

# Contribution Report

This report shows all deliverables that group 23 had in creating the Coquitlam Crunch board game, and the percentage of the work completed per deliverable. Members include Jaiden Angeles, Ishant Mithrani, Archita Srivastava, and Chenhao Zheng. The deliverables include:

1. **Large Banner** - A prominent banner image showcasing the visually appealing game board.
2. **Game Title** - The distinctive title of the board game.
3. **Board Game Trailer** - A brief, engaging video of less than 3 minutes demonstrating how the game is played.
4. **Paragraph on inspiration from games** - A concise write-up detailing the games that inspired this creation.
5. **Statement of three game pillars** - A precise delineation of the game's core components: 'What', 'How', 'Why'.
6. **Thematic backstory** - An immersive narrative illustrating the characters, storyworld, and premise of the game.
7. **Visual Gallery** - An organized collection of images showcasing all game components, excluding the main board, such as cards, dice, player pieces, etc.
8. **Rule Book** - A comprehensive and easily accessible set of rules for playing the game.
9. **Group meeting log** - A detailed account of group meetings, demonstrating collaboration and progress.
10. **Playtesting log** - A thorough record of playtesting insights and subsequent game revisions.
11. **Flowcharts** - Clear and coherent diagrams showing the primary mechanics of the game in a structured format.
12. **Quantitative analysis** - A robust analysis demonstrating how game balance has been achieved through a thoughtful interplay of probabilities and design factors.
13. **Description of main game dynamics** - An in-depth exploration of successful strategies that have emerged during gameplay.
14. **Tradeoff & dilemmas** - Insightful descriptions of the various trade-offs and dilemmas that emerge during gameplay.
15. **Description of play session length** - A clear indication of the typical duration of a single play session.
16. **Print-to-play prototype** - A ready-to-use version of the game, available for download and print.
17. **Contribution Report** - A detailed report, available on the website, providing insight into each team member's contributions to the project.
18. **Created the website** - A user-friendly website showcasing all the project deliverables and the game portfolio in an engaging manner.

People	Deliverable Percentage	Deliverable Explanation
Jaiden Angeles	<ol style="list-style-type: none"> <li><b>1. Large Banner - 50%</b></li> <li><b>2. Game Title - 25%</b></li> <li><b>3. Board Game Trailer - 50%</b></li> <li>4. Paragraph on inspiration from games</li> <li>5. Statement of three game pillars</li> <li>6. Thematic backstory</li> <li><b>7. Visual Gallery - 50%</b></li> <li>8. Rule Book</li> <li><b>9. Group meeting log - 10%</b></li> <li><b>10. Playtesting log - 100%</b></li> <li>11. Flowcharts</li> <li>12. Quantitative analysis</li> <li>13. Description of main game dynamics</li> <li>14. Tradeoff &amp; dilemmas</li> <li>15. Description of play session length</li> <li><b>16. Print-to-play prototype - 50%</b></li> <li><b>17. Contribution Report - 25%</b></li> <li>18. Created the website</li> </ol>	<ol style="list-style-type: none"> <li>1. Using a template proposed by Archita, Jaiden designed the large banner by editing the board game tiles. This included designing the coloring of all tiles, the design of the event spaces, sabotage spaces, and terrain spaces, the board's color scheme, and where each spot should go and how many there should be. Also, if new special spots should be created.</li> <li>2. Everyone brainstormed and agreed on the game's title.</li> <li>3. Directed and recorded each individual clip alongside Chenhao. Then, edited, compiled, voiced, and produced the trailer with video editing software.</li> <li>7. Created the amount of cards necessary, the descriptions for each card to create a balanced game, a description on what the design should look like, and designed the backside of an event card and sabotage card (bomb and exclamation)</li> <li>9. Organized and led the fourth meeting and meeting minutes.</li> <li>10. Created the playtesting log, including the insights and revisions.</li> <li>16. Printed the physical board game through 9 glued pieces of colored paper on cardboard, adjusted the game on figma so it will fit. Printed and fit the player tokens on wooden chips.</li> <li>17. Tracked my own progress and others through the semester. Wrote my own section of the Contribution Report.</li> </ol>

