What I did for the midterm project was a variety of things. To start things off, the very first conceptualization of our midterm game originated from a pencil and paper game I played during high school. The game entailed a space-based strategy game where you control a fleet of ships and battle other ships and factions for territory and domination. Ship could obtain status effects depending on what happened, for example a ship that destroyed another ship may obtain the cocky status effect which increased damage, but lowered defense. The game was only played by me because the game ran on my imagination to determine random chance and what happened, and I never intended for the game to be played by other people, I mostly made the game to entertain myself during class. Fast forward to this class, and I decided I wanted to find a way to adapt my game into a playable form beyond the rules I made and beyond pencil and paper. Originally, I wanted the game to be more like the one I conceptualized in the pen and pencil version, but this came with its own problems, one such example being life points, in the pen and pencil version life points, defense, and damage calculations was a number that could range to the thousands and to keep track of something like that in a board game would be monstrous. Not only that but in the pencil and paper version I never moved the ships only the set pieces to simulate those ships were going somewhere, this wouldn’t work in a board game fashion because it would make the game boring for two or more players. I ended up having to compromise many parts of the concept and ended up with a chess-based game where ships could fire at each other and capture planets in a turn-based system. After my team agreed on the concept, my team were able to refine the game further into an actual working game. During the making phase of the game, we first experimented with an actual chess set thinking about what piece could do and balancing out pieces. Originally, we first planed for pieces like the rook to shoot diagonally and only be able to move cardinally, but that was scaped because it would have made the game less intuitive for new players. When we came with a working system, we then moved the actual board which was going to be longer and bigger that the 8 x 8 chess board we used earlier. We experimented further with planets and teleporting as well as status effects like a -2 range or +1 movement as well as fleshing out the rules to see what would be fair for both players. During all that, I had to make a game board, first I wanted to make the board out of paper to get feedback from my team to see if this were what they would want. After getting the green light, I then proceeded to make the physical board. First, I start with using pencil to draw out the dimension, then with a box cutter, I carefully cut the borders until I get the shape of the board. Next, I draw out the grid using a T-ruler, I make sure that each tile is around 1 and 1/16 inches for length and width. After making the grid, I then draw the planets, asteroid and chance tiles that were originally from the paper board on to the board. Finally, I color the board with marker and sharpie, carefully making sure I do not color outside of the lines. After I made the physical board, I then start on making the written rules of the game. After the midterm we intend to add the chance elements to the game to deviate the game further form traditional chess. The chance elements will come in, in the form of cards which may carry status effects or items that can drastically, or subtlety change the outcome of the game. We want to balance the skill-based aspects as well as the random aspects of the game, we want to make the player feel like they can win if they have the strategy and skill-based aspect down while giving the player a chance to bounce back if they are losing.