**Daedalus Sprint**

**Roles**

Alan- Room Creation

Cathal- Riddle Creation

Darryl- Questionnaire

* = Actual time

**Plan**

To plan this game, we first researched the lore and myth of Daedalus. After that we dedicated about 5-10 minutes for brainstorming. Each of us took post it notes and wrote down any idea that came to mind. When we finished our brainstorming, we sorted through all the ideas and found the one we wanted. We then stuck that post it on a whiteboard and sat down to try to go deeper into what we want this game to be and how we want it to play. We came up with headings such as setting, characters, story etc. we then focused on filling those in. We all started coming up with ideas and any we really liked, we stuck up on the board under its related heading. We did this until we had loads of ideas and we then started to narrow it down. Soon enough we had an idea for our game along with the name “Daedalus”. This process took us about 10 hours to complete.

**Build**

Now that we had an idea for our game it was time to make a prototype to test. We roughly sketched out how each of the rooms would look on paper. Since we had a rough copy, we then properly drew out the rooms on paper. We had some MVP’s that we wanted to convey in this prototype. Alan created the rooms for the game, Cathal came up with the riddles for each rooms, each room had an easy, medium and hard riddle so there ended up being 33 riddles overall, and Darryl created the survey for the play testers to answer after they have a go at our prototype. We also added the time aspect by having it so you only have 5 minutes to complete the night. We then came up with the rules for the prototype.

**Test**

Now we needed to play test our game, so we got together 2 acquaintances to try out the game. This was done in the canteen in the college. We gave them the game and the rules and sat back to see how they do, taking notes in the process. They had a choice of easy, medium or hard. One picked easy while the other picked medium. The person who picked easy completed it while the person who picked medium got to the last room but ran out of time therefore failing. When they were done, we handed them the survey and collected their feedback. This process took about 2 hours to complete.

**Review**

Now that the play test was over, and we had gathered the play testers feedback it was time to make a few changes to the game based on the feedback. The feedback we got was very useful for making sure our game satisfies the players. Some of the feedback was that the game was confusing at start, but they got the hang of it. This took about 3 hours.

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|  |  | **Group:**   * Brainstorm * research * Plan * Decide on layout * 6 hours |
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|  |  | **Cathal:**   * Find riddles * Decide on final board layout * Write up riddle cards * Write up answer cards * Ran test * 12 hours |
| **Prototype** |  |  |
|  |  | **Alan:**   * Plan playtest * Found players to test * Record test * Ran test * Upload video * 10 hours |
|  |  |  |
|  |  | **Darryl:**   * Questions for survey * Managed feedback * Script for playtest * 7 hours |

As a player, I want to see a functioning prototype with a coherent rule set that’s easy to understand and to implement

As a player, I want to be able to understand the ruleset on first time of reading and I can use to get into playing quickly.

As a player, I want to see a board layout that is easy to understand and is congruent with the ruleset