESTHETIC: The aesthetic of Dragon Wars is inspired by medieval dragon art while staying minimalistic and modern. The world is set during a time where dragons fight for resources and dominance on a hidden continent on Earth. This triggers a war where every dragon is against each other. The characters are Ignis the Flame Dragon, Aqua the Water Dragon, Tempest the Lightning Dragon, Vipera the Venom Dragon, and Zephyr the Air Dragon. We chose this aesthetic because we wanted to add more of a dramatic, immersive, fantasy story to the game.

INSPIRATION: Draconia, Century; Age of Dragons, Wings of Fire.



SOPHIE SCOTT

GAMRZ - Anshu, Kodi, Tristan



NEW CARD: The card we added is called Thwart. It's purpose is to prevent another player from acting, similarly to the "Block" card in Uno. We wanted our card to be unique, and add an extra level of strategy and complexity to the game, and this shows in it's design. It is not a purely defensive or offensive card; instead, it exists in between.

Ultimately, we believe that our new card improved the gameplay experience. It made games longer, and created new dynamics between the players. It also added an emotional component to the game, causing players to feel surprised or betrayed when the card was played.

DESCRIPTION: Stops another dragon from acting that turn. To use Thwart, you must also play the color card of the dragon you want to block.

Thwart negates Slash, Rally, and Fend, even if Fend would have successfully blocked damage or caused the user to lose a heart. Only valid when more than 2 dragons are in the battle.

NOTE: This card cannot be used by the same player consecutively (you can't play Thwart on back-to-back turns).



TRISTAN TENG

GAMRZ - Kodi, Sophie, Anshu

CRITIQUES: During our in-class QA session, we got feedback that the Thwart card was unclear and unbalanced. Players were confused about when it could be used and how it interacts with Fend and Rally. Outside playtesting and team feedback also showed that using Thwart on consecutive turns can disrupt gameplay and reduce strategy and fun.

TRISTAN TENG

GAMRZ - Kodi, Sophie, Anshu

CHANGES:

- **Clarified Thwart Usage:** We updated the rules to state very clearly that Thwart requires the color card of the target dragon to be played, just like Slash, Rally, and Fend. This makes the card's usage consistent with existing mechanics. We specified that Thwart negates Slash, Rally, and Fend, even if Fend would have otherwise blocked damage or caused a loss of a heart. This resolves confusion around card interactions. We clarified in the rules again that Thwart is only valid when more than two dragons are in battle, addressing confusion in smaller battles.
- **Usage Limitation:** Based on playtesting feedback, we added a restriction preventing the same player from using Thwart on consecutive turns. This maintains balance and prevents gameplay from being not so fun by repeated Thwart usage.