

Project 3: Digital to Analog:

The final game design project is the production of a physical version of an existing digital game. This assignment builds on the skills you've learned throughout the course, and adds a fabrication component. You will be responsible for constructing the game and creating gameplay documentation, both should be visually attractive with the video describing and depicting actual gameplay.

PART A

Submit (a) Rules, (b) Images, and (c) Video Documentation via pdf and youtube or vimeo link.

Game Type:

- Attack side VS Defence side
- Card Board Game
- PVP Maze Map
- Take turns (Roll the dice to take turn every time)

Game Rule:

Short introduction of the game. (Mechanics)

The game will be played on the Maze map(board) with grids. Players will take turns by rolling the dice. The number that the player rolls is the step player will move forward; while the player is taking turns, they also play against each other. Our game offers two side players, one player will be the zombies side and start at the left open side of the map. Another player will be the human side starting at the right open side of the map. When one player reaches the other player's starting point, then the game is over. (In other words, when a zombie player reaches the right side (the human start point), then the zombie wins. same idea for human player)

Human Side: Human side will start at the right side, when players reach to some point of the game, they will get the plants to defend the zombies.

Plants and their Unique Skills:

1. Cactus: player use it for smash zombie tombstones
2. 2.Bamboo: Bamboo is like a barricade, which can block the advancement of zombies for two rounds.
3. Lotus: Blow up the wall, open a new way.
4. Smelly Flower: Let the zombies change their road plans.
5. Dandelion: The number of dice points for the zombie player's next round is halved. Only even numbers work, odd numbers mean zombie players stay the same.

6. Big mouths flower, defend against zombies skills.

Zombie side: The Zombie side will start at the left side of the game and pick the zombies during the game.

Zombie's magic enhancement skills:

1. Fire Magic(red card): Burn out and change the terrain of the map, once every two rounds.
2. Bounce Magic(blue card): Jump over the wall once.
3. Emerald Magic(green card): Bribery and can double the number of dice points.
4. Desperate Reincarnation(yellow card): Send the human players back to the beginning point, only once per game.
5. Poison Spell(purple card): Stunned and stopped the human player for two rounds
6. King of Zombies: Zombie players can place tombstones on the way they walked before, and players can switch positions back and forth.

PART B (Image of the game)



PART C

Here is the video link: [IMG_8274.MOV - Google Drive](#)

Assessment: Measured by the synergy of interaction design and aesthetic goals, as well as the clarity and polish of corresponding documentation.