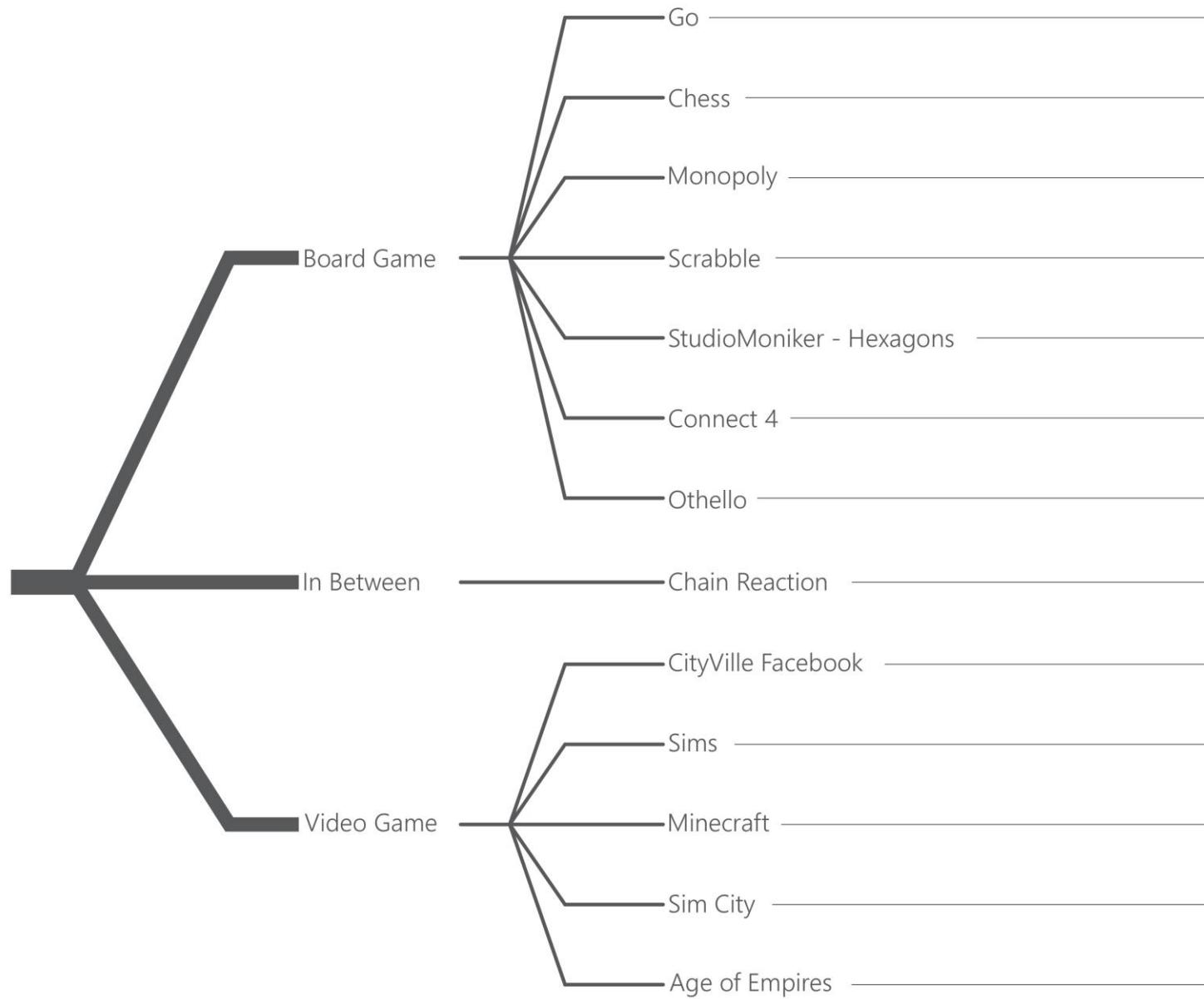
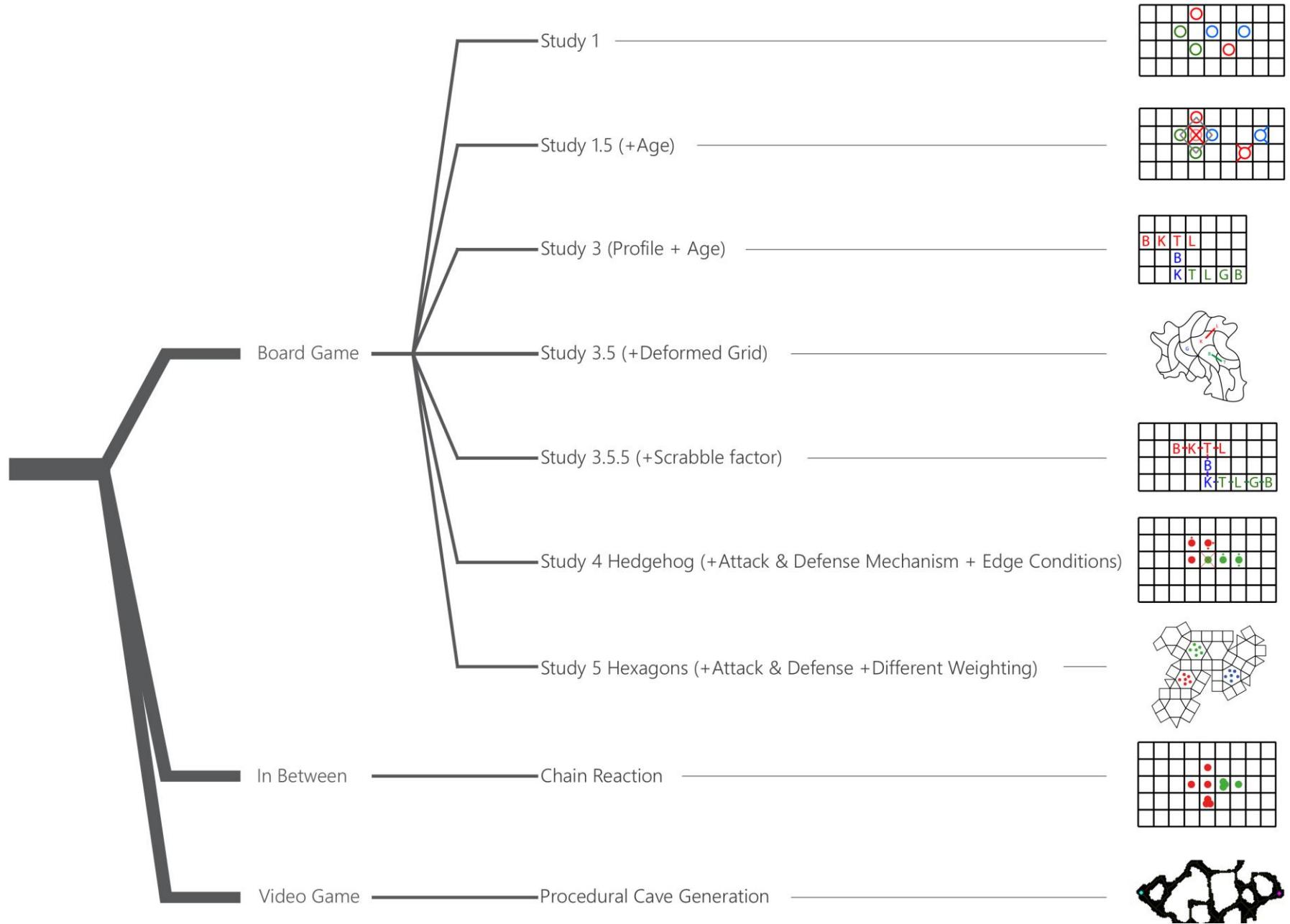


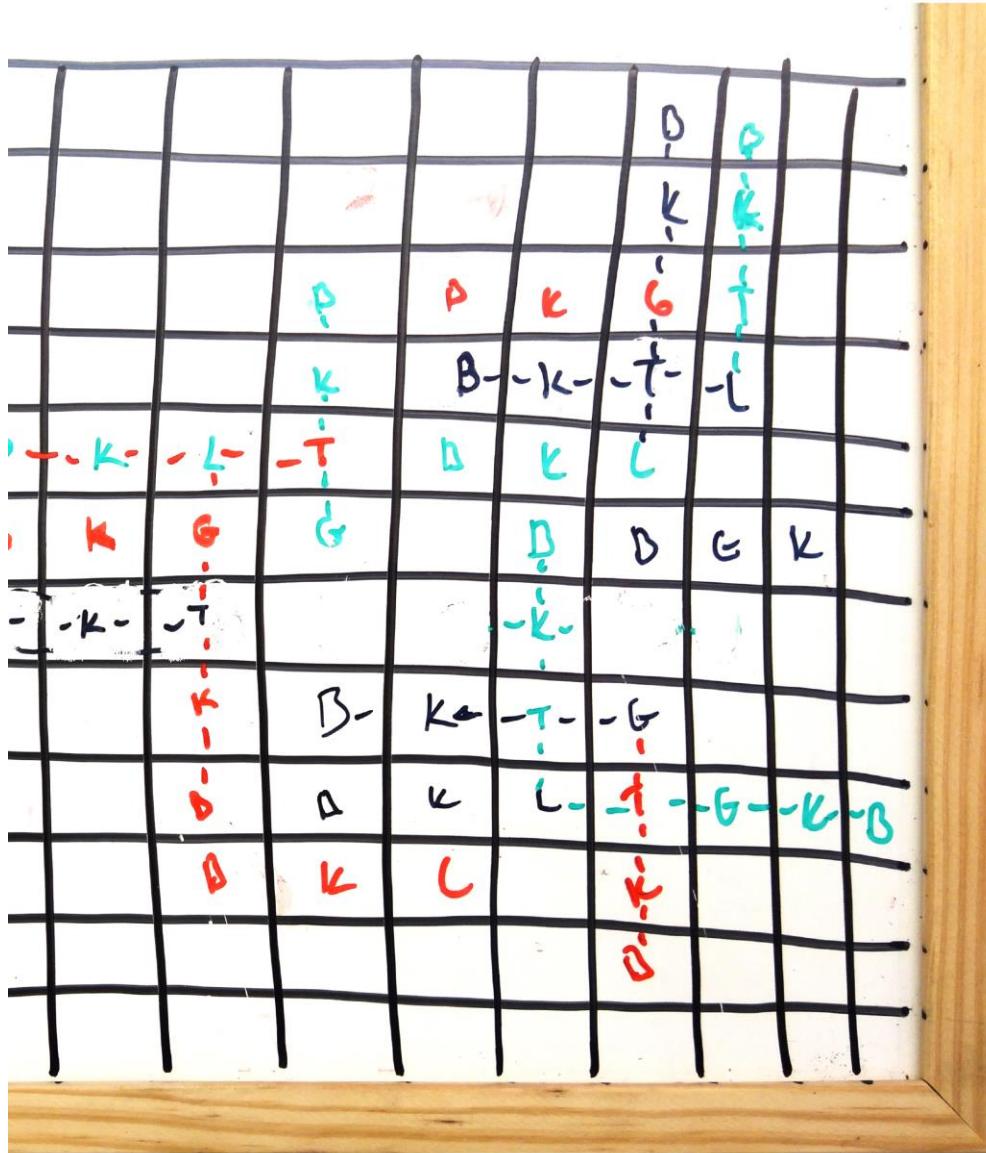
Play, Learn, Build

Nahmad - Bhooshan Studio'18

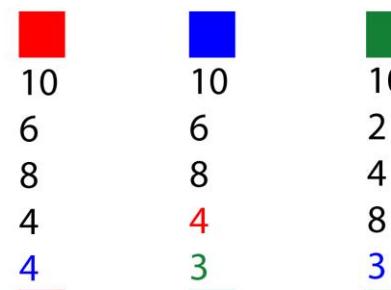
Bhavatarini Kumaravel – Taeyoon Kim – Atahan Topçu





