

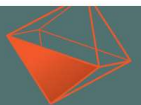
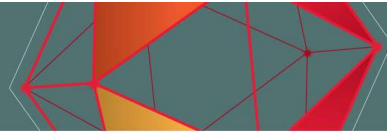
GDC[®]

Indie Soapbox

Justin Ma
Co-founder Subset Games

GAME DEVELOPERS CONFERENCE[®] | MARCH 19-23, 2018 | EXPO: MARCH 21-23, 2018 #GDC18

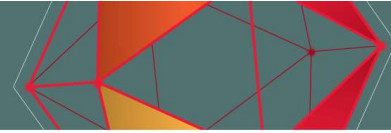


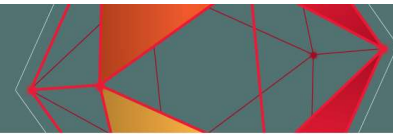




Name	Description	JP Cost	Job
Equip Axes	Equip axes, regardless of job.	170	Squire and special jobs that replace it.
Beastmaster	Adds an ability to all monsters in neighboring tiles with an elevation difference of 3h or less.	200	
Defend	Defend oneself against an attack. Adds the Defend command.	50	
JP Boost	Increase the amount of JP earned in battle.	200	
Throw Items	Throw items within an increased radius, even if not a Chemist.	350	Chemist
Safeguard	Prevent equipment from being destroyed or stolen.	250	
Reequip	Change equipment mid-battle. Adds the Reequip command.	0	
Equip Heavy Armor	Equip helms and armor, regardless of Job.	500	Knight
Equip Shields	Equip shields, regardless of Job.	250	
Equip Swords	Equip swords, regardless of Job.	400	
Equip Crossbows	Equip crossbows, regardless of job.	350	Archer
Concentrate	Make attacks unblockable. If an enemy is in the targeted tile, it will always be a hit.	400	
Arcane Defense	Take less damage from magickal attacks.	400	White Mage
Arcane Strength	Inflict greater damage with magickal attacks.	400	Black Mage
Barehanded	Deliver more powerful unarmed attacks, even if not a monk.	200	Monk
Poach	Deliver slain monsters' remains to a poachers' den.	200	Thief
Defense Boost	Take less damage from physical attacks.	400	Mystic
Swiftness	Shorten charge time.	1000	Time Mage
Attack Boost	Inflict greater damage with physical attacks.	400	Geomancer
Equip Polearms	Equip polearms, regardless of job.	400	Dragoon
Equip Guns	Equip guns, regardless of job.	800	Orator
Tame	Force a critically wounded enemy/monster to become an ally.	500	
Beast Tongue	Gain the ability to use Speechcraft against monsters, even if not an Orator.	100	
Halve MP	Reduce MP consumption by half when using magicks.	1000	Summoner
Equip Katana	Equip katana, regardless of job.	400	Samurai
Doublehand	Wield a weapon with both hands, increasing its destructive power.	900	
Dual Wield	Wield a weapon in each hand, attacking twice each turn, even if not a ninja.	1000	Ninja
EXP Boost	Earn more EXP for the same actions.	350	Arithmetician
HP Boost	Increase maximum HP by 20 percent.	2000	Dark Knight
Vehemence	Increase attack power by 50 percent and decrease defensive power by 50 percent.	400	





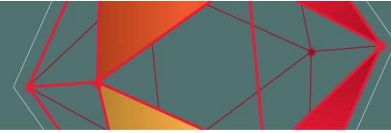


JP Boost (or "Gained JP UP")

- Increases Job Experience gained by 50%
- Saves time leveling
- Feel no choice but to use
- Evil

		170	
Boost			special
			jobs that replace it
	against an attack. Adds the Defend command.	60	
JP Boost	Increase the amount of JP earned in battle.	200	
Throw Item	Throw it. If not a Chemist	250	
			Chemist
Reequip	Change equipment		
Equip Healer		50	





