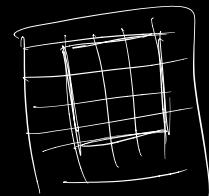
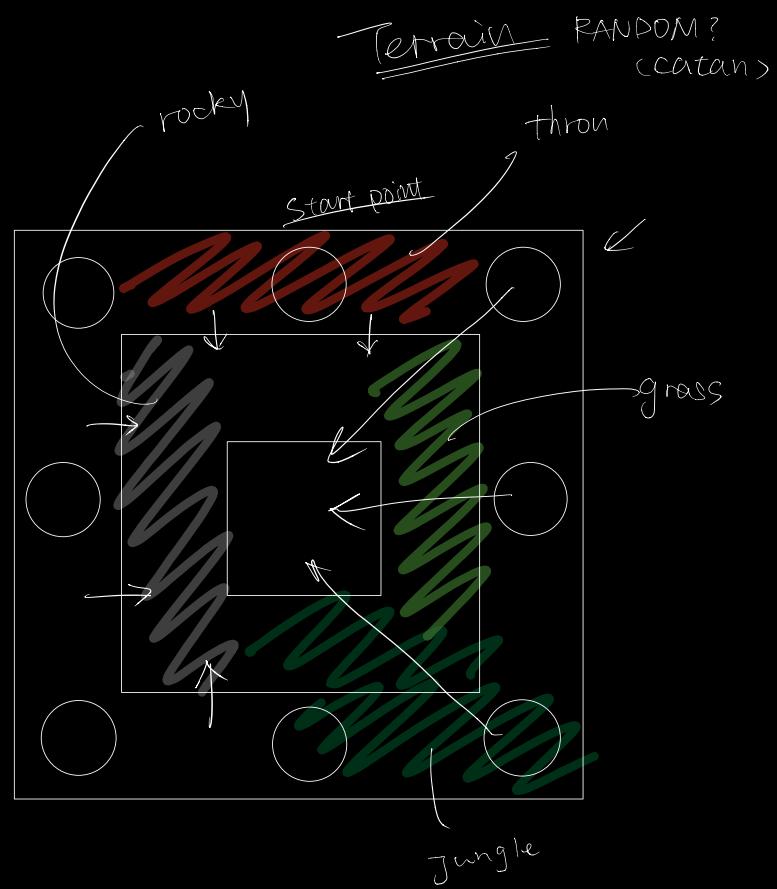
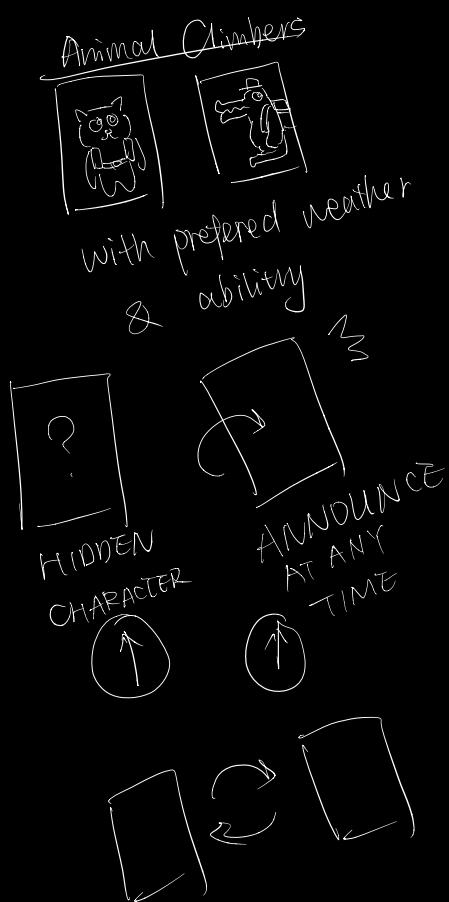