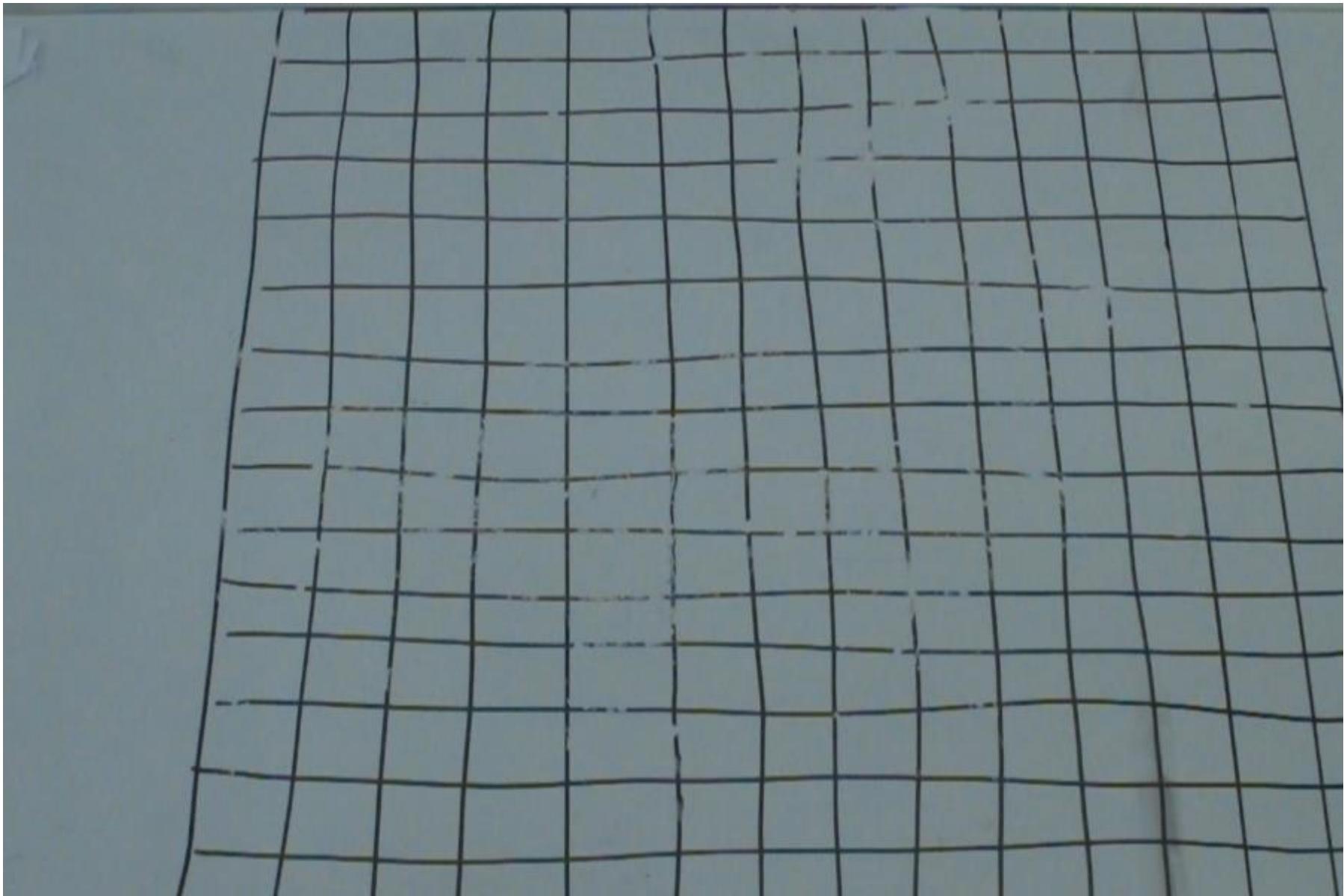


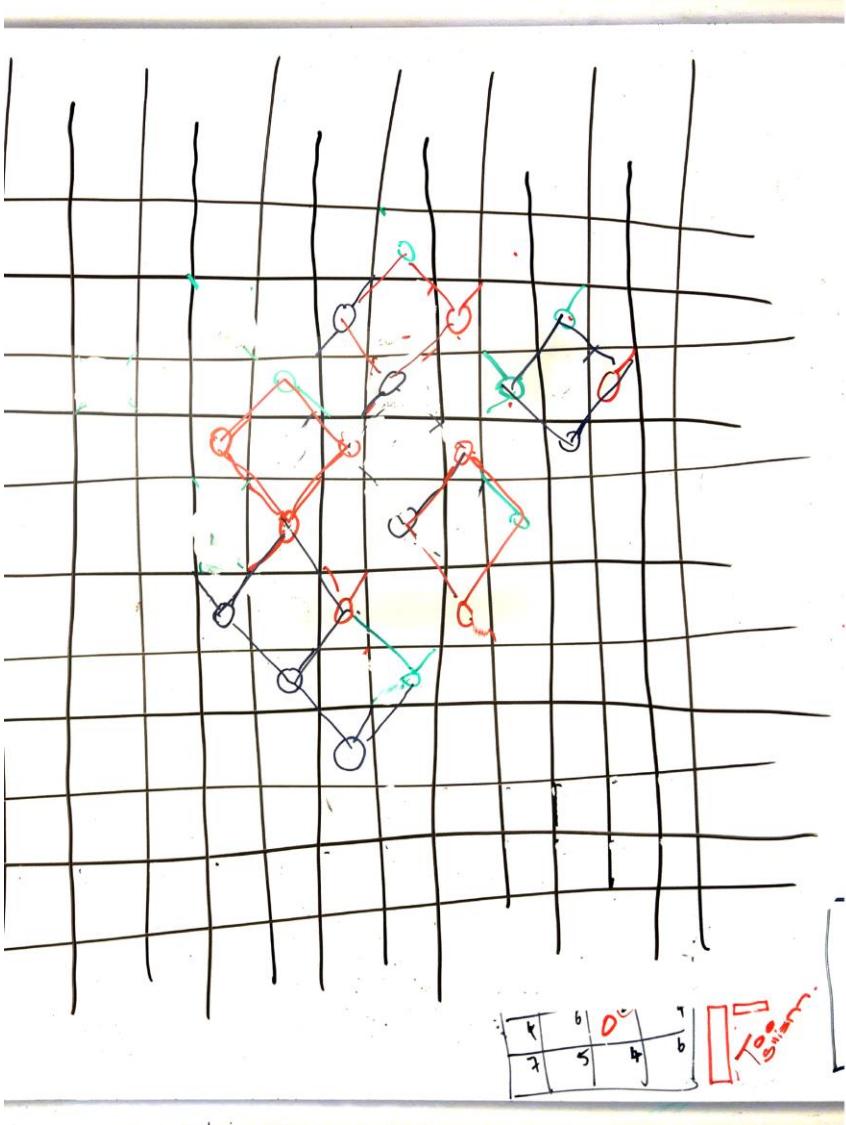
A 7x7 grid with a path drawn through it. The path starts at the top-left corner (B) and moves right (K), down (T), right (L), up (B), right (K), down (T), right (L), up (G), and right (B). The letters are colored red, blue, green, and black respectively.



- Bedroom: 10 pts.
- Toilet: 8 pts.
- Kitchen: 6 pts.
- Living space: 4 pts.
- Garden: 2 pts.

32 pts. 31 pts. 27 pts.



**AIM:**

Having a most amount of permanent circle pieces.

HOW TO PLAY:

Players put one circle piece in their turn.

Each turn the pieces on board get age of decay factor.

Pieces die when they get fourth decay age.

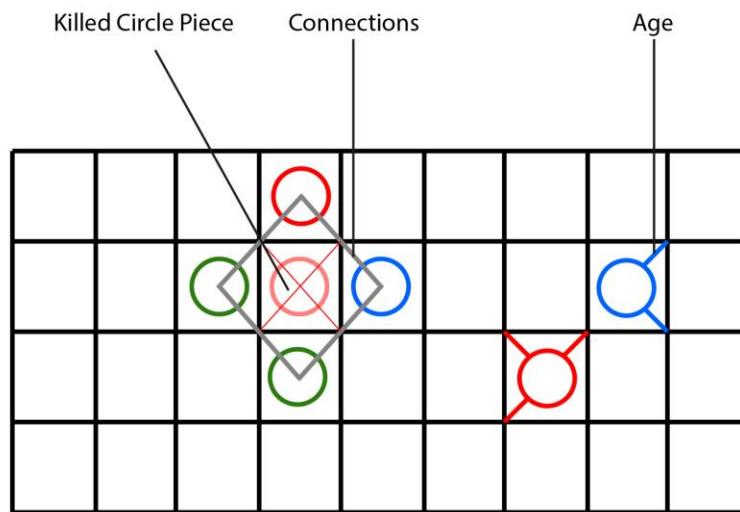
The pieces which connects each other diagonally to kill a piece in the middle, become permanent.

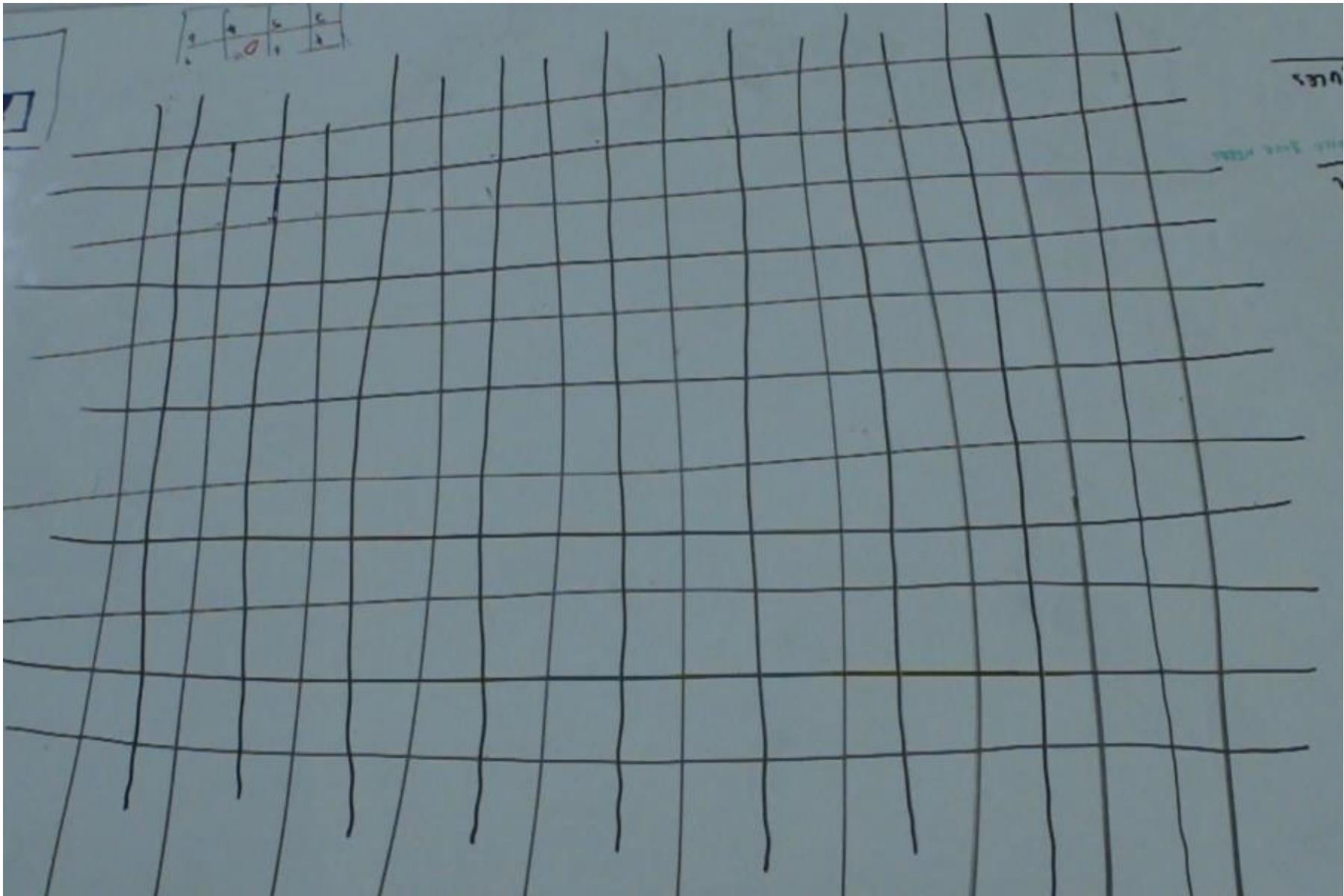
Further Improvements:

