Tabletop Game Companion

Project Description

Tabletop games have seen a recent resurgence in popularity, and many families and friendship groups have been discovering tabletop games (or 'board games') beyond the usual games of Monopoly. As these games continue to innovate, many incorporate the use of a digital companion, which offers many advantages such as:

- Introduction the game and demonstrating how to play
- Facilitating a game that requires a moderator
- Offering variants where the player(s) play 'against' the companion
- Augmenting the game with digital elements
- Adding opportunities for augmented/mixed reality

The objective of this project is to identify an existing tabletop game which could be augmented with the introduction of a digital companion. You will need to research existing companion apps to identify their common usages, and the strategies for incorporating them within the game, and develop a suitable website or app which either simplifies the process of playing the game or facilitates some additional gameplay functionality.

An ambitious team may choose to use this opportunity to develop a tabletop game of their own design, which interacts dynamically with the supplied digital companion.

Existing Examples

- One Night Ultimate Werewolf moderator: [iOS, Android]
- Gloomhaven Campaign Tracker: [iOS, Android]
- XCOM: The Board Game: https://boardgamegeek.com/boardgame/163602/xcom-board-game
- Beasts of Balance:

https://boardgamegeek.com/boardgame/185709/beasts-balance

Expected Deliverables

A desktop executable, website or mobile app which acts as a digital companion for either an existing, or a newly designed, tabletop game.