



LAST SHOT

Olivia Wang



Overview

Number of players: 2

Theme: Wild West

Core Movements: Power Up, Attack, Defence,
Release Skill

Victory Goal: Kill your opponent



Action

Action Card Selection

Each player selects 2 Action Cards from their hand and places them face down.

Reveal & Choose

Both players reveal their two selected cards simultaneously.

After revealing, each player take back the two cards, choose one of them to be active, put the one active card facing down, count to 3 together, and reveal at the same time.

Pay Costs & Resolve

Pay the required EP cost of your chosen Action Card.

Resolve the selected actions simultaneously:

If both players attack, both take damage unless blocked.

If one attacks and one defends, follow the defense rules.

Action	Trigger	Complexity / Difficulty Source	Reward
Shoot	Have ≥ 1 EP	EP cost (1), must predict opponent is not defending	Deal 1 damage
Boost Shoot	Have ≥ 2 EP & be within range ≤ 3	High EP cost (2), limited range, blocked by Super Defense only	Deal 1 damage, bypasses normal defense
Defense	Always available	Low cost, but can fail if opponent uses Boost Shoot	Blocks basic Shoot
Super Defense	Have ≥ 2 EP	High cost, risky if opponent doesn't attack	Blocks any attack, reflects 1 dmg
Load Bullet	Always available	No cost, but gives up aggression that turn	+1 EP
Gain Skill	Have ≥ 1 EP	EP trade-off, delays payoff	Gain 1 Skill Card
Advance / Retreat	Move phase based on dice roll (1d6)	Unpredictable position due to dice; map traps/hazards add risk	Change distance to control skill use / avoid obstacles

Design Pillars



Prisoner Dilemma

- Tricking the opponent into making a mistake through action selection and resource fakes

Resource Strategy

- Manage resources for stronger attacks or defences.

Asymmetric Skill Interference

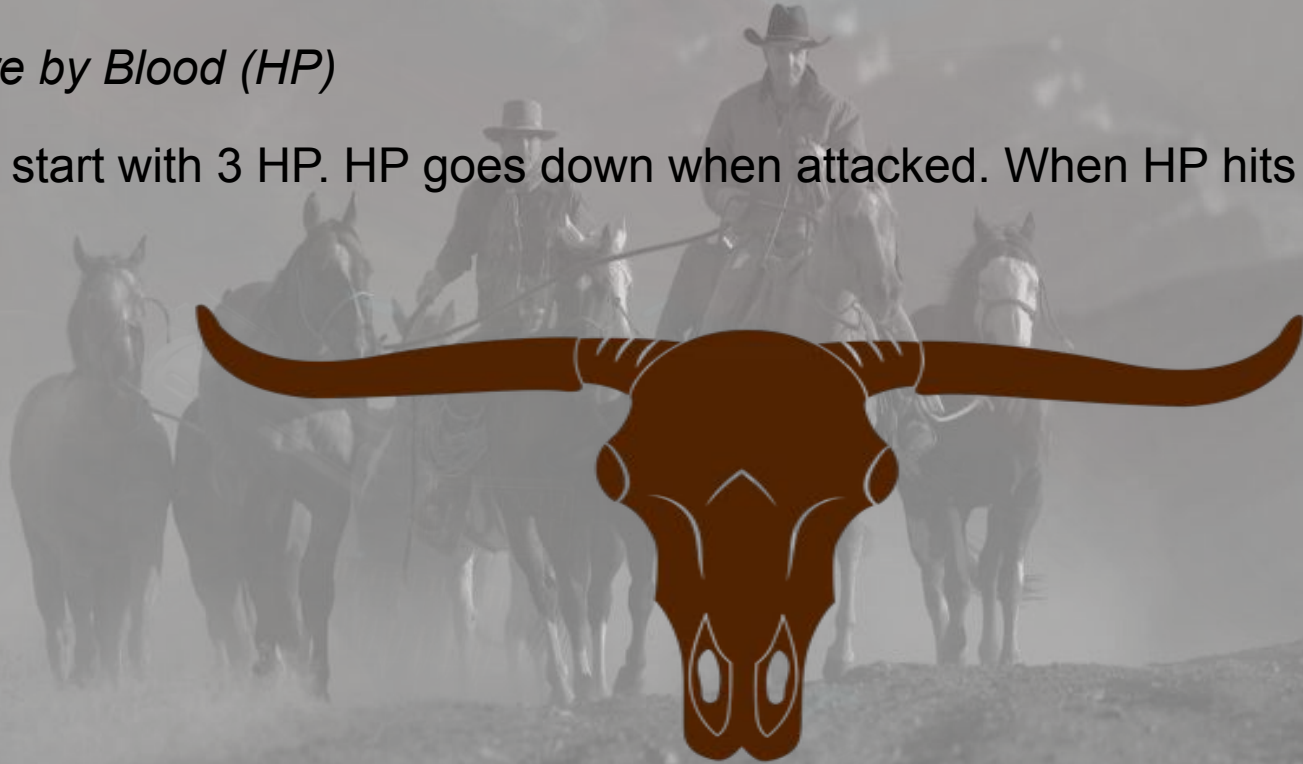
- Skill cards disrupt expected outcomes, allowing players to interfere with opponent strategies—stealing energy, locking skills, forcing misplays.

