

Submission Worksheet

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IT265-002-S2024 - [IT265] Boardgame Game Design Treatment

Submissions:

Submission Selection
1 Submission [active] 3/13/2024 3:03:04 PM

Instructions

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Board Game Design Treatment Analysis

Objective: Individually create a detailed design treatment for an original board game, covering the concept, gameplay mechanics, visual style, target audience, and inclusivity features. This foundational work will lead to further development phases.

Work on the below tasks (recommended to do in the order provided).
After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
Once all items are filled out, ensure this worksheet is saved and explore the PDF
Upload the PDF to the respective branch on GitHub
Create a pull request to main, and complete the merge
Upload the same PDF to Canvas

Branch name: DesignTreatment

Tasks: 11 Points: 10.00

1. Crafting the Game Treatment (2 pts.)

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Task #1 - Points: 1

Text: Possible Title(s) of the Game

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Proposes fitting title(s) reflecting the game's essence
<input type="checkbox"/> #2	1	Explanation of title(s) choice

Response:

Dragon Tamers – the game is about taming/befriending dragons, so it's obvious and on-the-nose, and works well. (there's a mobile game by the name of 'Dragon Tamer' but that's a mobile game. with a different premise)

2) Taming Dragons (the Board Game) – actually has a better ring to it, I feel.

Task #2 - Points: 1

Text: Game Premise

Details:

Clearly detail the setting, characters, theme, and story

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Setting is thoroughly described
<input type="checkbox"/> #2	1	Characters are thoroughly described
<input type="checkbox"/> #3	1	Theme is thoroughly described
<input type="checkbox"/> #4	1	Story is thoroughly described

Response:

Players take the role of heroic adventurers traveling through the Draconim Mountain Range said to be inhabited my numerous species of dragons. The Mountain Range contains within numerous cavern biomes, and an equally exotic surrounding environment. Players must make strategic decisions (and bank on a bit of luck) to navigate the various landscapes and tame as many dragons as they can to enlist their help and stop one of the many impending natural disasters about to strike their home continent.

The dragons are not malicious, and will not harm humans but they *can* be intimidating and persuasive. If you're not careful, your current party of amassed mythical comrades may very well be swept from under you, choosing to side with their new leader instead of you, making your journey for naught.

Defy a disastrous fate by befriending nature's royalty in a quest to save your homeland!

Task #3 - Points: 1

Text: Objectives and Conflicts

Details:

Describe the goals and challenges within the game

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input checked="" type="checkbox"/> #1	1	Clear description of objectives and conflicts

Response:

As per the main objective of the game: to successfully thwart the unpredictable natural disaster, a quota of points has to be met. These points can be accumulated by taming dragons or through the collection of certain items, and have multipliers depending on whether the dragon you tamed or the item you collected matches the disaster to be faced. [Exact numbers explained in the Mechanics Section.]

There are also rumors that deep within the caverns exist immensely powerful Alpha dragons who have the respect of the other species in the mountains. Players can choose to risk it all and challenge any alpha they encounter to either prove their worth and tame them, or lose all of the dragons they've tamed thus far.

The type of natural disaster the players face will only be determined once all players reach the end of the map and emerge from the cage. (Determined once again by a dice roll) Though, the chance for each disaster can be raised through the use of certain items.

Task #4 - Points: 1

Text: Gameplay Mechanics

1.

Details:

Explain how the game is played and highlight unique features

5.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Features/mechanics should be clearly isolated and explained
<input type="checkbox"/> #2	1	Overview should be comprehensive

Response:

*This is a 1 die-per-player game.

Each Player can choose the path they want to take every time they land at a Location. There are 5 types of locations:

Dragon Caverns - when a player lands on a Dragon Cavern, they have to roll a dice to determine which Type of dragon they will encounter.

Fierce Domain - a Location that will specifically be home to a dragon of the Fierce characteristic

- Cunning Domain - a Location that will specifically be home to a dragon of the Cunning characteristic

Docile Domain - a Location that will specifically be home to a dragon of the Docile characteristic

- Treasure Trove - when a player visits a Treasure Trove, they can roll a dice to determine how many items they can collect

*Each Cavern and Domain has a chance to contain an Alpha Dragon. Alpha dragons have 2 points allocated to each Characteristic Type.

Dragons:

Dragon Cavern Encounter:

Rolling a 1-2 yields a Docile dragon. 3-4 yields a Cunning dragon. 5-6 yields a Fierce dragon. Regardless of which number the die landed on, there is a 30% chance for any of those dragons to instead be an Alpha. [I plan to use a random number generator to determine that]

Taming dragons

By default: Rolling a 3 [debating on 4] or above results in a successful dragon tame. This chance can be affected by items obtained from Treasure Troves.

