

Climber Brainstorm Note

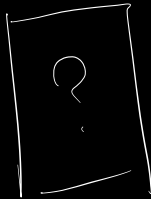
alert: it is messy!



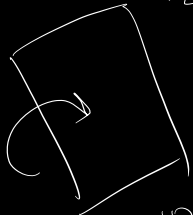
## Animal Climbers



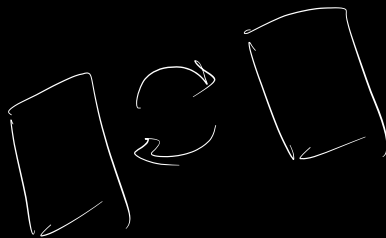
with preferred weather  
& ability



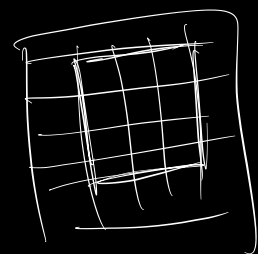
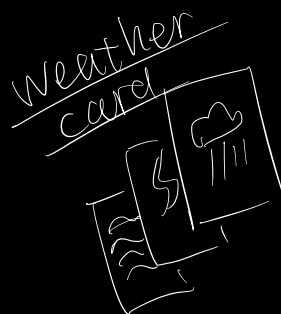
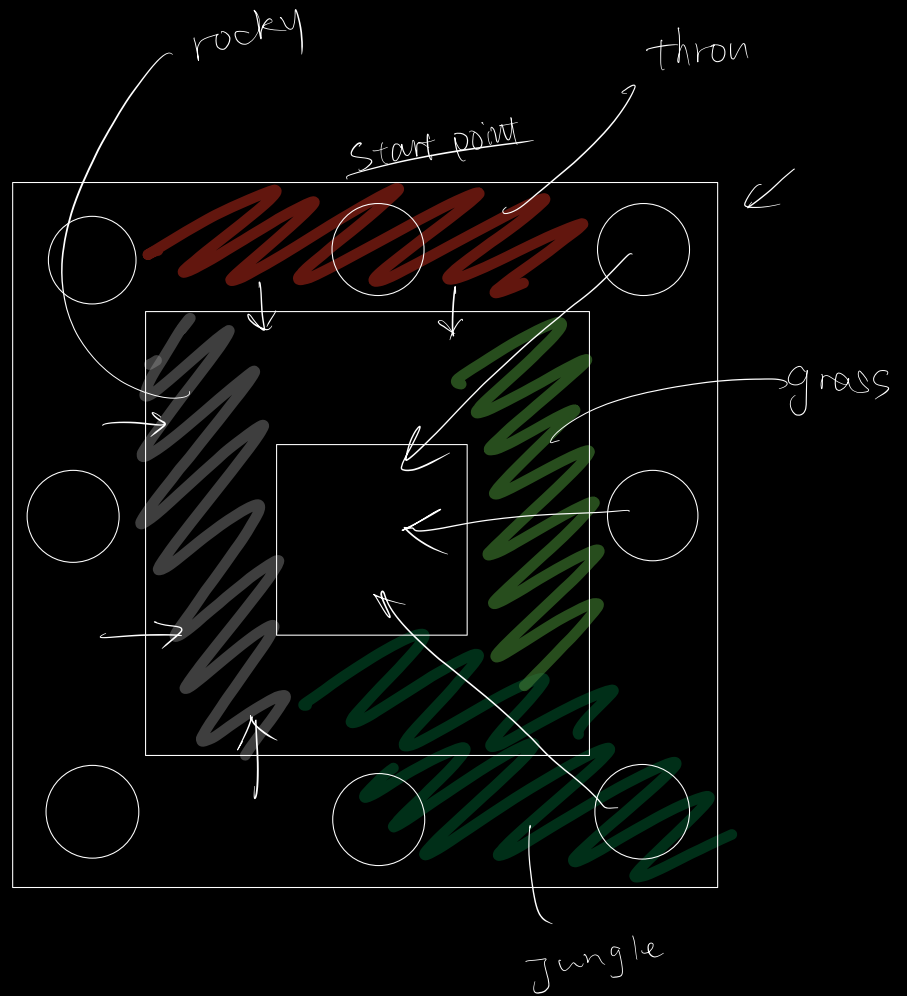
HIDDEN  
CHARACTER



