**Territorial acquisition**

**Describe the game premise.**

The game is a multiplayer of 2 to 4 players, and the idea of the game is to be the first person to collect the points, before the game is over. The game is over when all points are collected by one player before the others, it’s like who gets the points first and the player that collects all and with the most points wins. The name of the game “stay 2 tile-dots away” came to us, when we were working through the game, we decided to create this idea due to the relatability of the game within the current climate change of the world. We believe that this would resonate with a core group of a target audience as the whole world can relate to the current situation, and having that idea brings in attachment to the game of portraying emotions. A game with meaning is always a good attraction.

**Its rules and mechanics.**

The rules are played by the game mechanics, that includes a 2 dice, 16 player tiles 1 dotted game board, 64 cards, 4 playing pieces like icons. The overall rule is to compete against the other players to gain the most points by the end of the game. This can be done through collaboration, solo work or even betrayal. So, begin the game by deciding which game mechanic you will be taking for yourself and place your game piece on the board. The highest roll out of the players goes first, then in descending order. Then roll your dice to make your way around the board, collecting points and cards which can either aid or hinder you. These can also be traded with other players; you must stay 2 blocks away from any other player otherwise this can result in loss of points and resetting your progress. The mechanics like point system; gaining more points than the opposing factions in order to come out on top. Cards/Chance; these allow the players to gain a pint/tactical advantage over the players. Trading; this allowing you to put useless cards to good and use them by trading with other players.

**The material used to make the game (qualify them).**

We will be using unity engine, to make the game, and Maya to modelling the game board and game mechanics.

**How the game is played.**

The game is played through a playing board, so place the board flat onto a surface in view of all the players, then shuffle the deck of 64 cards and place them in the middle of the playing boards, visible to all 4 players, once the game mechanics are selected then place them onto the board and begin playing. The cards that are placed into the middle of the board, theses will get drawn by the player and can either be a positive or negative effect upon the player and their tiles.

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**What you found from your play testing.**

All team members decided to test the game amongst ourselves, by running through the game, looking at each individual aspect and mechanic, we discovered that the game played smoothly, while play testing we discovered that we needed to test it by using anonymous players, to give us a wider conclusion on the aspects of the game, however due to the time constraint we were unable to test it amongst others but our team. However, there could have been a bit more variety of options to choose from, through the game mechanics like the cards and dice aspect of the game.

**Your experience of working in teams to solve this problem.**

Working In the team of 3 was a positive outcome, we all began with deciding how we can share our ideas digitally and we picked google documents presentation, and this gave us the flexibility of working together, and commenting on each other’s ideas, and to work together and add to the game project task. The experience gained was effective, we co-operated on the task effectively, we were positive as the attitude towards working with each other was good, in terms that allowed us to participate with the task more and it was more engaging. I like how we discussed each of our inputs and shared our ideas on coming up with the game name. Overall, it was challenging but working together we came up with a game that we all were happy with.

**Add a couple of sentences reflecting on what happened in the team. What did you do well in this session and what would you like to improve?**

Reflecting on our team’s work, I am happy to state that it was fun, and very interesting seeing the team members come up with ideas and myself throwing in ideas that were popping into my head and being excited and working towards seeing the end goal. However, I felt what we could improve was the time management, we did not leave enough room for play test and gathering input from a wide range of people, instead of the members within the team, have a different insight from others really helps and that’s what I feel we could improve on so we can discuss more regarding what are the critics of the game.

**A list of the names of the members of the design and play testing teams.**

Samiul Bari and Connor Hadley