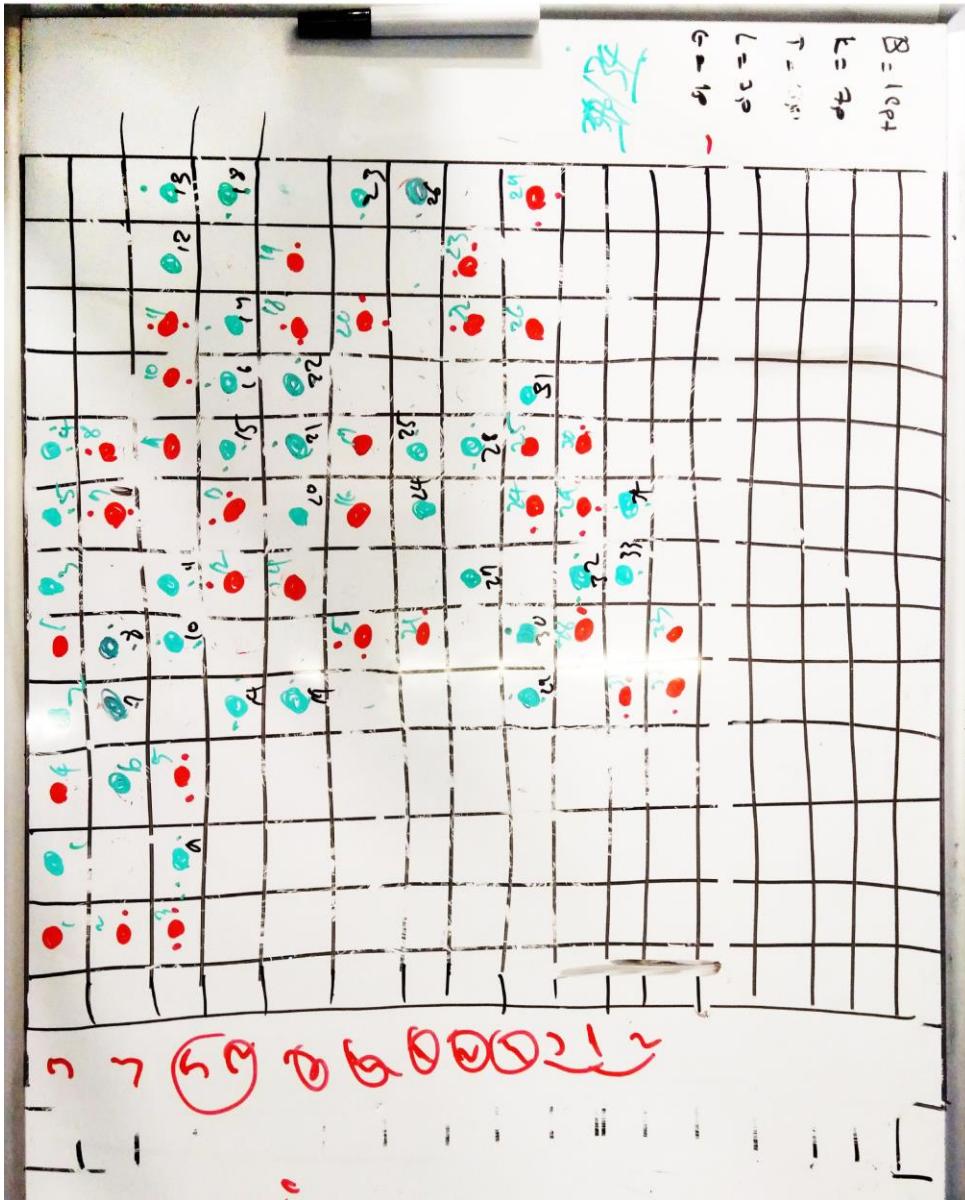
Different values for pieces.

Could be applicable to combine with scrabble game.

Rescue could be possible for pieces in the middle through connections between pieces.







AIM:

Having a most amount of pieces on the board.

STRATEGY:

Putting dots and spikes to get opponents pieces and to keep yourself safe from opponents threads.

HOW TO PLAY:

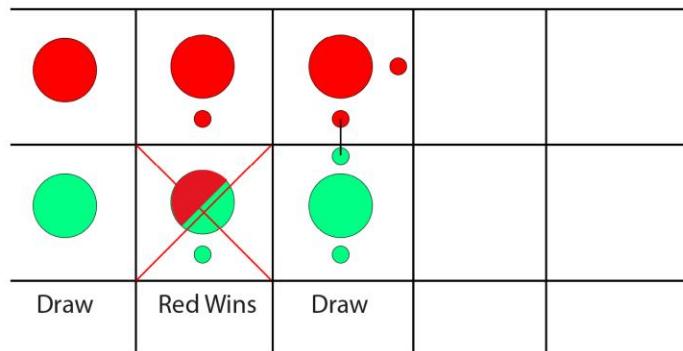
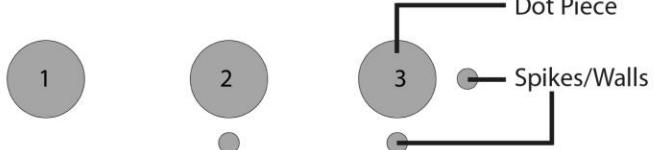
Players are to put three dot pieces in each turn.

1st dot piece without spike/wall

2nd wall piece with one spike/wall

3rd dot piece with two spikes/walls

RULES:

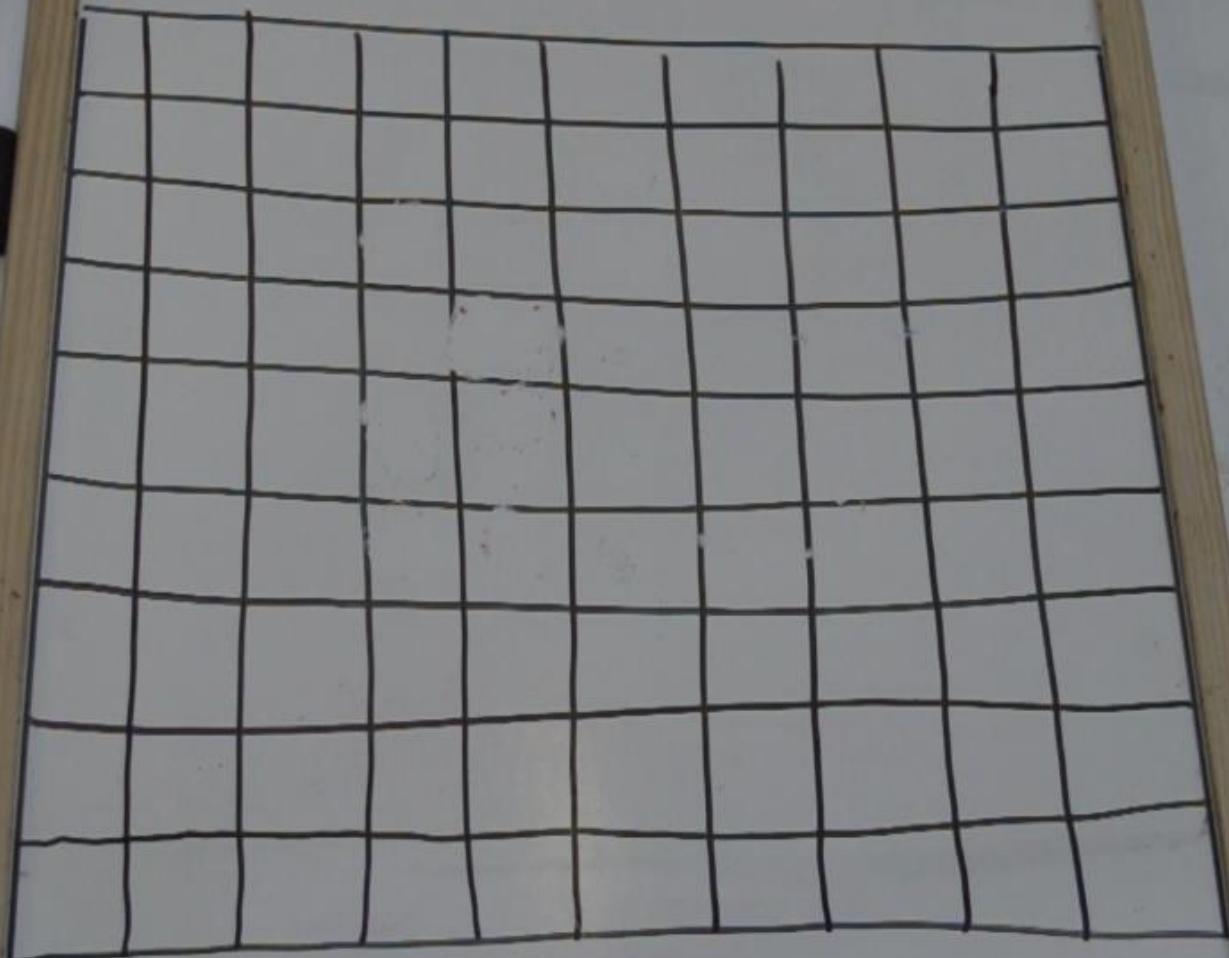


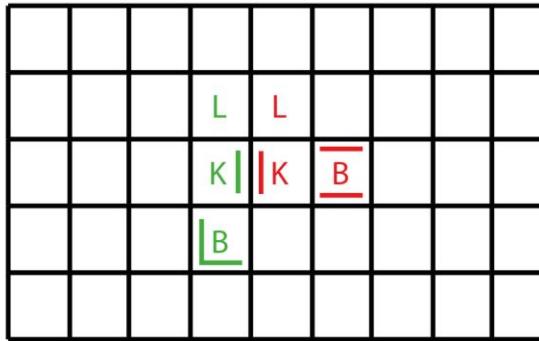
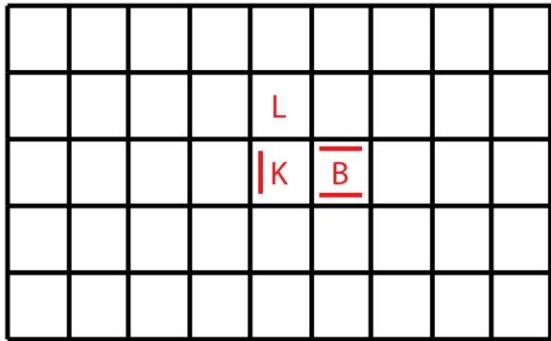
Further Improvements:

- Adding of cost value to build spikes/walls.

- Chain Reaction Game could be applicable into it.

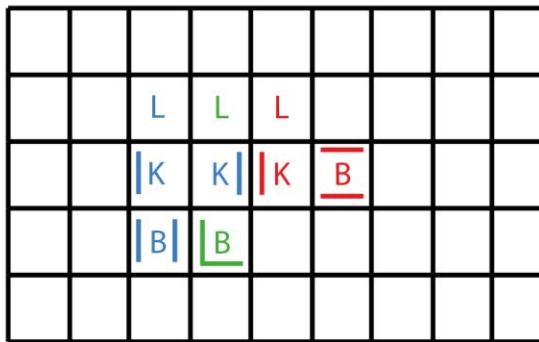
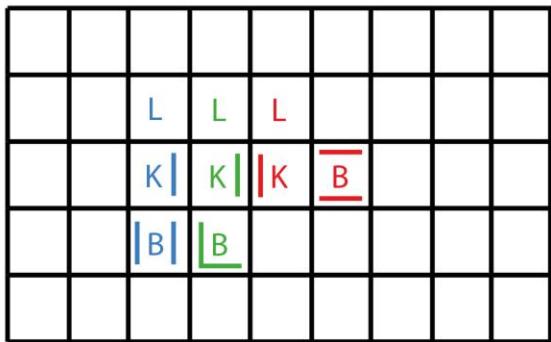
- Chain Reaction addition could provide different values for each dot pieces since their relation with other pieces will be different.