Climber Brainstorm Note

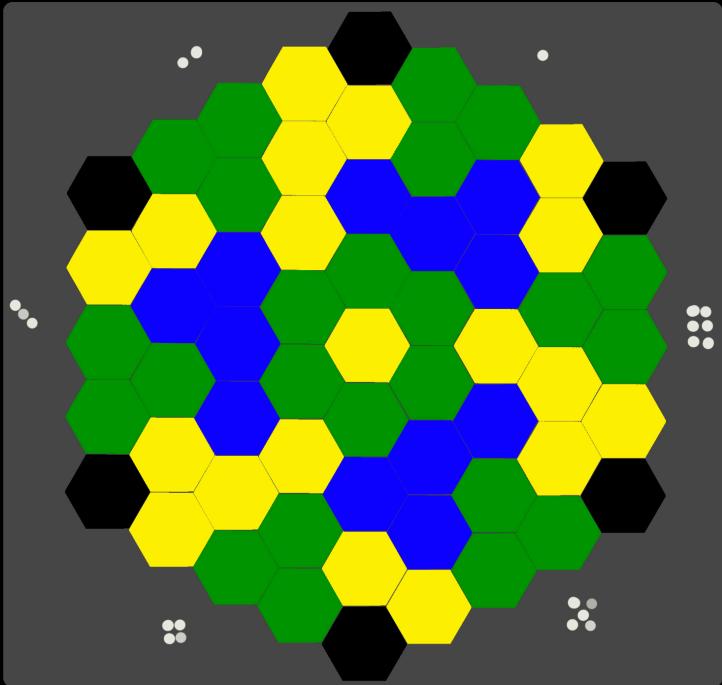
alert: it is messy !

Σγ



Σγ

HOW TO WORK TOGETHER



grassland



Jungle



 swamp

Question: strategic tabletop
 Concept description → 4x battlefield
 aesthetic goal →
 prototyping strategy / project plan ↗

Team
 brainstorming & communication ↗

Sensation	— sense pleasure
fantasy	— make believe
narrative	— unfolding story
challenge	— obstacle course
fellowship	— social framework
discovery	— uncharted territory
expression	— soap box <small>(simile)</small>
Submission	— mindless passime

↗ethetics

Mechanics

space — discrete or continuous

functional space

structure

boundaries

progression

hierarchy subspaces?

affordance <perceived> what could player do?

action \neq action point is everything

rule

skill

chance

time — discrete or continuous

size of time

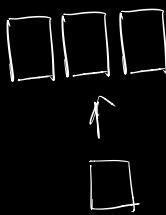
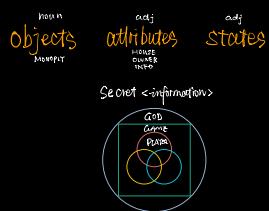
pressure

boundary <spans . time-out>

races

duration

resources?



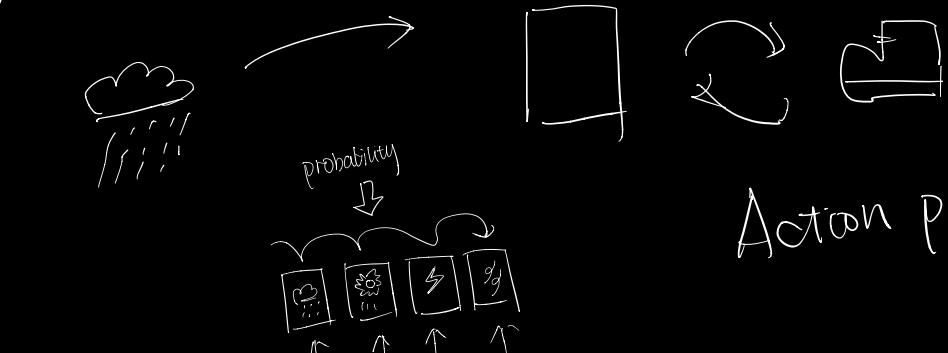
AP { MOVE | CARD }



odd 1 3 5
even 0 2 4



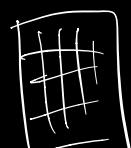
Weather system?

