

# GoldRush

## Personal Appendix

MOULINNEUF Galdan – 2927686

### **Tasks:**

For the final assignment, I was in charge to make the High Concept and the Game Treatment part in collaboration with Melchior GARRIGUES. We both worked equally on it.

When it went to the user testing part, I helped Victor GANTER and Valentin FERREY to create the questions for the users at the end of their game.

In the section 4, I oversaw the Technical part and the Level Design with Melchior GARRIGUES.

### **References:**

I took a lot of inspiration by looking briefly at « [The Art of Game Design – by Jesse Schell](#) » and « [Kobold Guide to Board Game Design – by Mike Selinker and lot more](#) ».

For the Rules Documentation, we got inspired from the [RISK official documentation](#).