Progression and Pacing

Progression

Measure by Blood (HP)

Players start with 3 HP. HP goes down when attacked. When HP hits 0, game over.



Progression and Pacing



Pacing

Turn-Based Action with Simultaneous Reveal

- Every round, both players select two cards to show, after seeing opponent's card, both player choose one card to active, put on the table as back side, count to 3, and reveal at the same time, which makes the game feel snappy.

EP Cost of Actions

- Stronger actions require more EP.
- This naturally slows down players when they need to recharge, creating tempo spikes and rests. Function as pacing regulator.

Progression and Pacing



Early Game

Players mostly load bullets (EP) and test reactions

Use basic actions: defense, charge, simple attacks

Goal: Build resources while reading the opponent's habits

Mid Game

Players begin to use skill cards, Boost Shoot, and Super Defense

More movement across the board to reach strategic tiles (EP, teleport, avoid traps)

Bluffing intensifies: more fake-outs, delayed combos

End Game

Players go all-in with saved EP and high-risk plays

Skills become decisive (e.g., “Doctor”, “Sword & Shield”)

Death range tension: one wrong guess can lose the game

Pacing Speed: Fast-Medium

Each round is fast due to simultaneous action selection

Dice movement adds slight randomness, but no turn delay

Resource charging adds tempo breathing space, but each decision still feels urgent

Power

Player Power Curve

In Last Shot, the player's power increases non-linearly with Energy Points (EP):

This means the more EP you have, the more threatening you become, making each charge a step toward dominance.

Feedback Loop

The game uses a Positive Feedback Loop. Players who gain EP have access to stronger, more effective actions. This can lead to snowballing if not countered by skillful defense or resource denial

Skill Challenge

Reading the opponent's behavior and predicting bluff patterns

Timing attacks and defense precisely under pressure

Managing risk vs. reward in movement and positioning

Power Challenge

Building and managing EP through safe actions

Choosing when to invest energy for maximum impact

Timing Skill Cards for surprise or reversal



Perceived Difficulty

Skill Challenge

- Mental or physical tasks that test player mastery.
- Reading Bluff Patterns: Players must analyze their opponent's past behaviors, bluffing patterns, and energy level to anticipate actions.
- Timing Risk vs. Reward: Choosing the exact moment to commit a Boost Shoot or Super Defense based on imperfect information.

Ability Challenge

- Energy Management: Powerful actions require more EP, so players must plan ahead to build and spend energy effectively.
- Skill Card Timing: Knowing when to play rare or game-changing skills like "Present" or "Sword and Shield" creates power-based tension.

Balance

- Powerful moves are usually costly, Boost Shoot, Super Defense, and Skill Cards have steep EP requirements. This prevents constant overpowering moves. encouraging strategic thinking.

Resources

Central Resource: Energy Points (EP)

Start with 1EP, +1 EP per “Load Bullet” action

1 EP for Skill Cards

1 EP for Normal Attack

2 EP for Boost Attack or Super Defense

Secondary Resource: Health Points (HP)

Start with 3 HP, not regenerable except via “Doctor” skill, Lost when taking damage from attacks

Used to measure progression (reaching 0 HP ends the game)



Maneuvering

A 1x10 linear map: players start at opposite ends

Movement Mechanic:

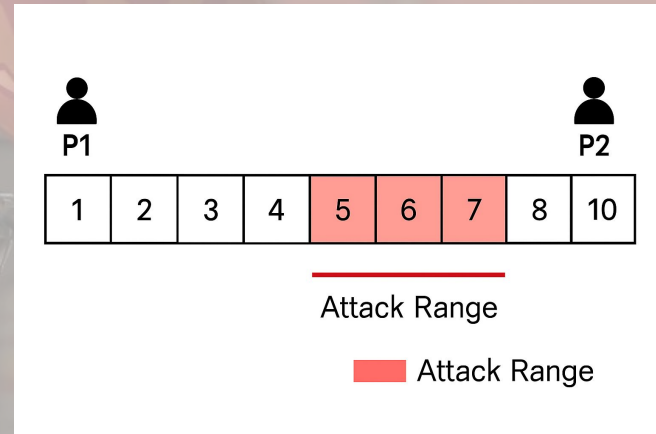
At the start of each round, players roll a dice. Players may move up to that many spaces forward or backward. Movement affects attack range and skill effectiveness