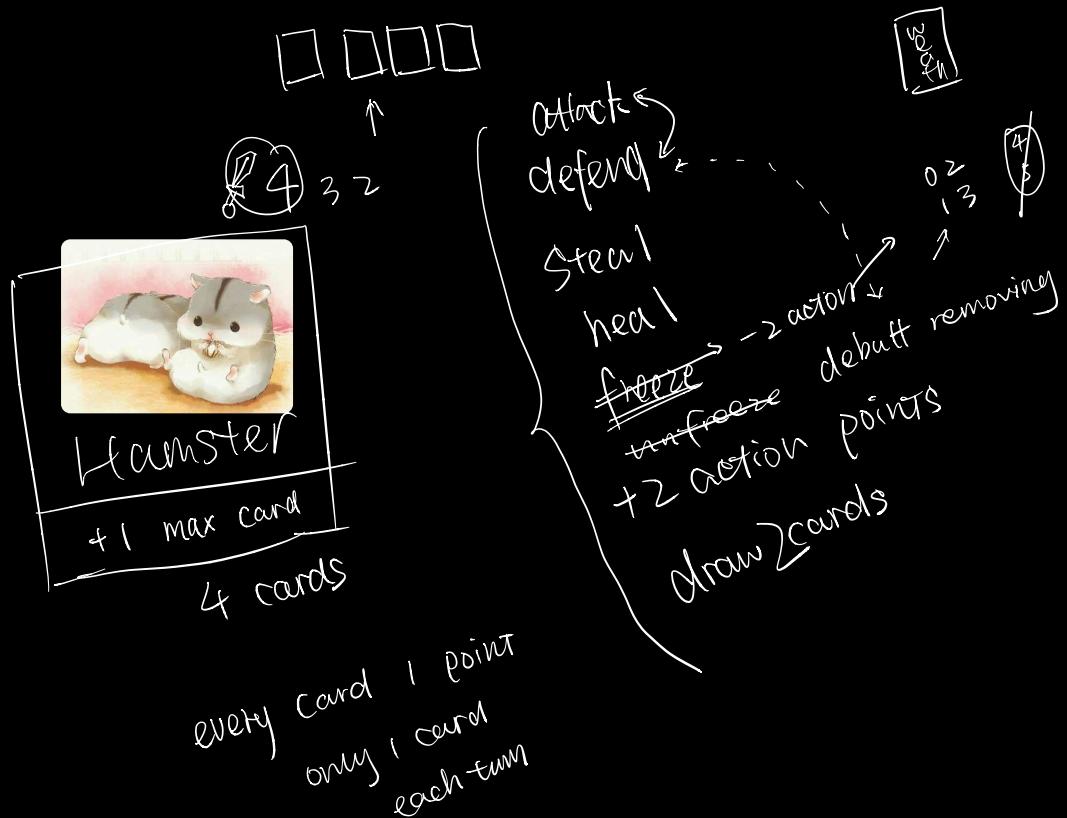
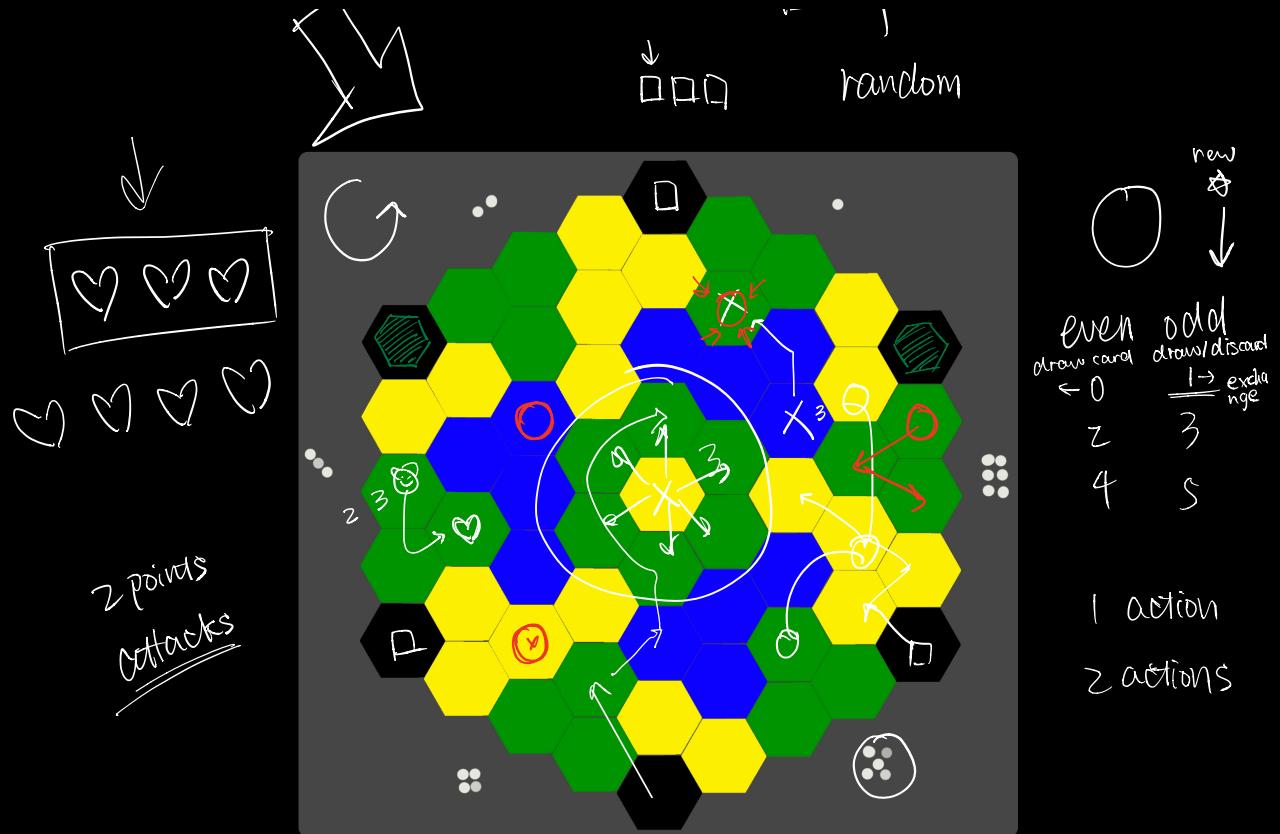