ANNOUNCE  
AT ANY  
TIME

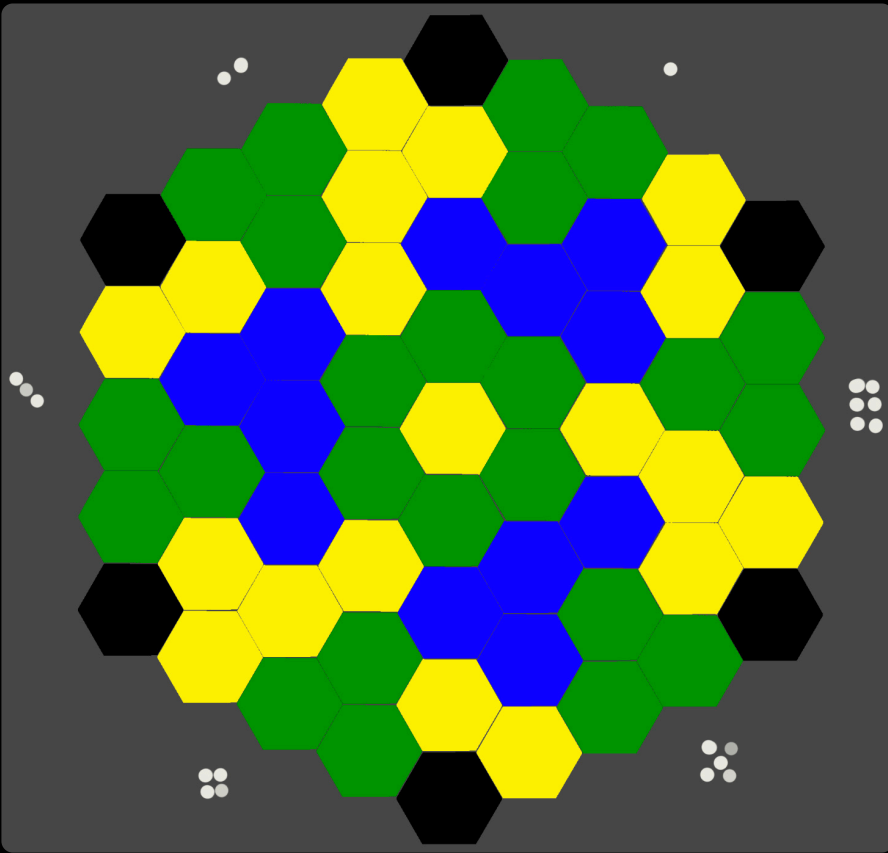


## Terrain RANDOM? (catan)



GM

HOW TO WORK TOGETHER



grassland



Jungle



Swamp

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

Team  
 brainstorming & 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 (sincerity) |                     |
| submission | — mindless passtime    |                     |

Aesthetics

# Mechanics

space — discrete or continuous

functional space  
structure

boundaries

progression

hierarchy subspaces?

affordance <perceived> what could player do?

action ✱ action point is everything

rule

skill

chance

time — discrete or continuous

rise of time

pressure

boundary <spots .time-out>

rules

duration

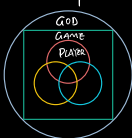
resources?

known  
objects  
memory

adj  
attributes  
HIGHER  
GAMES  
INFO

adj  
states

Secret <information>



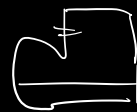
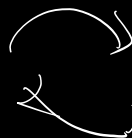
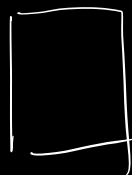
AP { MOVE  
CARD



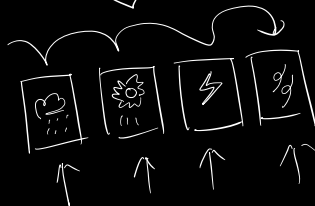
odd 1 3 5  
even 0 2 4



Weather system?



probability



Action points



weather

full map effect



terrain

When attacked in pref terrain  
half the damage

