Diary 2. Steven Smith

Game premise: Each player owns a piece of land with a sweet castle, move across the playfield to conquer everyone else’s castle to win.

Rules and mechanics: Game can be played by 6 people, everyone makes their own layout. Rolling dice dictates how much you move around. You can move around and attack people, winning resulting in conquering their land.

Materials used: The playfield is made out of different cards so we would’ve used paper or card, each player avatar would’ve been a token or something that can be moved around. You would’ve also used a dice.

How game is played: people simultaneously can move around the board and upgrade their forces and defences, so they have to think about offence and defence. People meeting on the same space can acquire other peoples land making it easier to move around and gain gold. People strategize and try to move towards the players castle to get it. Once you acquire the land you win.

Play testing: Again, we didn’t have anything to playtest since we spent a lot of time working on the ideas and setting up teams, also we were online so I don’t know how that works.

Working in teams to solve what problem: Once the teams’ groups were all sorted out we all pitched ideas of small game mechanics the players could do based around the theme of territorial acquisition. We were all working on different things like drawing ideas or coming up with the rules.

Reflecting, and what to improve: Didn’t really think we had a consistent idea for the game as all we did was pitch different small Ideas, we were all working on different things such as typing rules, making PowerPoints and drawing ideas which makes it difficult to manage time and try to cement a cool idea or basic theme. Setting up teams also takes a bunch of time which we already don’t have enough of, don’t know why we switch teams every week since we don’t meet or even see the people we work with or talk to them ever, even when in the same room. If I had to improve something, I think moving people around so they sit closer to people they work with would be a great improvement as it may be easier to discuss(still sitting 1 computer away from each other and wearing masks though) and you at least get to see the people you work with. I don’t have any real agency to tell people “you should move their” or “this is how you should do the lesson” since everyone’s in the same situation, just pitching in my idea.

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