Range-Based Tactics:

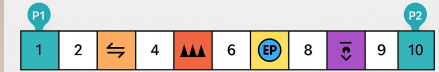
Boost Shoot only works at distance ≤ 3

Melee-style skills can only hit at distance = 1

Movement becomes key to baiting, dodging, or closing in



Maneuvering



Rotating / Moving Tile Objects

Shifting Platforms – Tiles 2 & 8: Slide left/right every 2 turns. Push player if standing on them (risk falling off edge: -1 EP)

Spike Strip – Tile 5: If you end your turn here, take 1 damage

EP Tile - Tile 6: If a player ends their movement on that tile, they collect +1 EP. Once collected, the token refresh when the player leave that tile.

Teleport Tile – Tile 7: Instantly transports the player to tile 2 or 9 (player's choice)

Avoidance of Triggered Obstacles

Avoid Spike Strip damage/being pushed off by shifting platforms/teleport into enemy range

Choose between safety and energy pickups

Prisoner Dilemma



- Players simultaneously choose their action each turn, without knowing what the other will do. If both players defend or wait, nothing happens—safe but slow.
- If one attacks while the other defends or loads energy, the attacker gains an advantage. If both attack with high-cost moves, both may suffer heavy losses.
- Bluffing and baiting your opponent into wasting their energy or making a poor move is the core tension.
- Success depends on trust-breaking, prediction, and emotional misdirection.
- Every round is a test of “Do I strike now or wait?”—just like the classic Prisoner’s Dilemma: betray for a short-term gain, or wait and risk being punished.

Decisions

Minor:

Choosing to move 1 or 2 tiles when the opponent is far away.

Playing a low-impact skill card when unsure of timing.

Important:

Deciding whether to use a skill card now or save EP for later.

Critical:

Committing to "Boost Shoot" and risking 2 EP if the opponent defends.

Social Dilemma:

Bluffing an attack while defending, or predicting if your opponent is bluffing.



Randomness

Independent Randomness:

Dice of Chance: roll on an attack hit to trigger Blast or Penetrate Defence, or moving tiles.

Dependent Randomness:

Skill cards are drawn from the public pile.

Cards have a variety of effects (e.g., counterattacks, hand changes, blockades, etc.)

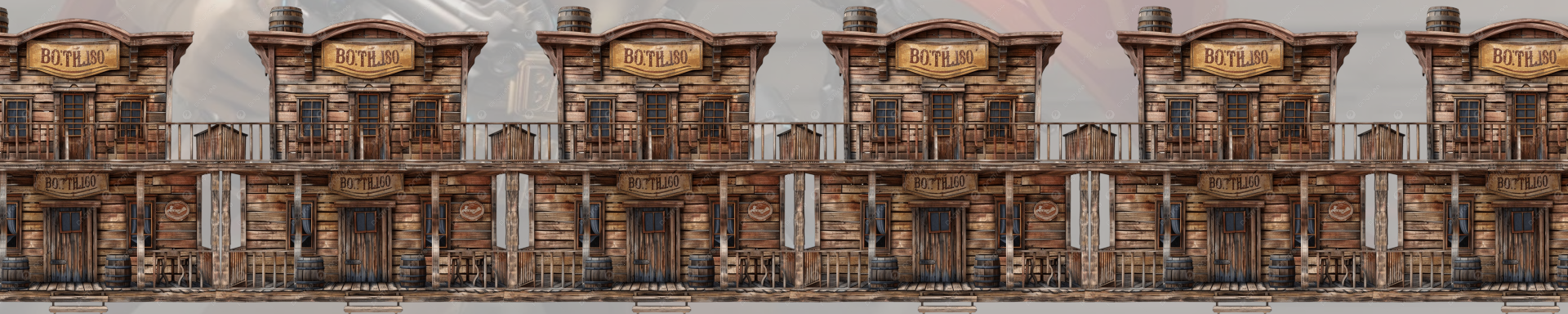


Engagement

Fast-paced, highly interactive, zero learning costs

Each round is a psychological battle to predict your opponent.