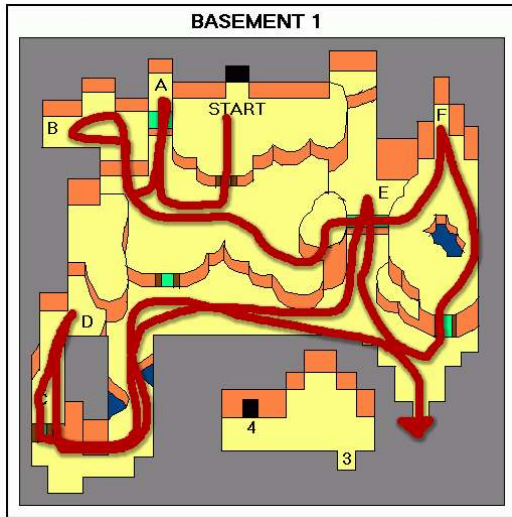
Other Gaming Neuroses

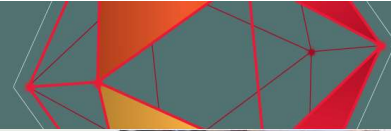
Fear of Missing Out

Completionist-ism

Speedrunning ??

JK JK





Real “Min-Maxing”

Min-Maxing is the character-building strategy of maximizing a specific desirable ability, skill, or other power of a character and minimizing everything else, seen as undesirable.

- *the internet*

Home Tools Rogue - Swashbuck...

1 / 3 125%

DUNGEONS & DRAGONS®

Raife Remora
CHARACTER NAME

Rogue 3
CLASS & LEVEL

Urchin
BACKGROUND

Andrew
PLAYER NAME

Human
RACE

Chaotic Good
ALIGNMENT

3
EXPERIENCE POINTS

STRENGTH
13
+1

DEXTERITY
18
+4

CONSTITUTION
18
+4

INTELLIGENCE
11
+0

WISDOM
16
+0

INSPIRATION
0

PROFICIENCY BONUS
+2

SAVING THROWS
+1 Strength
+6 Dexterity
+4 Constitution
+2 Intelligence
+3 Wisdom
+4 Charisma

ACROBATICS (Dex)
+6
ANIMAL HANDLING (Wis)
+4
ARCANA (Int)
+0
ATHLETICS (Str)
+6
DECEPTION (Cha)
+0
HISTORY (Int)
+0
INSIGHT (Wis)
+0
INTIMIDATION (Cha)
+0
INVESTIGATION (Int)
+2
MEDICINE (Wis)
+0
NATURE (Wis)
+0

ARMOR CLASS
16

INITIATIVE
+8

SPEED
30

HIT POINT MAXIMUM
36

CURRENT HIT POINTS
36

TEMPORARY HIT POINTS
0

TOTAL
3

HIT DICE
1d8+4

SUCCESSES
0/0/0

FAILURES
0/0/0

DEATH SAVED
0/0/0

PERSONALITY TRAITS
I sleep with my back to a wall or tree, with everything I own wrapped like a bundle in my arms.
I ask lots of questions.

IDEALS
The low are lifted up, and the high and mighty are brought down. Change is the nature of things.

BONDS
I sponsor an orphanage to keep others from enduring what I was forced to endure.

FLAWS
It's not stealing if I need it more than someone else.

ROGUE:
Sneak Attack +2d6
Expertise: Perception, Athletics

THIEVES' CANT
Cunning Action

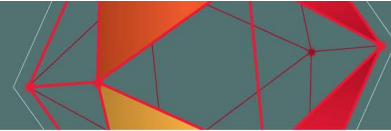
Up next
DUNGEONS & DRAGONS CLASS BREAKDOWNS THE ROGUE
Dungeons & Dragons 5e Tutorial "Class Breakdowns Workshop," Digital Dungeon Master

(5E D&D) The Overpowered Swashbuckler and Rolling
61,260 views

589 161 SHARE

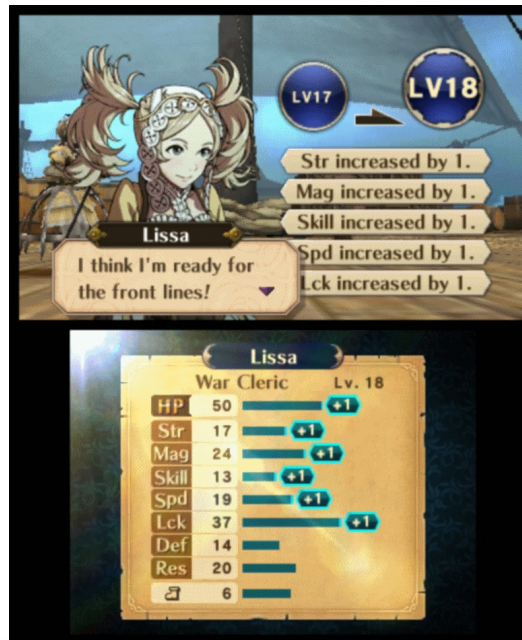
AUTOPLAY

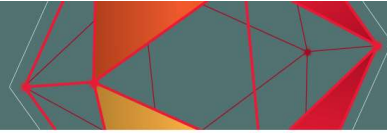




“Min-Maxing Curse”