Case 1:

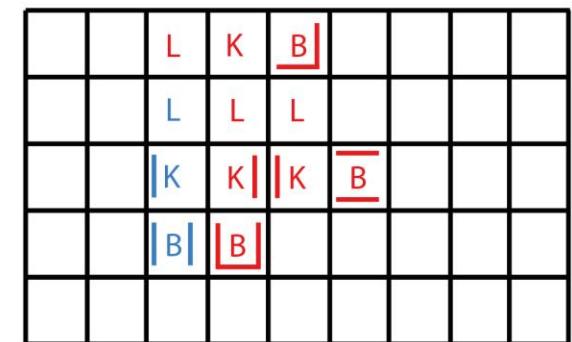
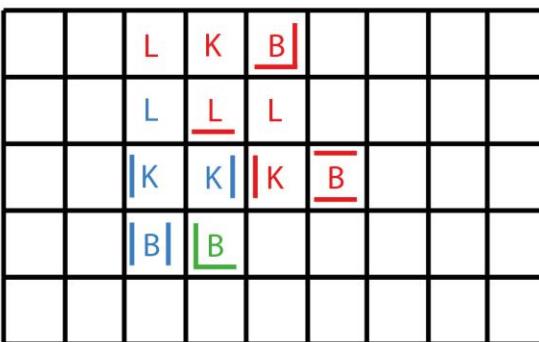
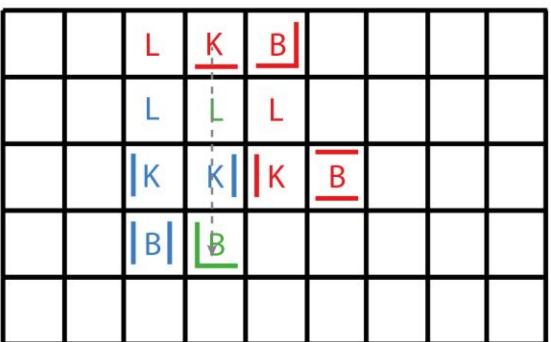
-Dots are exploded by adding fourth

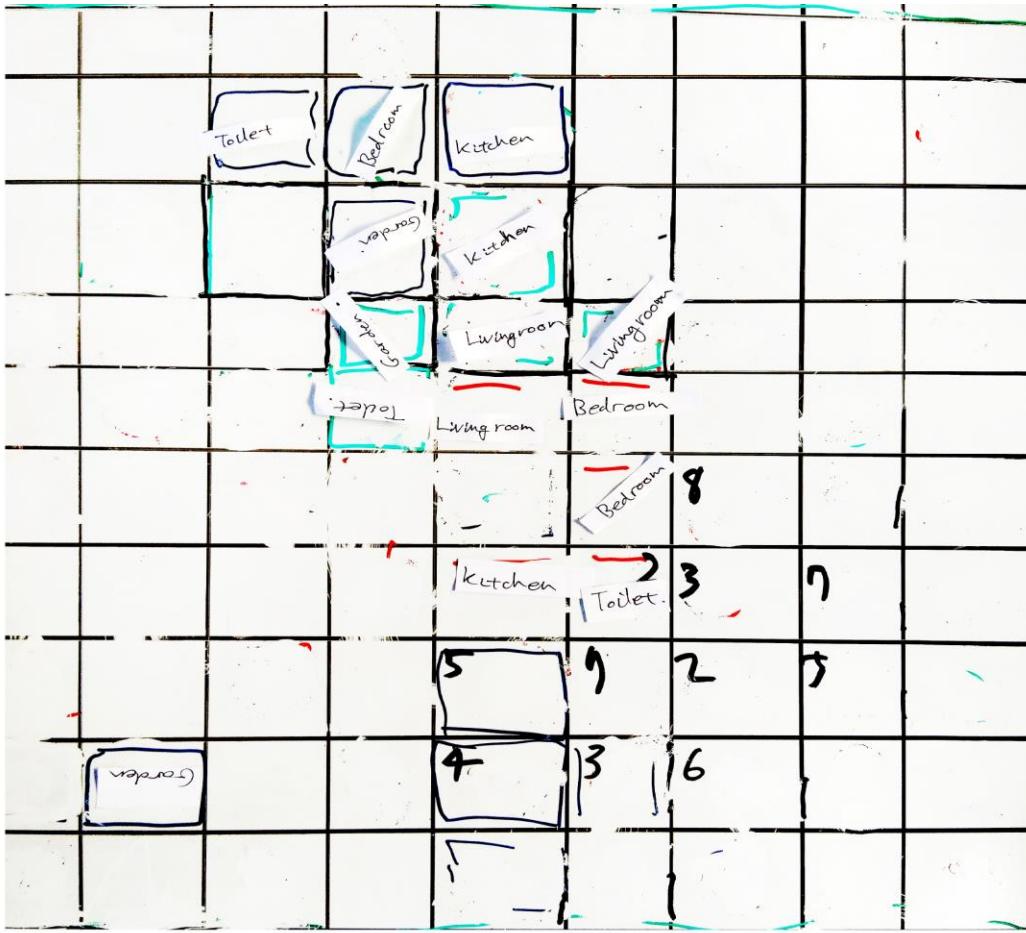


Case 2:

-Dots are exploded by adding fourth.

-Conquers the opponent dots.





AIM:

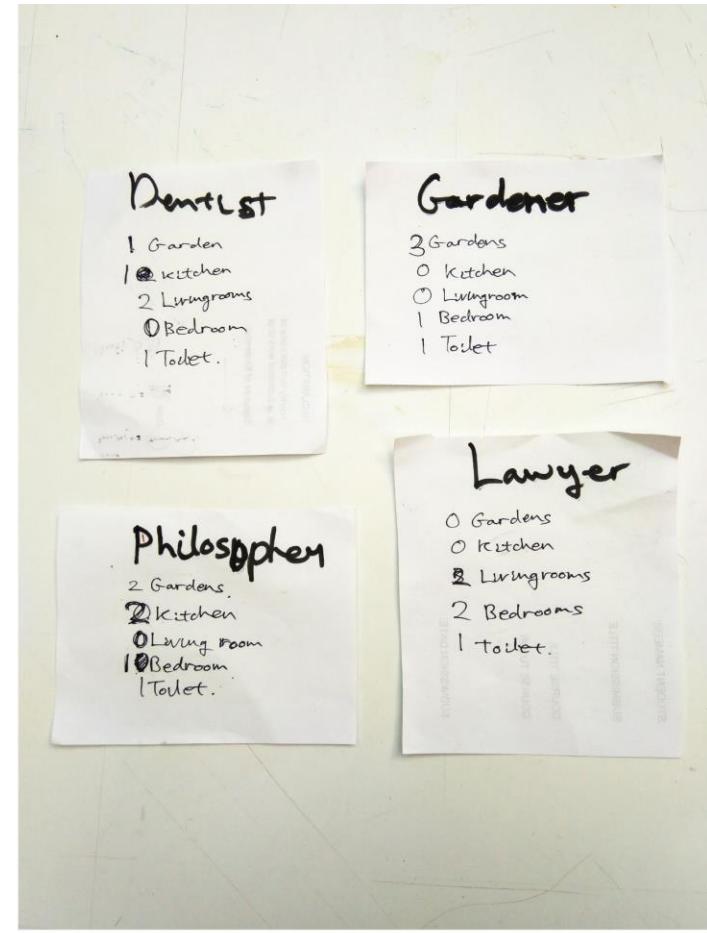
Each player aim to fulfill their requirements in the their profile card.

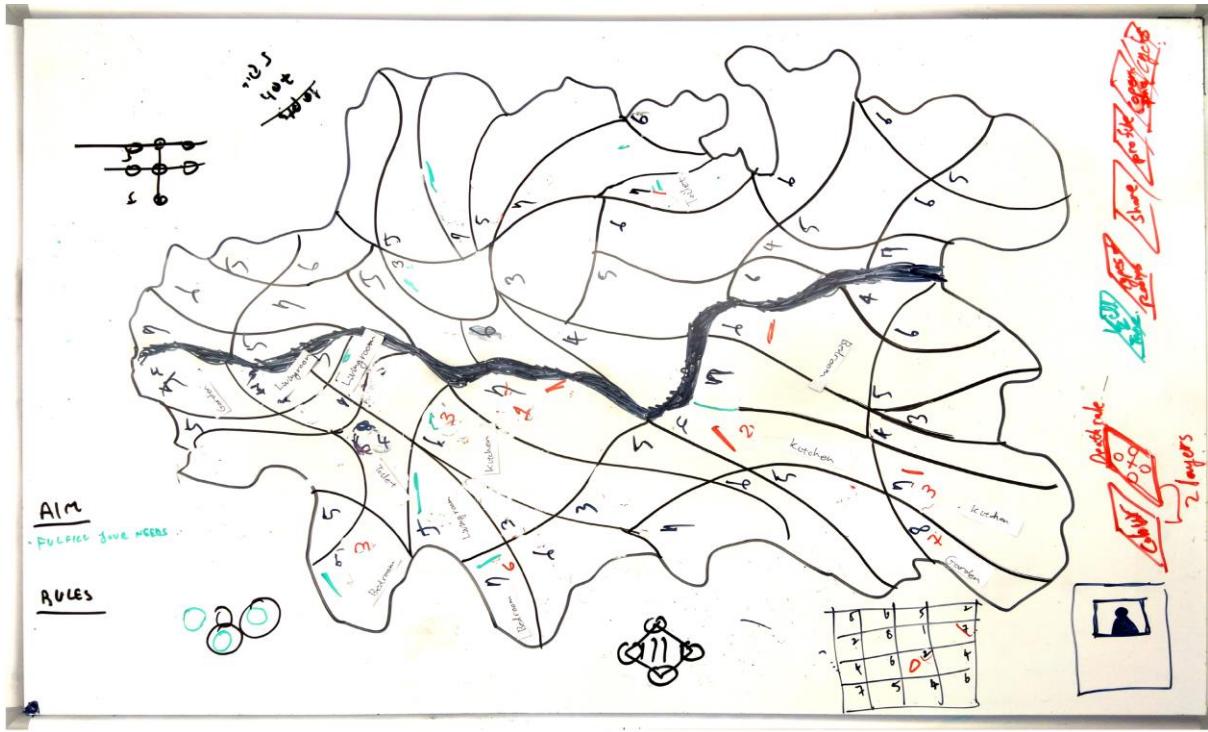
HOW TO PLAY:

Players seek for trading or sharing possibilities with other players.

FURTHER IMPROVEMENTS:

Sharing idea is compatible with the Scrabble game.





AIM:

Each player aim to fulfill their requirements in the their profile card.

HOW TO PLAY:

Players seek for trading or sharing possibilities with other players.

Avoid from decay factor.



**AIM:**

Conquer the board.

STRATEGY:

Achieve a good connection through conquering hexagons to get more game pieces.

HOW TO PLAY:

- 1) Initially players are to build the board according to their strategies.
- 2) All players have one base to start.
- 3) All players start with 6 game pieces each.
- 4) Reinforcement pieces can be purchased in each 6 turns by using the points of conquered spaces.
- 5) Players can conquer opponents spaces.
- 6) Players can use isolated spaces by themselves to construct new paths.

Values of the Spaces:

Hexagon: 3 pts.

Square: 1 pts.

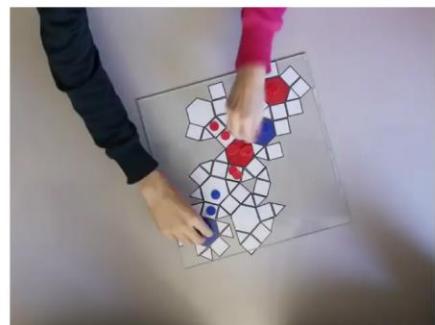
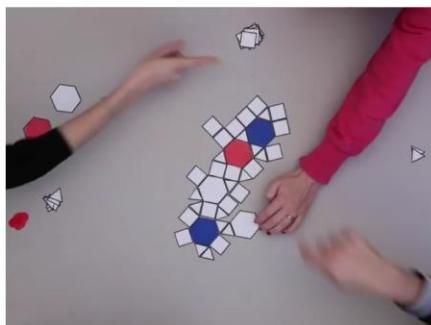
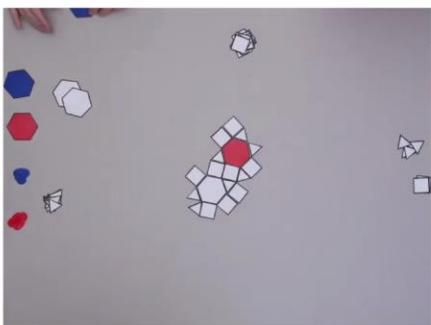
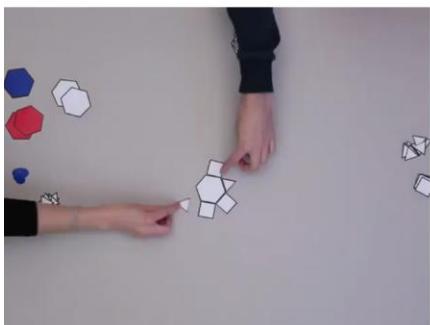
Triangle: 0 pts.