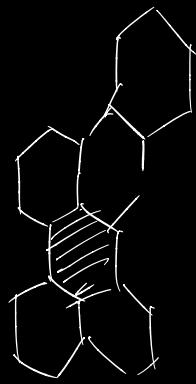
Action points

terrain

When attacked in pref terrain
half the damage







ANSWER question

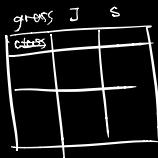


do not overbuild prototype

Classes mobility
 ↓

grass

if standing on grass
your next move
does not consume AP
→



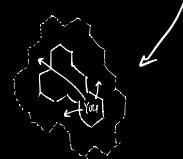
tutfacker
↓

jungle

swamp

you can consume
ZAP to swing to
the nearest jungle tile
limited once per turn

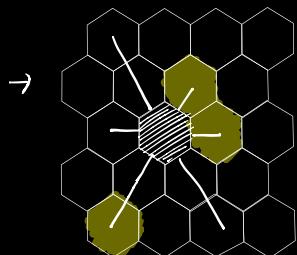
when in the swamp
you can attack
anyone on the shore



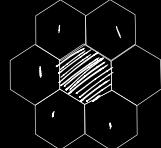
- (1) Basic rule
- (2) terrain
- (3) Animals/Class
- (4) Cards

Terrain system

No one can attack through disliked terrain (if not specified)



if standing on unpreferred terrain
attack range :



FOR NOW : ALL ANIMALS HAVE 3 ❤

G A R R O



You can skip the card drawing section in this turn. Doing so, your attack range in this turn will be 4 and your attack won't be affected by disliked terrain

"What? a secret potion? where did you pull that out?"