The compulsion to play most optimally...
even at the expense of having fun





Concessions

Sometimes it's necessary

Sometimes it's fun

Sometimes you don't care





Defining the Problem

1 – Fun VS Time When being time efficient is less fun





Defining the Problem

1 – Fun VS Time

Positive
2 – **Feedback**
Loops



When you scale faster
than the game expects



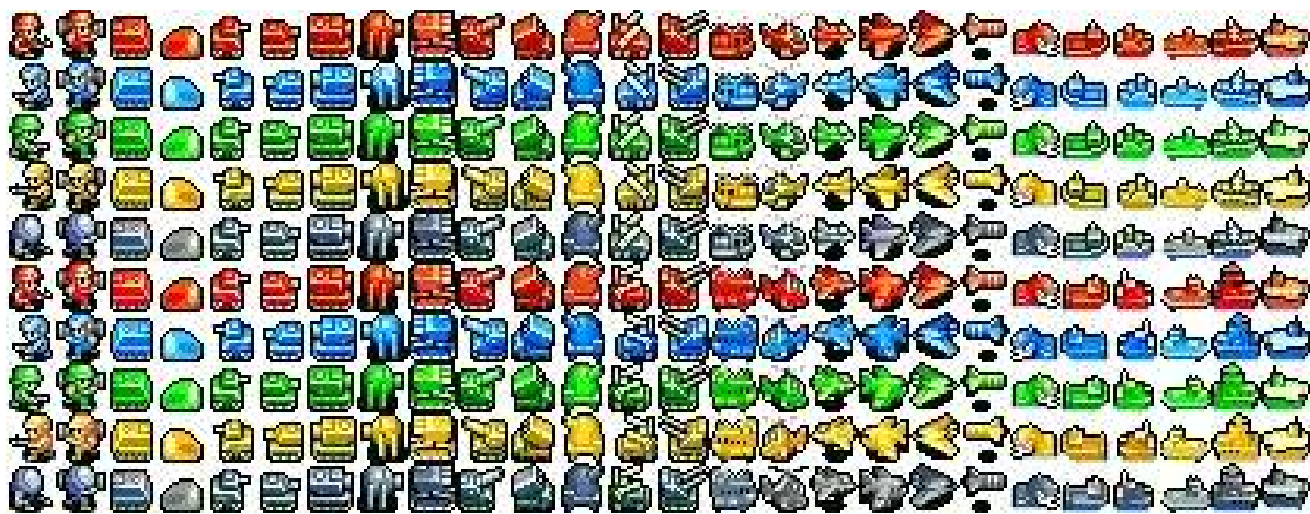


Defining the Problem

1 – Fun VS Time

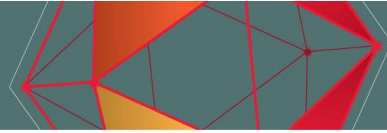
Positive

2 – Feedback
Loops



3 – **Optimal Strategy** Why risk learning when one thing works





Defining the Problem

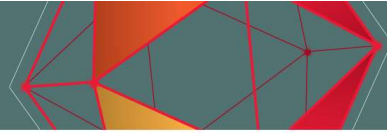
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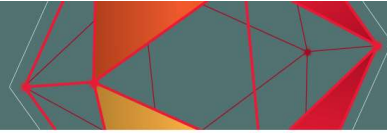


SUMMARY

If the benefit is obvious I feel “forced” to optimize
EVEN if it means I have less fun!

(help me)

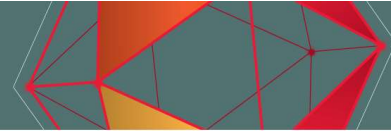




Tips to Avoid Min-Maxing Traps

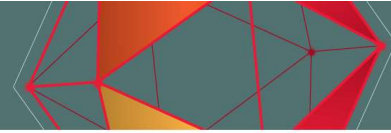
1. Try to avoid “**increases resources gained**” mechanics
2. Try to prevent there being an ‘**optimal**’ playstyle
3. Don’t force the player to **choose between fun and time efficiency**





Not Perfect





Don't Feed the Min-Maxer

Thanks!

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