

grassland



Jungle



Swamp

Question: strategic tabletop
 concept description → 44 butterflygate
 aesthetic goal →
 prototyping strategy / project plan ~

Brainstorming & Team Communication ~

Sensation	— sense pleasure	
fantasy	— make believe	
narrative	— unfolding story	
challenge	— obstacle course	✓ → <u>Strategy</u>
fellowship	— social framework	✓
discovery	— uncharted territory	
expression	— soap box <simcity>	
Submission	— mindless pastime	

Mechanics

space — discrete or continuous

functional space

structure

boundaries

progression

hierarchy subspaces?

affordance <perceived> what could player do?

time — discrete or continuous

rise of time

pressure

boundary <sports time-out>

paces

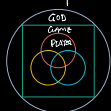
duration

objects
noun
noun

attributes
adj
verb

states
adj

Secret <information>



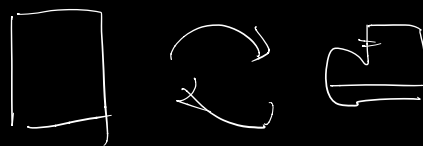
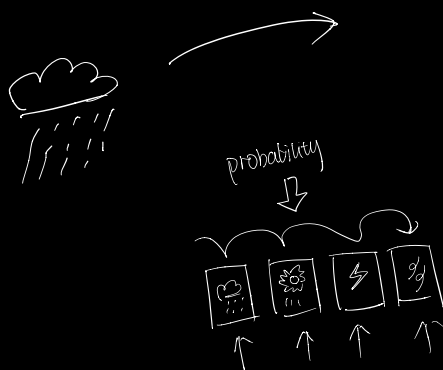
action ✗ action point is everything

rule

skill

chance

Mind



Action points

weather

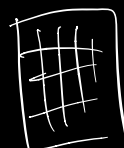
full map effect

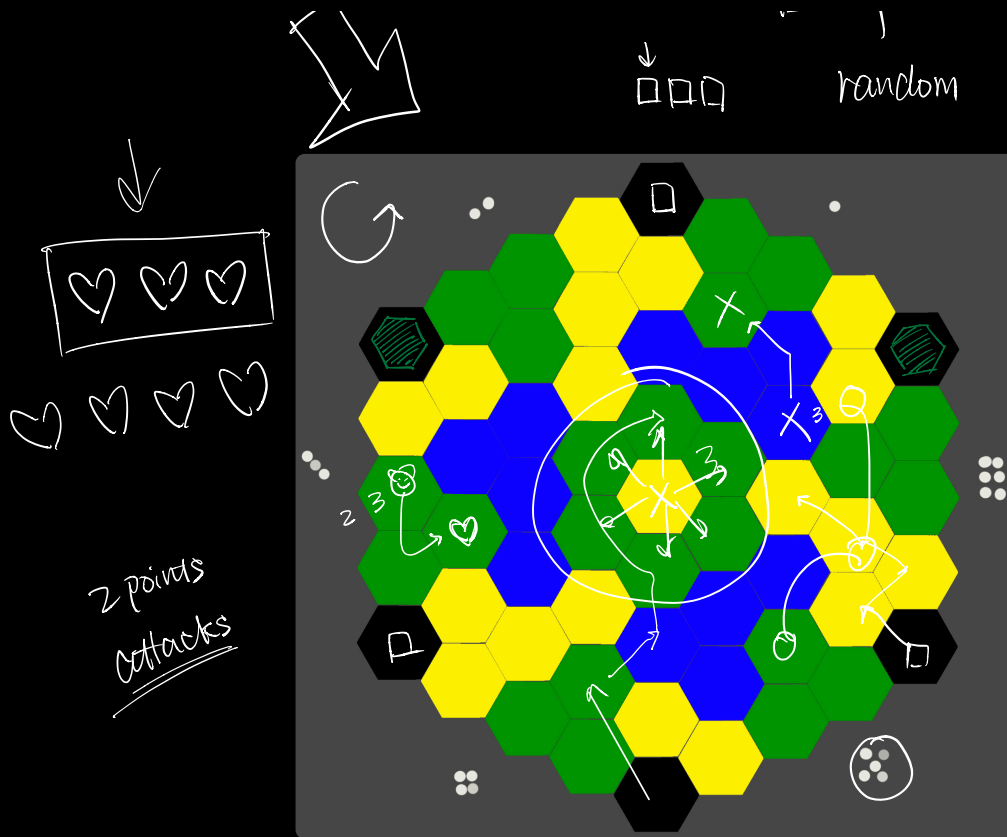


terrain



when attacked in pref terrain
half the damage

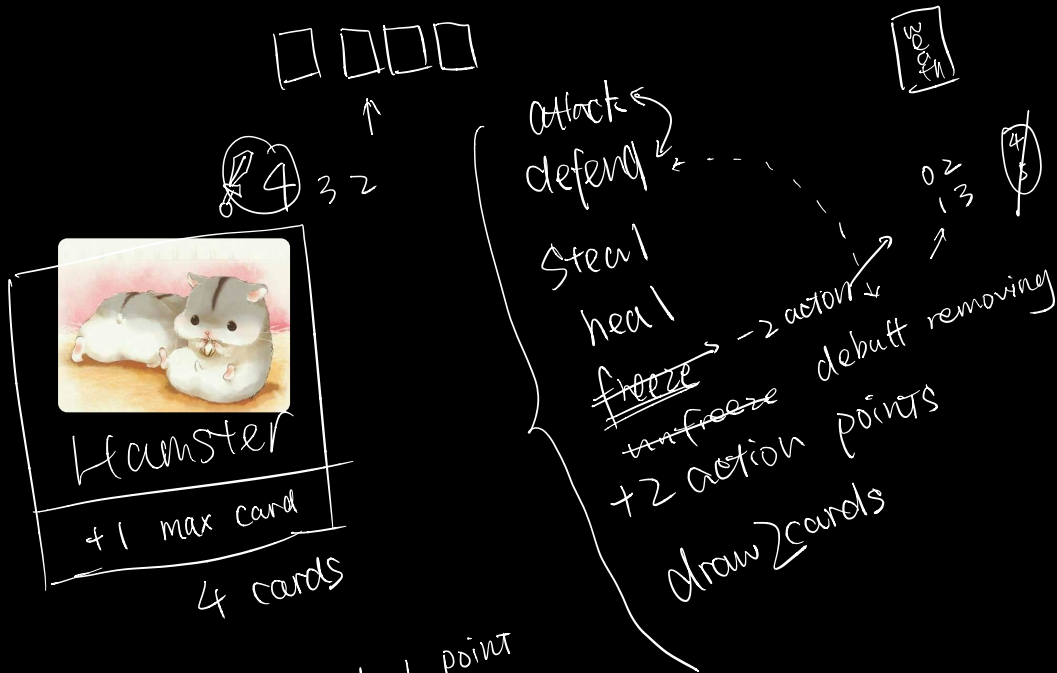




even
draws card
0
2
4

odd
draws/discards
1 → exchange
3
5

1 action
2 actions



every card 1 point
only 1 card
each turn