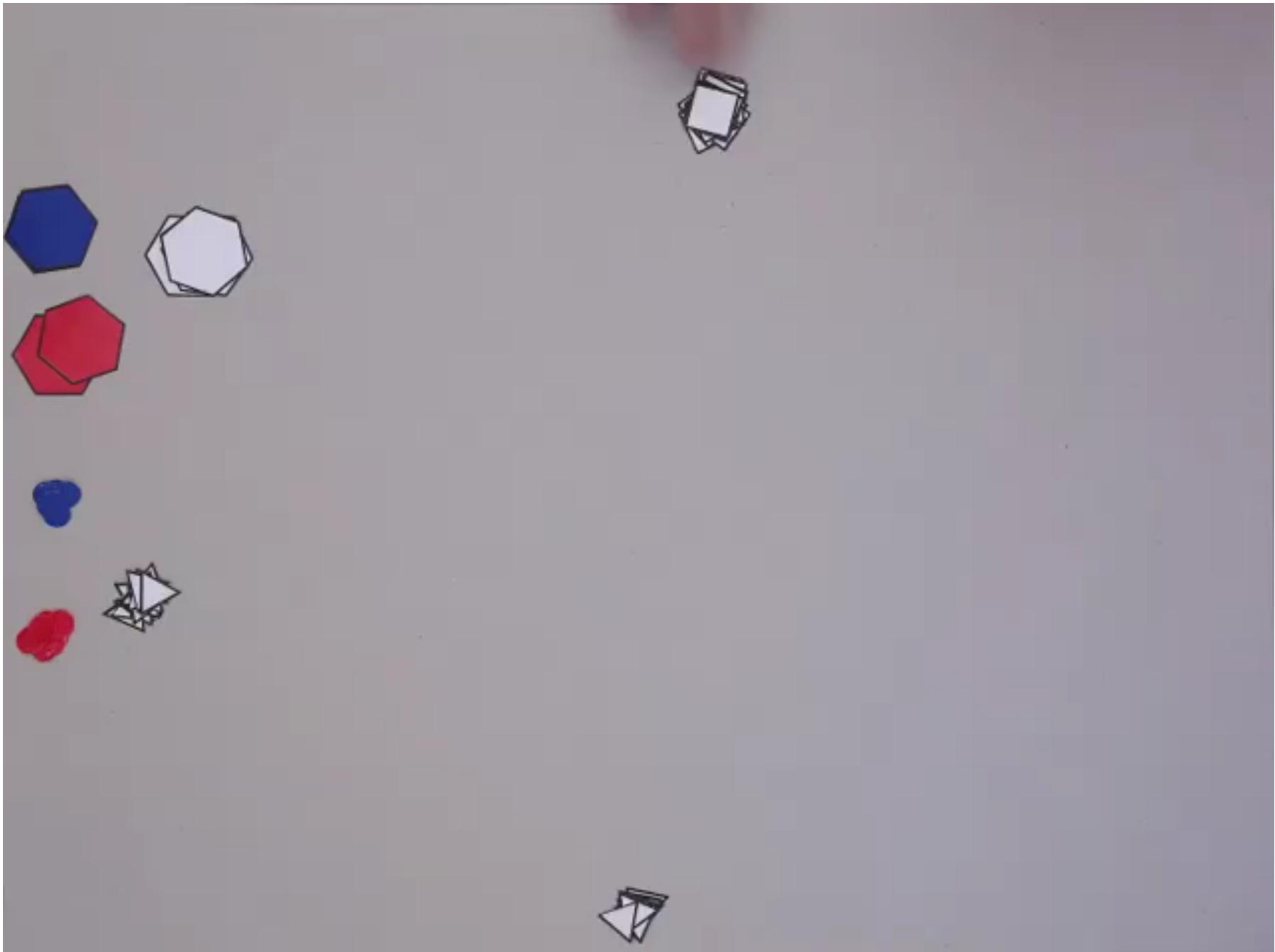
Rules:

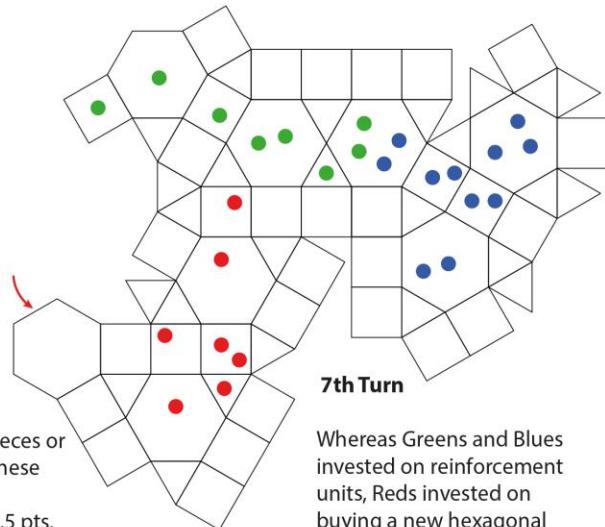
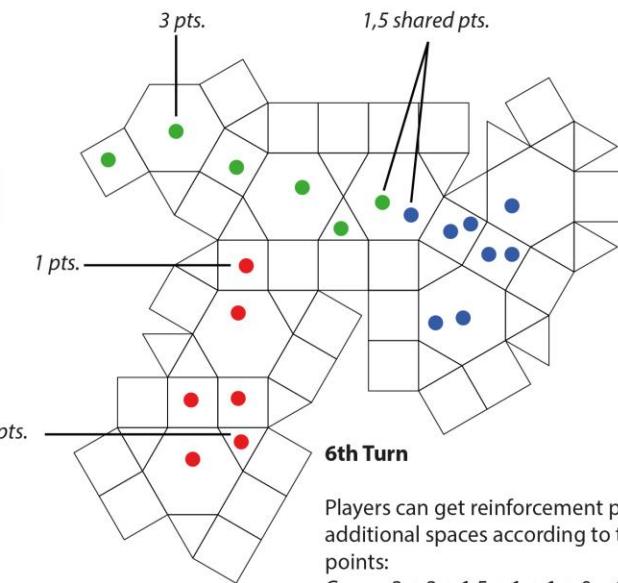
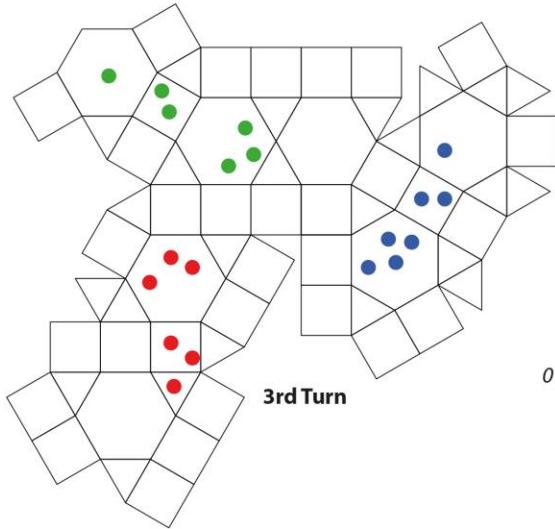
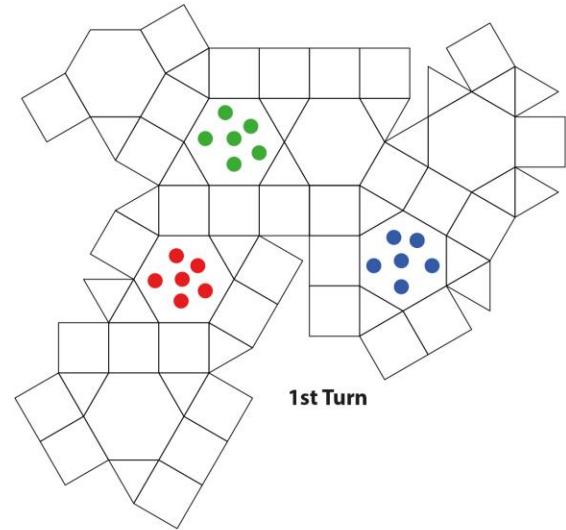
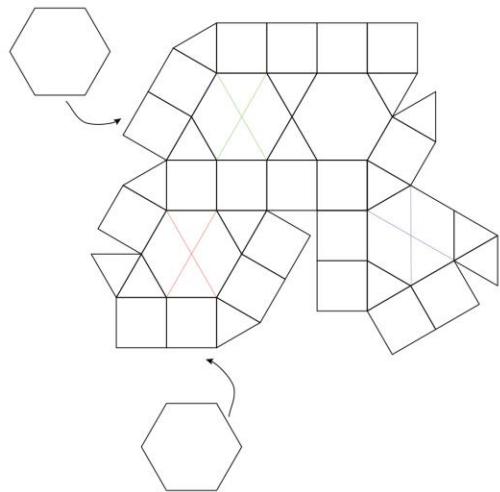
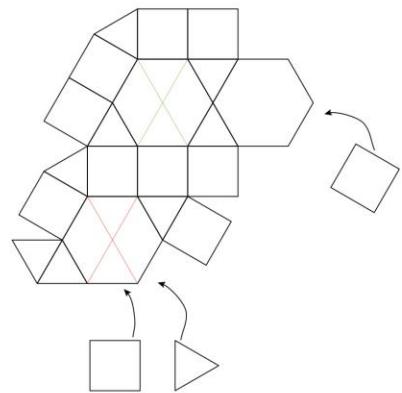
- Each player has one move chance in each turn.
- Players can directly transfer their pieces to a further spaces above their connections.
- To transfer players should have at least two pieces in the Square spaces, one in both Triangle and Hexagon Spaces.

Rules of Conquering Opponents Spaces:

- Gets the Triangle who has 2 pieces on it.
- Gets the Square who has 3 pieces on it.
- Gets the Hexagon who has more pieces on it







Players can get reinforcement pieces or additional spaces according to these points:

Green: $3 + 3 + 1,5 + 1 + 1 + 0 = 9,5$ pts.

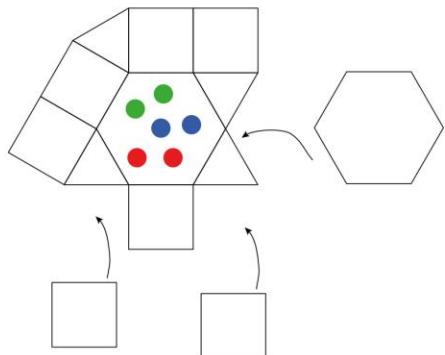
Blue: $3 + 3 + 1,5 + 1 + 1 = 9,5$ pts.

Red: $3 + 3 + 1 + 1 + 0 = 8$ pts.

Whereas Greens and Blues invested on reinforcement units, Reds invested on buying a new hexagonal space

WHAT COULD BE?

1) Players start from same hexagon



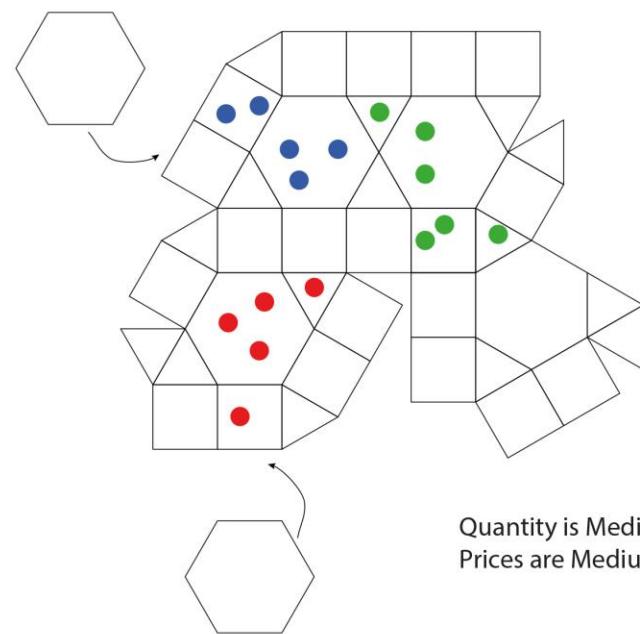
Quantity is High.
Prices are Low.

2) Players starts to buy spaces and agents



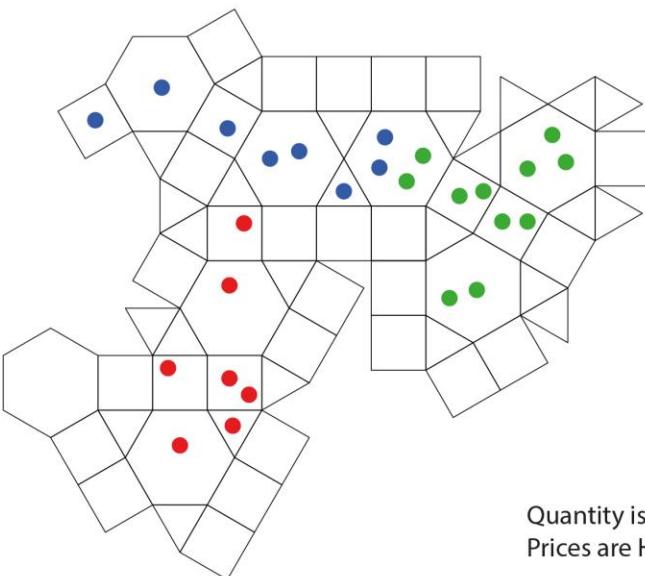
Quantity is High.
Prices are Low.