Ishant Mithrani	<ol style="list-style-type: none"> <li>1. Large Banner</li> <li>2. <b>Game Title - 25%</b></li> <li>3. Board Game Trailer</li> <li>4. <b>Paragraph on inspiration from games - 100%</b></li> <li>5. <b>Statement of three game pillars - 100%</b></li> <li>6. <b>Thematic backstory - 100%</b></li> <li>7. Visual Gallery</li> <li>8. <b>Rule Book - 100%</b></li> <li>9. <b>Group meeting log - 60%</b></li> <li>10. Playtesting log</li> <li>11. Flowcharts</li> <li>12. Quantitative analysis</li> <li>13. Description of main game dynamics</li> <li>14. <b>Tradeoff &amp; dilemmas - 100%</b></li> <li>15. Description of play session length</li> <li>16. Print-to-play prototype</li> <li>17. <b>Contribution Report - 25%</b></li> <li>18. Created the website</li> </ol>	<ol style="list-style-type: none"> <li>2. Everyone brainstormed and agreed on the game's title.</li> <li>4. While the inspiration of the game came from 's idea, more game elements were added which Ishant wrote and put into a paragraph that depicted where we drew inspiration from.</li> <li>5. Wrote the what, how and why of the Coquitlam Crunch.</li> <li>6. Wrote a thematic backstory based on the actual Coquitlam Crunch that hikers and fitness enthusiasts regularly use.</li> <li>8. From everybody's ideas and collaboration, wrote the rules for the game based on the visual gallery and board game, going into further detail on how everything should be played.</li> <li>9. Organized and led the first and fifth meeting minutes. Compiled all the meeting minutes together to create the Group meeting log.</li> <li>14. Created the report of trade-offs and dilemmas that occur throughout the game.</li> <li>17. Tracked my own progress and others through the semester. Wrote my own section of the Contribution Report</li> </ol>
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Archita Srivastava	<ol style="list-style-type: none"> <li>1. Large Banner</li> <li><b>2. Game Title - 25%</b></li> <li>3. Board Game Trailer</li> <li>4. Paragraph on inspiration from games</li> <li>5. Statement of three game pillars</li> <li>6. Thematic backstory</li> <li>7. Visual Gallery</li> <li>8. Rule Book</li> <li><b>9. Group meeting log - 10%</b></li> <li>10. Playtesting log</li> <li><b>11. Flowcharts - 100%</b></li> <li><b>12. Quantitative analysis - 100%</b></li> <li>13. Description of main game dynamics</li> <li>14. Tradeoff &amp; dilemmas</li> <li><b>15. Description of play session length - 100%</b></li> <li>16. Print-to-play prototype</li> <li><b>17. Contribution Report - 25%</b></li> <li><b>18. Created the website - 100%</b></li> </ol>	<ol style="list-style-type: none"> <li><b>2.</b> Everyone brainstormed and agreed on the game's title.</li> <li><b>9.</b> Organized and led the second meeting minutes.</li> <li><b>11.</b> Created the flowchart to demonstrate the steps involved during a player's turn.</li> <li><b>12.</b> Created a Quantitative Analysis of the game's probabilities and balance to ensure that the players have an enjoyable experience. Also documented the importance and the need for including certain aspects in the game design.</li> <li><b>15.</b> During the Playtesting sessions, I tracked the overall game duration and calculated the average for all the playtest rotations that were conducted.</li> <li><b>17.</b> Tracked my own progress and others through the semester. Wrote my own section of the Contribution Report</li> <li><b>18.</b> Created and Deployed the world- facing Website which showcases the game portfolio and has all the deliverables.</li> </ol>
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Chenhao Zheng	<ol style="list-style-type: none"> <li><b>1. Large Banner - 50%</b></li> <li><b>2. Game Title - 25%</b></li> <li><b>3. Board Game Trailer - 50%</b></li> <li>4. Paragraph on inspiration from games</li> <li>5. Statement of three game pillars</li> <li>6. Thematic backstory</li> <li><b>7. Visual Gallery - 50%</b></li> <li>8. Rule Book</li> <li><b>9. Group meeting log - 20%</b></li> <li>10. Playtesting log</li> <li>11. Flowcharts</li> <li>12. Quantitative analysis</li> <li><b>13. Description of main game dynamics - 100%</b></li> <li>14. Tradeoff &amp; dilemmas</li> <li>15. Description of play session length</li> <li><b>16. Print-to-play prototype - 50%</b></li> <li><b>17. Contribution Report - 25%</b></li> <li>18. Created the Website</li> </ol>	<ol style="list-style-type: none"> <li><b>1.</b> In creating the large banner, used combinations of artwork and artificial intelligence to create that background for the board that would encapsulate the board game's theme.</li> <li><b>2.</b> Everyone brainstormed and agreed on the game's title.</li> <li><b>3.</b> Assisted in the filming and directing of the board game trailer. Edited and created the effects of the trailer like the starting and ending sequences of the board game overlapping the real Coquitlam Crunch.</li> <li><b>7.</b> Based on the descriptions, created the actual cards and visuals for both the event cards and sabotage cards, including the pictures for each card and color scheme. After feedback, Chenhao revised them as well to make them more specific.</li> <li><b>9.</b> Organized and led the third and sixth meeting minutes.</li> <li><b>13.</b> Creating game dynamics through 3 aspects: resource management, encounter management and strategic sabotage. The shifting dynamics created by these elements provide for an engaging and tactical gameplay experience.</li> <li><b>16.</b> Printed all the stamina tokens and glued together for thickness. Printed all the sabotage and event cards and glued back and front together for ease to hold.</li> <li><b>17.</b> Tracked my own progress and others through the semester. Wrote my own section of the Contribution Report.</li> </ol>
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**Comments:**

- The team demonstrated impressive collaboration with every member contributing significantly to key elements throughout every aspect.
- Each team member's self-assessment and tracking in the Contribution Report displayed a sense of responsibility and maturity.
- Excellent creativity and technical skills were evident in the stunning banner design by Jaiden, the unique game dynamics and card visuals from Chenhao, the user-friendly website by Archita, and Ishant's clearly articulated game inspiration, pillars, and backstory.