R I L L A



You can use 1 AP to choose an animal in any jungle (including your self), move it 1 tile toward any direction.

~~limited once per turn~~

"NO KIDINA! RILLA!"

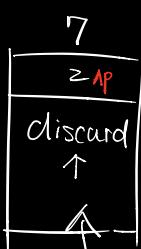
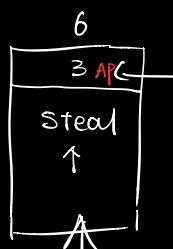
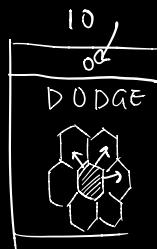
C R O C O



You can skip your turn to attack a player on any shore / in any swamp < don't consume card >

"You should be away from water."

Amount of card \Rightarrow 20

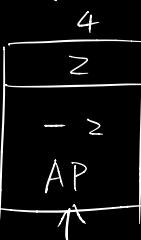
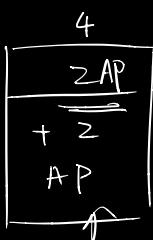
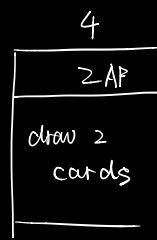
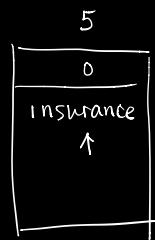


if you get attacked you can use this card to dodge attack and move 1 tile toward any direction

you can choose an animal within your attack range steal a card from its hand

you can choose an animal within your attack range discard a card from its hand

+ 1 ❤

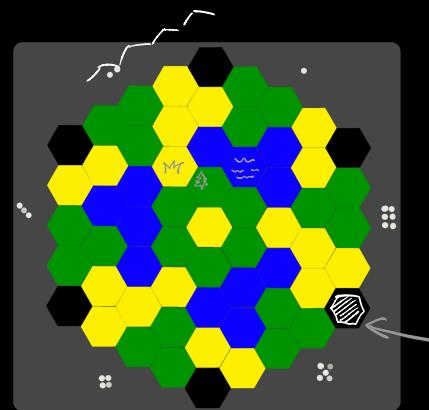
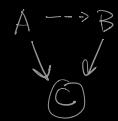


Whenever you lose card out of your turn you can use this card & draw 2 cards

Select an animal within your attack range. if it has + 2 or - 2 AP in the next turn. As reminder, put this card in front of the target player

① Guide rules 2L
② Turn up highest AP Yes 65 cards
③ Available creature sum 100% 65 cards

- ① discard At end of turn
 ② if you defeat an animal
 you can either restore 1 ♡ or draw 2 cards



NEW MAP

Project 1 Blogpost 2

提交作业

截止 星期一 由 23:59 编辑 得分 3 提交 网站 URL或一份上传文件 可用 7月13日 0:00 之后

For the second milestone you will need to describe your playtesting experiences and reflect on these. Post images and describe observations. Also describe what your next steps are based on your findings from testing this iteration of your design. Refine the project plan described in your first milestone.

- Late submission results in 0 points.
- Description and analysis of prototyping and playtest (1 point). Requires all of the following:
 - The question(s) you wanted to answer with the prototype and playtesting;
 - Detailed description of player experiences and how these may have been different from your expectations.
 - Reflection on test results and presentation of next steps (2 points).