3) The amount of spaces and agents decrease



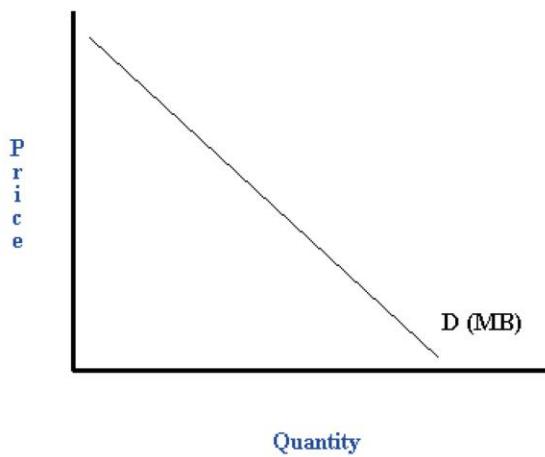
Quantity is Medium.
Prices are Medium.

4) The amount of spaces and agents are too low, prices are so high, agents more likely tend to conquer opponents spaces to win



Quantity is Low.
Prices are High.

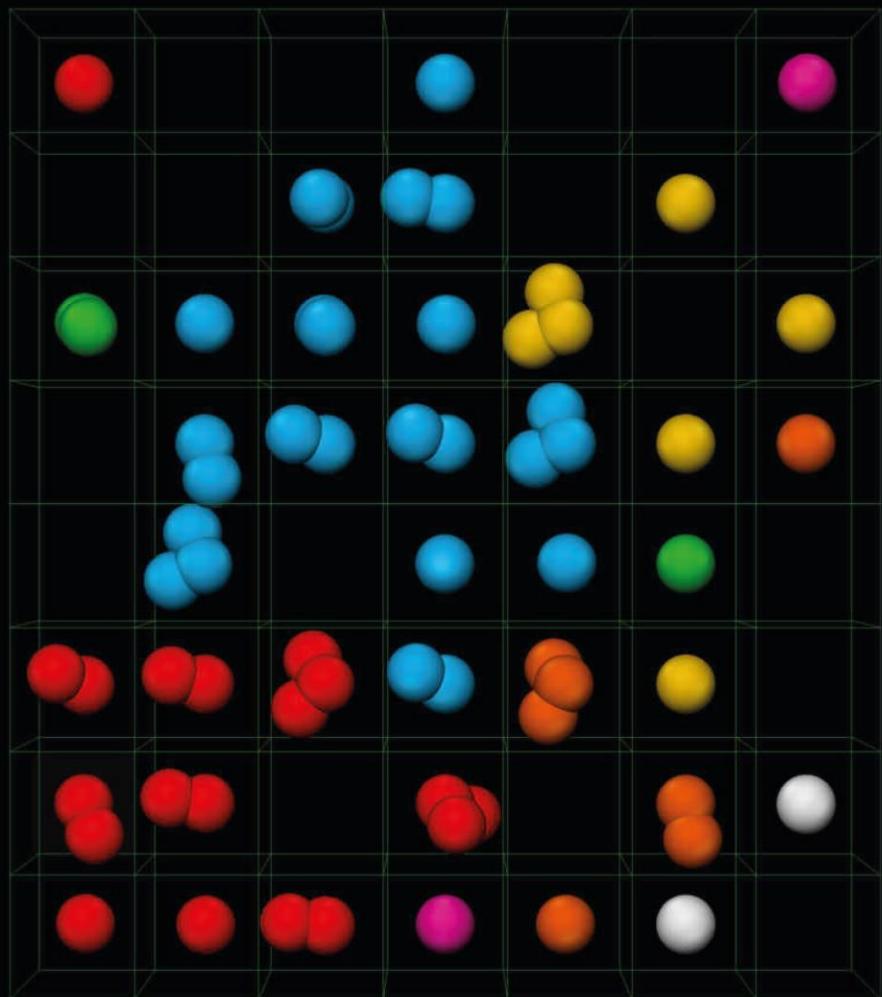
Law of Demand



Research Question?



8 PLAYER GAME RUNNING



CHAIN REACTION

GAMES PLAYED : 116

A strategy game for 2 to 8 players.

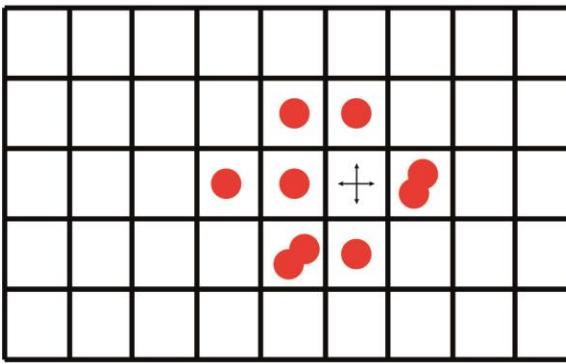
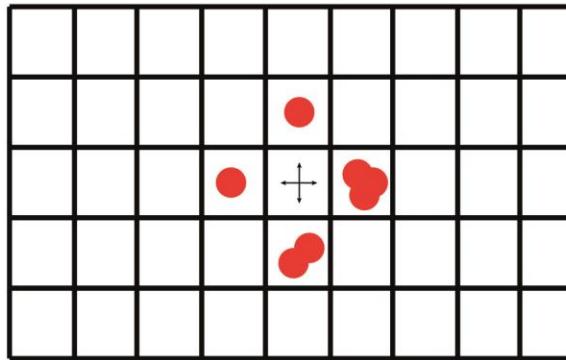
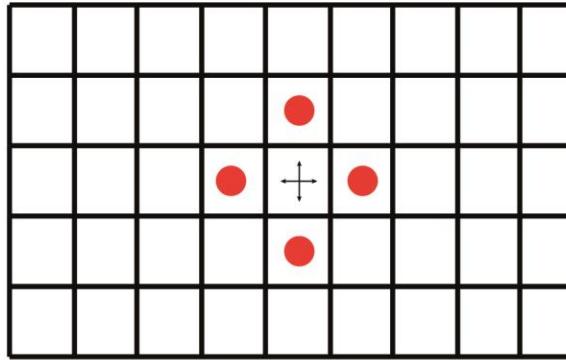
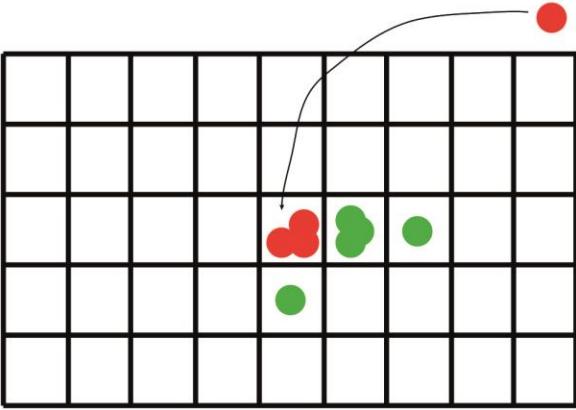
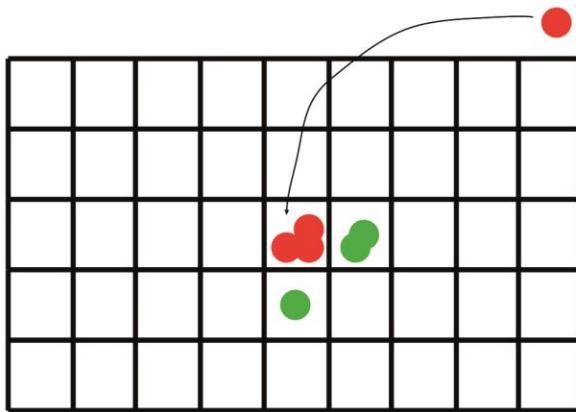
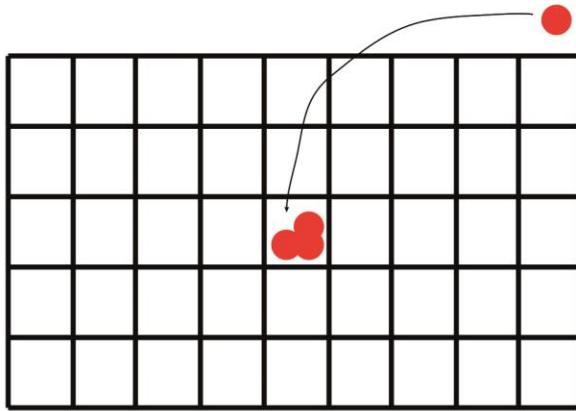
AIM

The objective of Chain Reaction is to take control of the board by eliminating your opponents' orbs.

HOW TO PLAY

Players take it in turns to place their orbs in a cell. Once a cell has reached critical mass the orbs explode into the surrounding cells adding an extra orb and claiming the cell for the player. A player may only place their orbs in a blank cell or a cell that contains orbs of their own colour. As soon as a player loses all their orbs they are out of the game.





Case 1:

-Dots are exploded by adding fourth

Case 2:

-Dots are exploded by adding fourth.

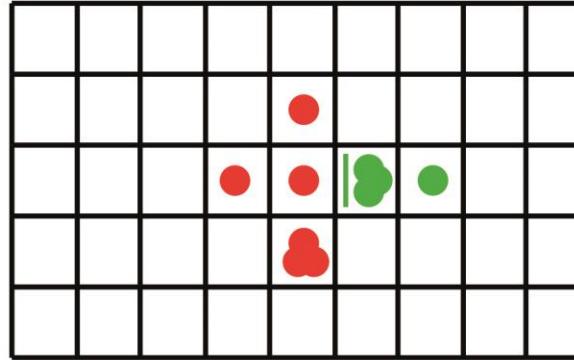
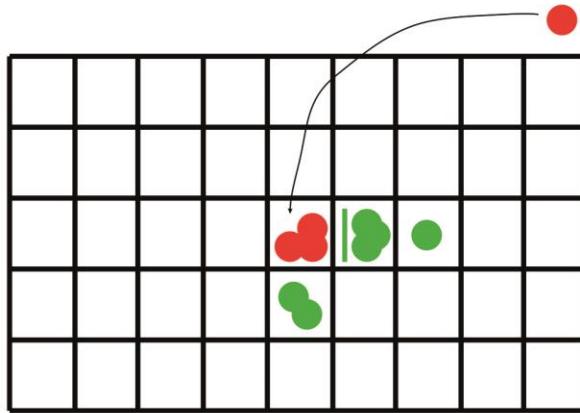
-Conquers the opponent dots.

Case 3:

-Dots are exploded by adding fourth

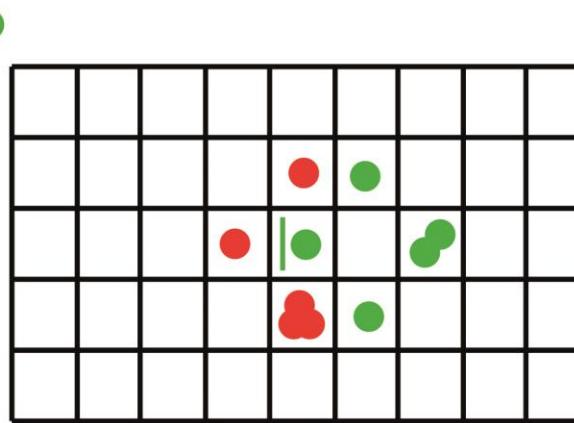
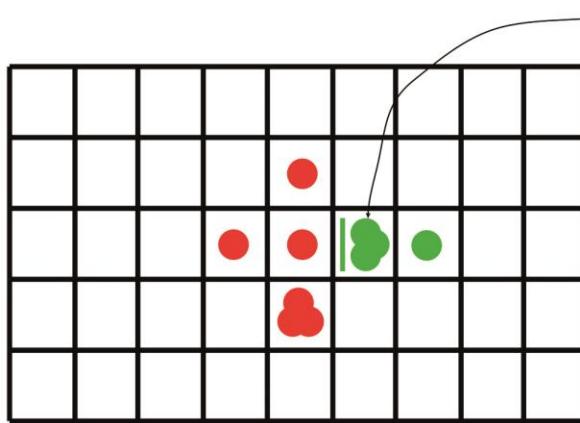
-Conquers the opponent dots.

