

Game Balancing Report

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Game Summary

Hearthstone: Heroes of Warcraft

Publishing Date: December 14th 2014.



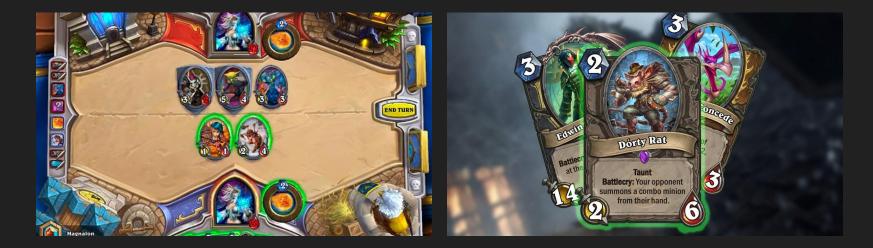
Hearthstone is a Collectible Card Game based on the lore of World of Warcraft. Each player assembles a custom deck of cards and battles other players with them.

Sustained Uncertainty



- Each player draws a minimum of 1 card each turn.
- Controlling the draw is important to reduce uncertainty.
- Perception of uncertainty varies from casual players to hardcore players.

Preventing Stagnation

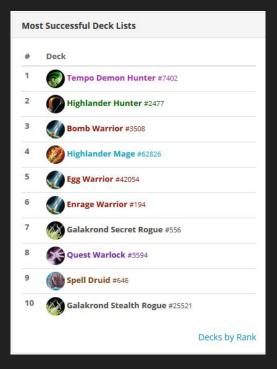


Help through the UI

Ability descriptions

Positive Feedback Loops

- Generally, a player wants to dominate draw and board.
- The more creatures a player has alive at the end of the turn, higher the chances of winning.
- Losing one trade off may be decisive.
- Uncertainty is lost on hardcore competitive games.



Player Equality and Equity

Summary

- Asymmetric game.
- Intrinsic relations in decks, but not in characters.
- Single win condition

Asymmetric game

- Characters with different abilities.
- One player starts first.

<u>Win rate</u>

51.65% vs 48.35%





Intransitive relations in decks, but not in characters.





Single win condition

You win when enemy's health is 0.

- Get hit
- Use some cards
- Not cards left.









In game currency: Mana



Non-accumulable, up to 10 mana each turn.

Card cost is not the same as its value.



Costs 4 mana. Value can be negative if the enemy has no cards on the table.

Powerful combinations are riskier.



<u>Early game decks</u>

- Aggressive
- Powerful individual cards
- Enemy hero as target
- Riskier

<u>Late game decks</u>

- Less aggressive
- Relay on card combos

Secret card based decks

• Can break other players experience.

 Hard to play against. Difficult to plan future movements.

