

GDC[®]

The Design Challenges of 'Legacy' Games

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Spoilers





No, for real





Sorry





What's a Legacy Game?

Challenge #1: Foundations

Challenge #2: Motivation

Challenge #3: Narrative

Challenge #4: Rules

Challenge #5: Playtesting

Questions





What's a Legacy game?

1. Multiple sessions of the same game, that permanently changes with each session, based on choices the players make collectively or individually, and follows a narrative.





What's a Legacy game?

1. Multiple sessions of the same game, that permanently changes with each session, based on choices the players make collectively or individually, and follows a narrative.
2. Or not.





Legacy games that exist

Risk Legacy (2011)

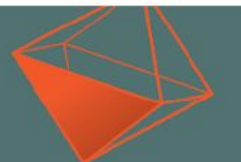
Pandemic Legacy: Season 1 (2015)

SeaFall (2016)

Gloomhaven (2017)

Pandemic Legacy: Season 2 (2017)

Charterstone (2018)





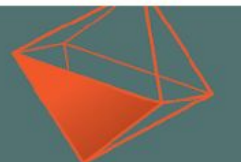
Coming soon

Betrayal Legacy (2018)

Aeon's End Legacy (2018)

Ultimate Werewolf Legacy (2018)

Arydia: The Paths We Dare Tread (2019)





Challenge #1: Foundations

Who is this game for?





Challenge #1: Foundations

Cooperative or Competitive?





Challenge #2: Motivation

"What do I get if I win?"





Challenge #2: Motivation

"I want to finish second by one point."





Challenge #3: Narrative

What story are we telling?





Challenge #3: Narrative

How much will the players
perceive?





Challenge #4: Rules

What is the “base” game?





Challenge #4: Rules

What is the cost of new content?





Challenge #5: Playtesting

Do we test wide or deep?





Challenge #5: Playtesting

How does campaign length affect testability?





Is it worth it?





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