-Starts to colonize since some of opponents dots are ready to explode too.



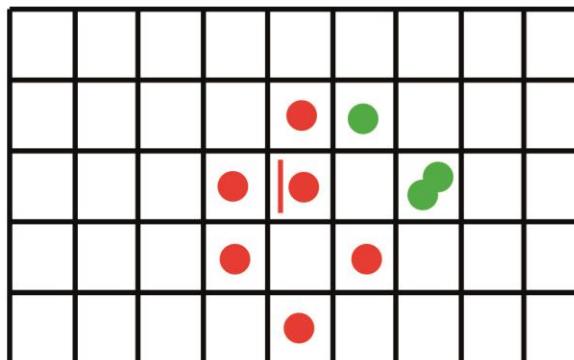
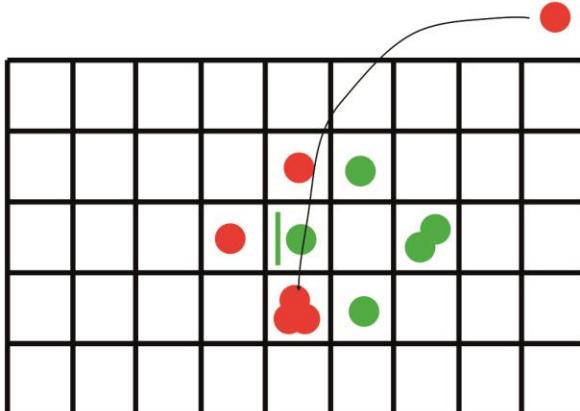
Case 4:

- Dots are exploded by adding fourth
- Reds cannot conquer the opponent dots which have a wall in that side.



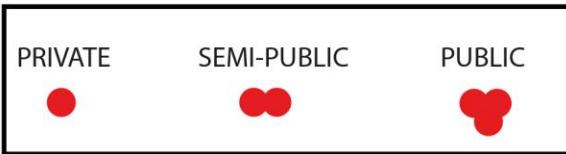
Case 5:

- Dots are exploded by adding fourth
- Greens conquer the opponent dots.

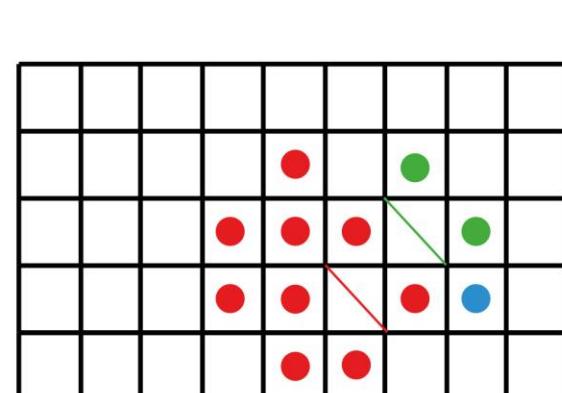
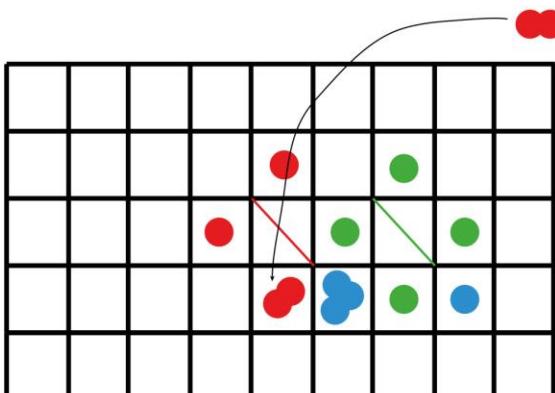
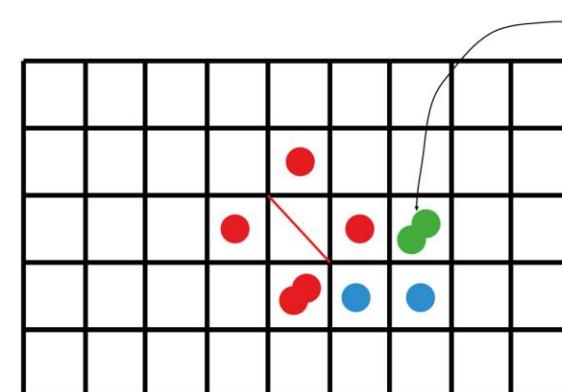
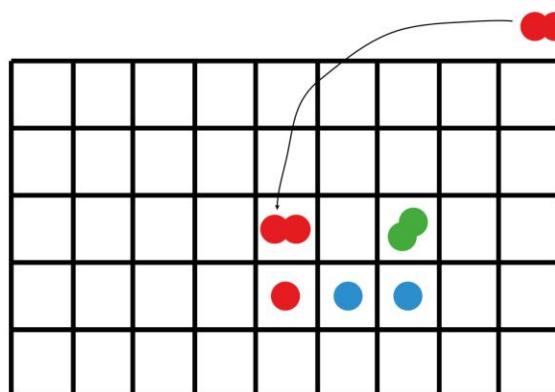
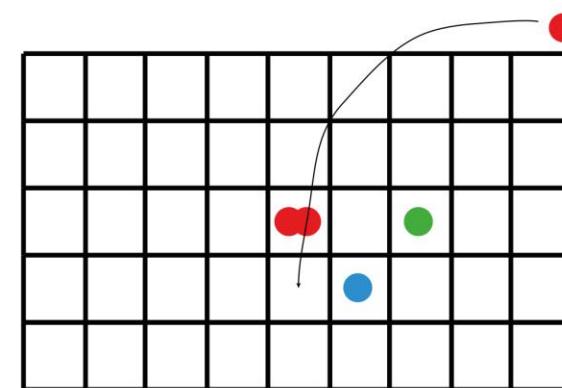
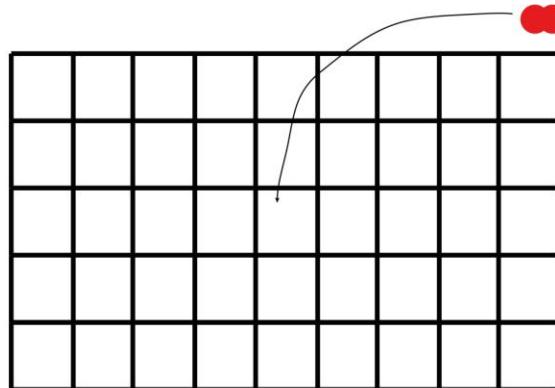
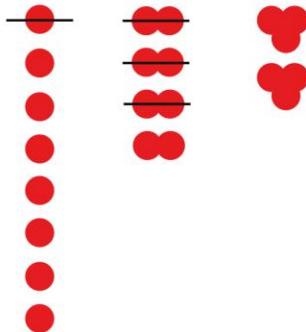


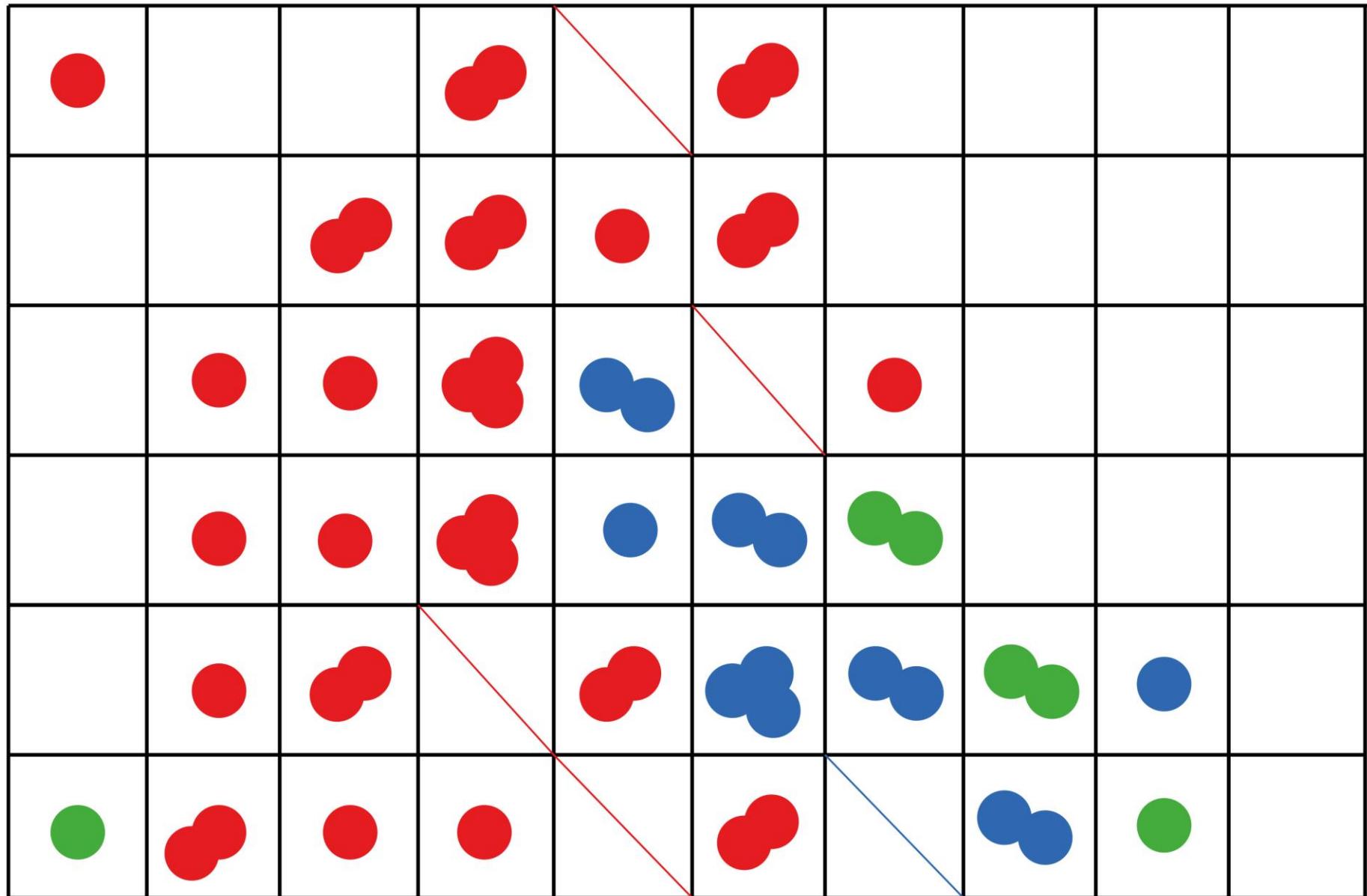
Case 6:

- Dots are exploded by adding fourth
- Reds conquer the opponent dot with a wall since the attack is performed an other side without a wall.