→ Present a clear analysis of your game's mechanics, in terms of how well each currently meets your aesthetic goal.

→ Identify next steps to bring any lagging mechanics closer to that goal. Propose improvements for ALL mechanics that fail to deliver on the goal, even if you can't execute on every in this iteration.

→ Identify any other problems or questions identified through the playtest.

→ Explain how you intend to complete the final iteration of the prototype for your final in-class playtest. How will you address those issues? How will you prioritize that work?

VS

graphic

- ① make current good
 ② adding try
 weather

slack paste it

missed some taken
map shrink

forget to draw cards
even designers

Social strategies?

fix some bugs

balanced alliance

fellowship

More animals

BUG
color the spawn spot?

Weather?

map too small?
shrink makes terrain meaningless?

shrink makes terrain meaningless?

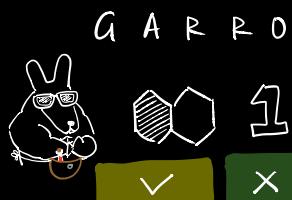


if standing on grass
your next move
does not consume AP

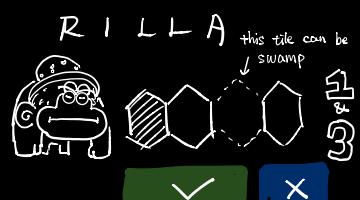
you can consume
2AP to swing to
the nearest jungle tile
~~limited once per turn~~

when in the swamp
you can attack

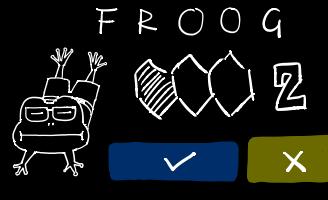
anyone on the shore



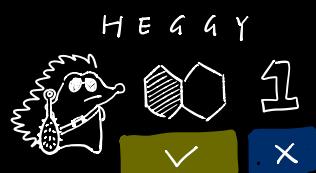
You can skip the card drawing section in this turn. Doing so, your attack range in this turn will be and your attack won't be affected by disliked terrain.



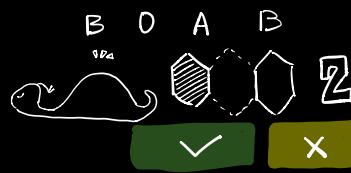
You can use 1 AP to move an animal in a jungle once. If you want to move it to the dropped area, you must discard 1 card.



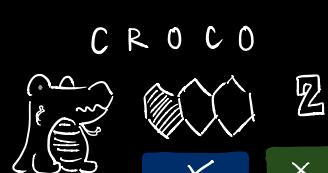
If your attack is dodged you can discard a card and collect that "dodge". Your "dodge" can be used as "attack".



If you get hurt outside your turn, you can discard 1 card to attack the source of that damage.

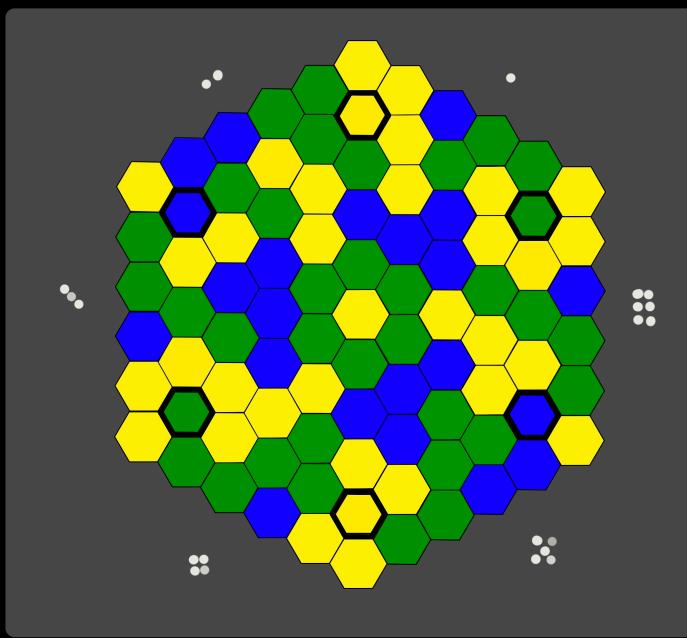


At the end of your turn you can skip your next turn and draw 3 cards.