The game is small in size, suitable for anytime to start the game



Playtest Metrics

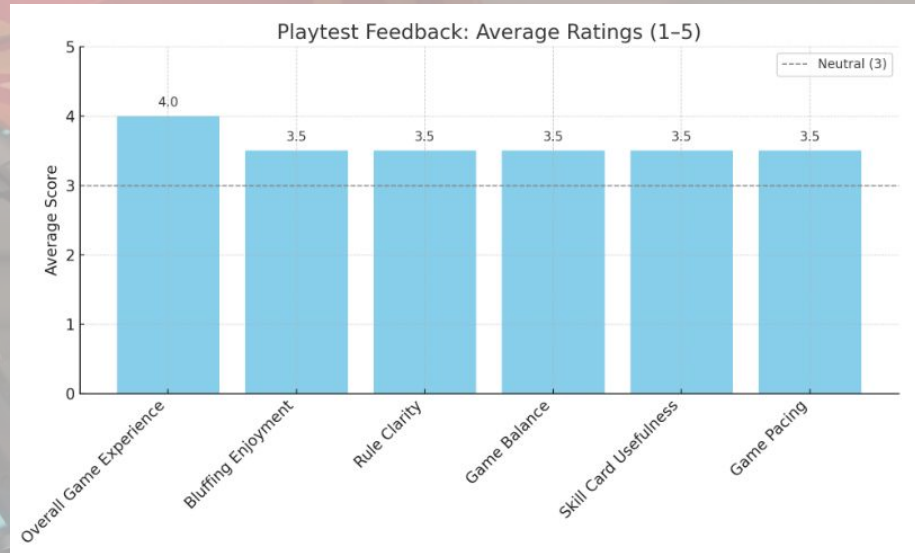
Bluffing Fun – critical to the game's core identity

Skill Card Usefulness – shows whether utility systems work

Game Pace – reveals how snappy the play loop feels

Clarity of Rules – reflects onboarding quality

Metric	Avg. Score (out of 5)
Overall Game Experience	4.0
Enjoyment of Bluffing Mechanic	3.5
Rule Clarity	3.5
Game Balance	3.5
Usefulness of Skill Cards	3.5
Pacing (Too Slow → Perfect)	3.5



Statistics

Scores received: [4, 4]

Mean: $(4 + 4) \div 2 = 4.0$

Median: Middle value = **4.0**

Standard Deviation:

$\sqrt{((4-4)^2 + (4-4)^2 \div 2)} = 0.0$ (no variation)

I chose Overall Game Experience as the metric to analyze because it reflects the player's total emotional and strategic satisfaction with the game.

This tells me that even with a small sample size, the responses were consistent and positive. It suggests that the core experience is fun, understandable, and engaging.



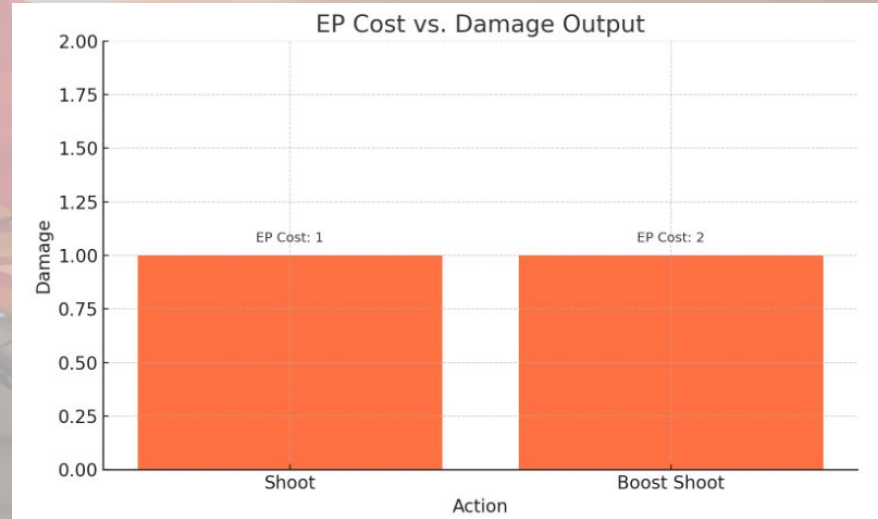
Numerical Relationships

The game avoids exponential scaling to maintain fairness.

Most mechanics follow linear or identity-based models for clarity.

Some actions deliver conditional returns, introducing calculated risk.

Skill cards operate on a utility-based model, offering tactical flexibility rather than raw power.



Final Analysis

Summary of Observations & Metrics

Bluffing and social tension were positively received and seen as the game's highlight

Skill card effects were useful but occasionally unclear or situational

Game Design Pillars – Did I Stay True?

- Prisoner's Dilemma / Social Bluffing
- Resource Strategy (EP & HP)
- Asymmetric Skill Interference

Improvements for Future Iteration

Bigger Map

Add icons and color coding on skill cards for better clarity and usability

Adding action cards that cost more EP





Thank You!

