**Digital to Physical**

**Describe the game premise.**

The idea behind the choice of game was to create a battle royal experience on a physical level through the use of a board game. It will be a large map with several players that will be randomly distributed through the map, the map will be made up of tiles that will have equipment cards distributed randomly across that will provide people with different types of attack or tactical options. The players will all have a character sheet that will contain information such as health, inventory space and armour. The goal is to be the last one standing.

**Its rules and mechanics.**

* PVP Combat Gameplay
* Looting System
* Rarity System
* Cover and Terrain

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

* IW engine
* GtkRadiant by id Software

**How the game is played.**

PVP style gameplay in which they are allowed to collect different weapons and equipment in order to better their chances of winning a battle. Travelling across the map, encountering different terrains, buildings and covers in order to aid them in combat. Tactical decision making between each player, selecting different weapons based on loot drops that become available to the player throughout the game.

Graphical user interface

Description automatically generated

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

Found that travelling across the map is rather easily done as this can be controlled using dice rolls that allows the player to move from space to space throughout the varying terrains. Tactical decision making will still very much be a huge part of this game as the players must select which equipment they take into fights as well as where they decide to move along the map and ultimately where they start a fight. Whilst a typical PVP would not be achievable within this particular type of game, there will still be PVP elements within the game, making use of the tactical equipment provided to the player.

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

While the original game is largely skill based with a bit of luck, it is difficult to translate to a board game. It was decided to utilise die rolls to determine movement and damage randomises the outcomes, while using both terrain and equipment effects that supplement these rolls to make player decisions more important.

**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?**

However, reflecting on the card deck for equipment to be randomly distributed through the map with rarer cards having less copies in the deck. This is done to simulate the random looting system and encourage the players to move in order to obtain better and more diverse equipment. Character sheet is given to each player to display both health and armour, with a limited inventory space so players cannot continually pick-up cards and have to decide on the importance of items and whether to risk leaving them around for other players to pick up.

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

Saira Mahmood, Connor Winspur, Connor Hadley.