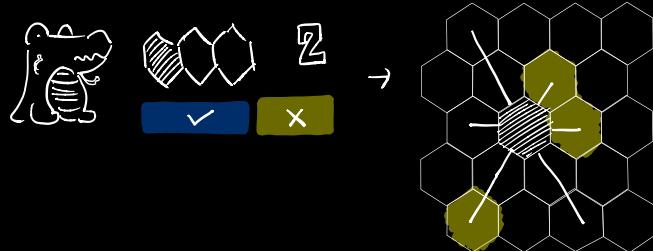
You can skip your turn to attack a player on any shore / in any swamp < don't consume card >

Game Rule Illustration for Playtest 2

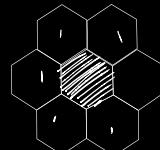


Character & Terrain System

No one can attack through disliked terrain (if not specified)



if standing on unpreferred terrain
attack range :



The third milestone is written after the final prototype has been through playtesting. It should describe the final prototype in detail and the results of the final playtest. Describe the lessons learned from this project and make sure to end with a very detailed team description. Project the game forward, imagining the most fruitful next steps as if you were going to continue the game. Include a link to download the game material and/or to play the game.

- o Late submission results in 0 points.
- l o Final prototype description (1 point). Requires all of the following:
 - a. Concise description of the current game;
 - b. Description of how it evolved into this concept; and
 - c. Use of concepts from the class.
- 2 o Description and analysis of final playtest, at same level of detail as for previous milestone (1 point).
- 3 o Lessons learned (1 point). Includes all of the following:
 - a. What insights were gained about how players experience games.
 - b. What insights were gained about building a specific aesthetic experience through mechanics.
 - c. What communication and collaborative processes you would bring forward to a future project.
 - d. What communication or collaborative processes you would change or abandon for future projects, and what would replace them.
- 4 o Projection (1 point). Includes either of the following:
 - a. The most fruitful direction for expanding, refining or reworking the current prototype; or **DIGITAL**
 - b. Reasons why you would abandon this game, and what specific elements you would harvest for a different game.
- 5 o Detailed team description (1 point). Requires all of the following:
 - a. How you collaborated - what software and how you communicated:
 - b. Roles, responsibilities and tasks for each team member throughout the project.

Basically copy paste from previous

→ Project 7/27
 Blog Post 3 7/28
 Feedback 7/31

ZJ ● 1a A final Game Guide? 

KY ● 1b/1c A Table / Graph / Mindmap 

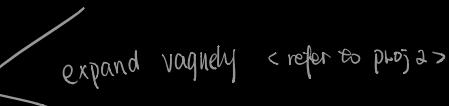
VS ● 2 Players didn't realize strategy
players didn't use animal abilities
move → card

KY ● 3a weather - not clear / distraction
teaching

VS ● 3b How we abandon "fellowship"?
distress challenging
handle for balancing imbalanced teams

How we improve challenge
free movement ↔ punished
reduce interaction
too harsh / too rewarding

ZJ ● 3c
- Initial brainstorming
- Independent design
- Design discussion
- Design presentation

● 3d old is fine. all necessary
add design documentation 

ZJ ● 4a make it digital
(too many rules / mechanics that players need to follow)

ZJ ● 5 copy paste from previous

SOFTWARE

TEAM 
 SLACK 
 Notability <this>
 XMind note / brainstorm

→ WORK LOAD **ctrl + c**