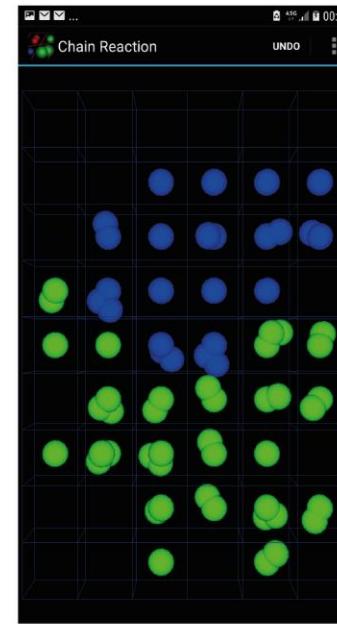
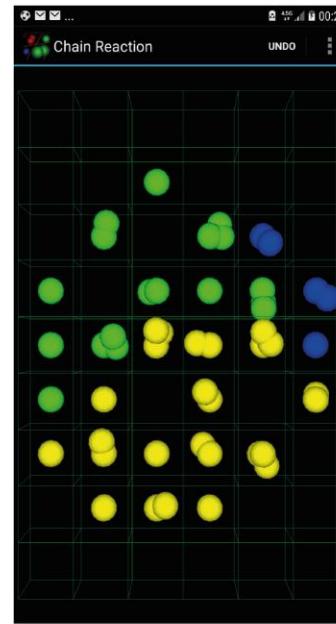
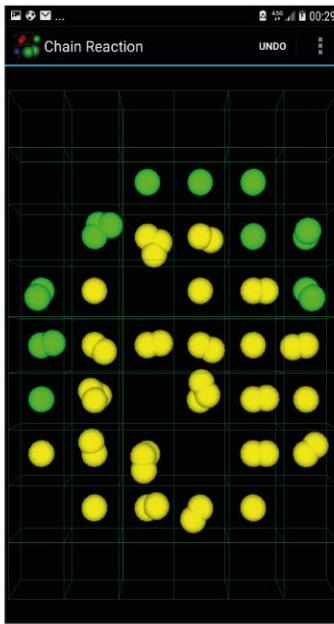
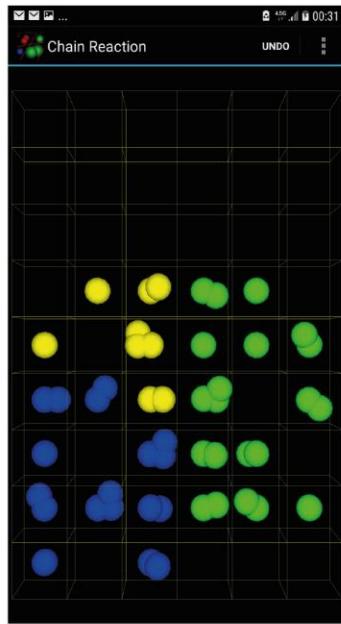


Player Red: 8 private - 4 Semi-public - 2 Public

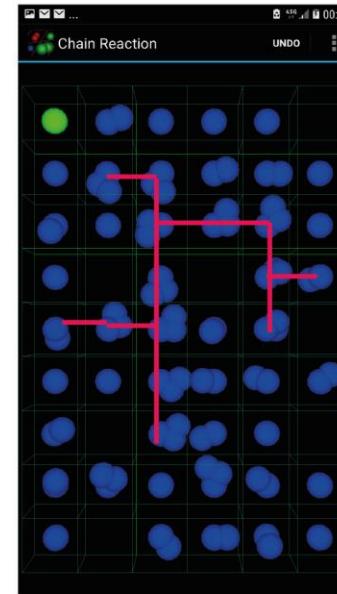
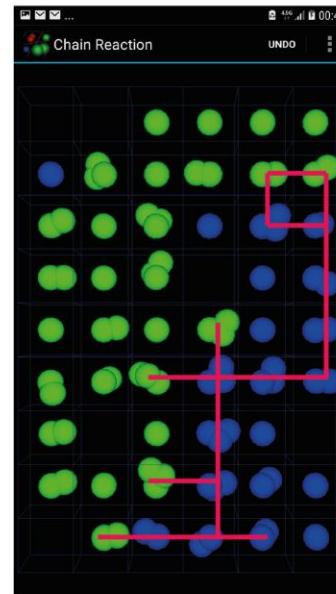
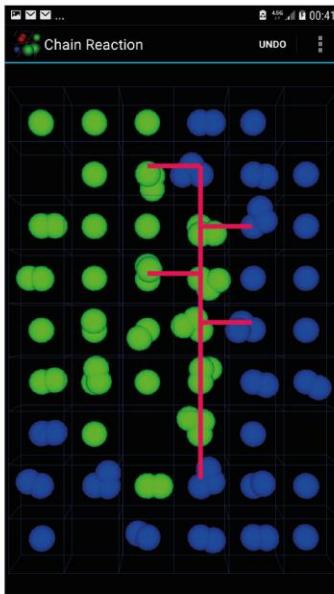
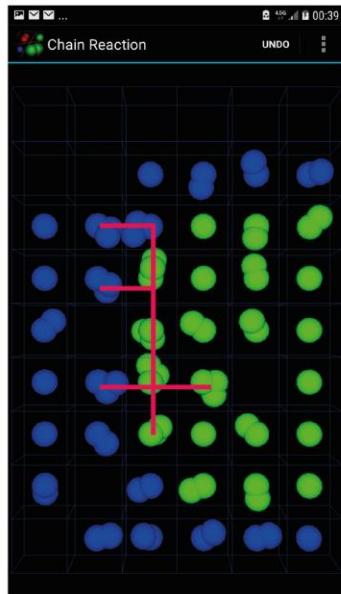




PRIV.			SEMI		SEMI				
			SEMI	SEMI	PRIV.	SEMI			
	PRIV.	PRIV.	PUB.	SEMI		PRIV.			
	PRIV.	PRIV.	PUB.	PRIV.	SEMI	SEMI			
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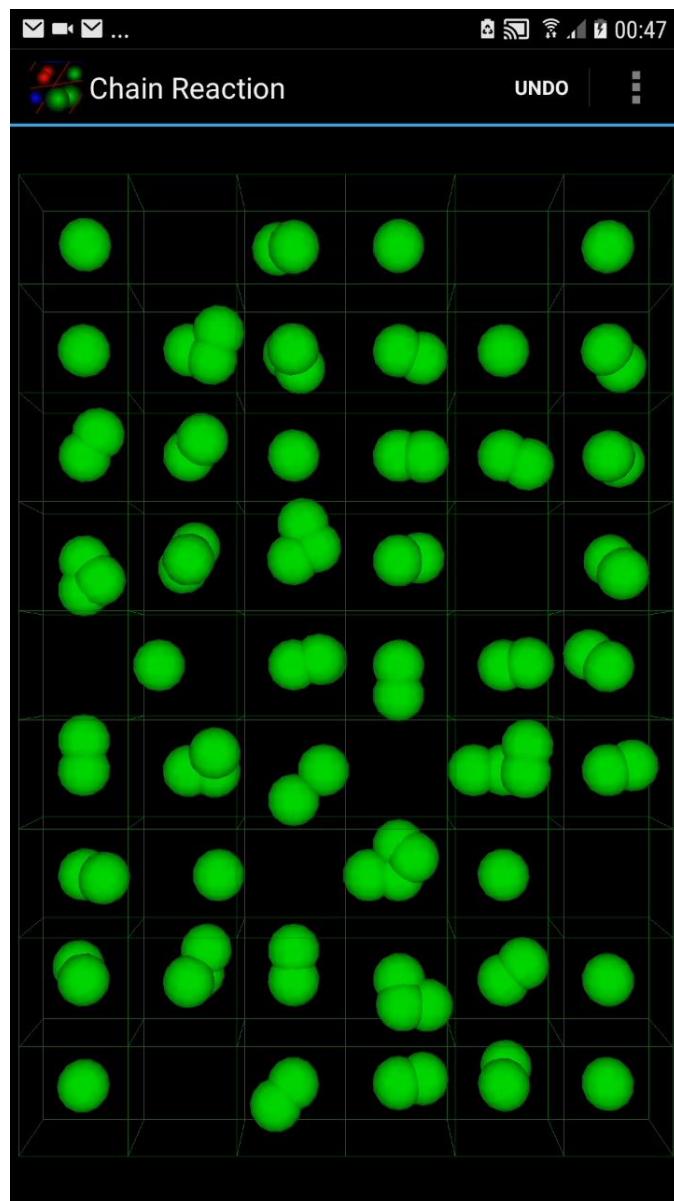


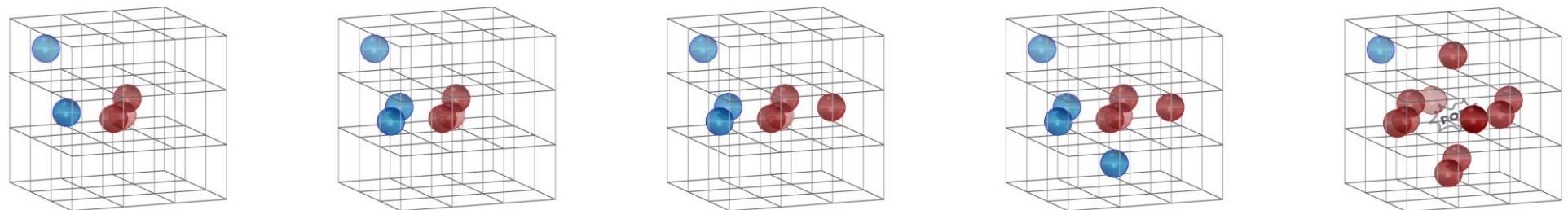
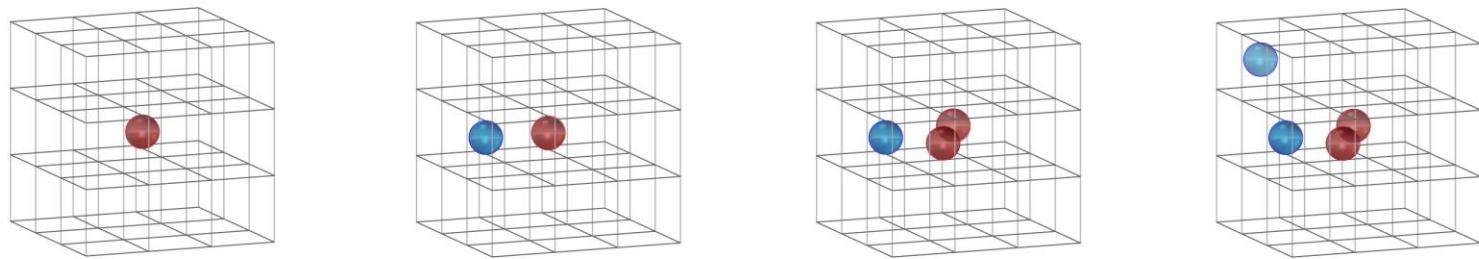
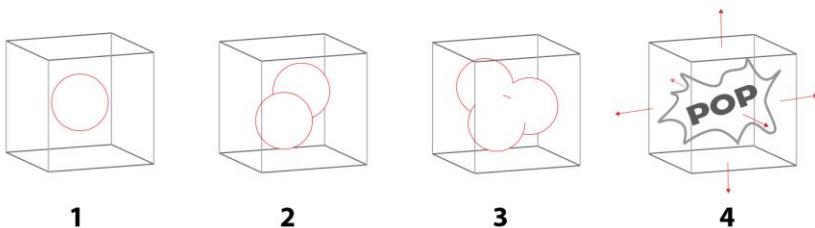
Some snapshots in early steps in the game.

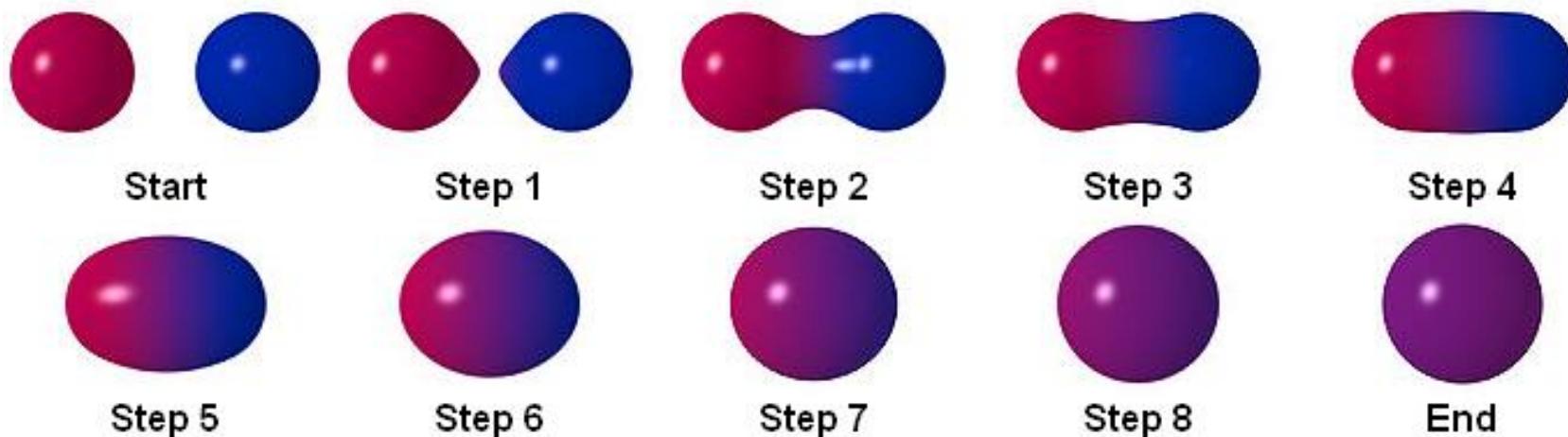


Public spaces connections occur in further steps in the game.

Denser areas most likely occurred in contact areas.







METABALLS:

Metaballs are n-dimensionol objects in computer graphics.

1: The influence of two positive (+) Metaballs on each other.

2: The influence of a negative (-) Metaball on positive (+) Metaball