Taming an Alpha: When encountering an alpha you can choose to challenge it. Should you challenge it, you must roll a 5 or above to successfully tame it. This chance can be slightly increased by the Resounding Artifact

- Item. HOWEVER: SHOULD YOU FAIL, you will lose all dragons in your possession (points granted by survival items will not be taken away).
-

Point Distribution:

Each dragon is by default at least 2 points. If the dragon's type matches the corresponding natural disaster that occurs at the end of the game, that dragon's points will gain a 1.5x multiplier (as in: they're now worth 3 points). (Alphas are not affected by the multiplier.)

Items:

The number of items you can collect from a Treasure Trove will be determined by a dice roll - capped at 4 per Trove. For each number of items you can collect, you get a choice between two objects (the items are not exhaustive. So no matter which item you choose and no matter how many of the items you have, you still have an equal chance to choose that item and some items stack).

Items are drawn from a stack of cards.

Survival Item - items that give you +1 point.

- Drumstick - improves the chances of taming chances, making the required number to tame a dragon 2 or higher.
- Resounding Artifact - a sentient item that only appears to those who are worthy. Increases your chance of taming an Alpha dragon, making the required number to roll a 5 or above instead of a 6.

Black Orb —Disaster Manifesting item - an item that can increase the chance of a Meteor strike. — 1 Black Orb: [4-6] 2 Black Orbs: [3-6]

Tectonic Stone —Disaster Manifesting item - an item that can increase the chance of an Earthquake. — 1 Stone: the player can choose between expanding the Earthquake range to be lower or higher, e.g [2-4] or [3-5]. 2 Stones: [2-5]

Trident —Disaster Manifesting item - an item that can increase the chance of a Tsunami — 1 Trident: [1-3] 2

Tridents: [1-4]

Natural Disasters [Winning the Game]:

8 points total are needed to beat any natural disaster. There are 3 categories, determined by a dice roll (but this value will fluctuate if you obtain an item that can increase the chance.):

[1-2] Tsunami - this natural disaster is best countered by Docile dragons

[3-4] Earthquake - this natural disaster is best countered by Cunning dragons

[5-6] Meteor - this natural disaster is best countered by Fierce dragons

All points in a player's possession contribute toward a player's total, regardless of Dragon Type—Disaster synergy. For every Dragon Type that *does* counter the impending Disaster, that individual dragon's points are increased by 1. (No items have synergy, nor do Alphas - their points are fixed regardless of the disaster).

Target Audience Analysis (1 pt.)

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Task #1 - Points: 1

Text: Identify and analyze the game's target audience

Details:

Consider demographics, interests, and gaming habits

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Target audience is clearly identified and described
<input type="checkbox"/> #2	1	Analysis includes demographics, interests, and gaming habits
<input type="checkbox"/> #3	1	Justification for the game's appeal to the identified audience

Response:

Target audience is anyone who enjoys cool creature designs and the sentiment of befriending creatures (either with or without the end goal in mind) - of all ages! Anyone who appreciates whimsical and/or detailed worldbuilding and character/environmental design would enjoy the game's style, and gamers who enjoy Creature Collectors and dungeon exploration will get a kick out of the cave exploration facet of the game's mechanics.

Accessibility and Inclusivity Strategies (1 pt.)

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Task #1 - Points: 1

Text: Outline strategies to make your game accessible and inclusive

Details:

Address physical, cognitive, and social inclusivity

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Accessibility features for diverse abilities are specified
<input type="checkbox"/> #2	1	Inclusivity strategies for a wide audience are outlined
<input type="checkbox"/> #3	1	Implementation of these strategies without compromising gameplay is discussed

Response:

The card of each dragon type could come with a unique texture, so it's easier to distinguish which types of dragons you've encountered and collected so far, without having to rely solely on the cards' visuals.

Each dragon type can be signified by a unique overall color, making them and their corresponding natural disaster easier to identify. (Fierce a red-orange to match the blazing meteor. Cunning an earth green to relate to the earthy ground. Docile blue to signify their passive and calm nature and relate them to the ocean.)



Pitch Preparation (2 pts.)

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Task #1 - Points: 1

Text: Prepare a pitch for your game

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Details:

Summarize the concept, theme, target audience, and unique selling points in a compelling manner

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Pitch summarizes the game concept and theme
<input type="checkbox"/> #2	1	Target audience and unique selling points are compellingly presented
<input type="checkbox"/> #3	1	Pitch demonstrates how the game stands out in the current market

Response:

A Dungeon-delving fantasy RPG where players tame dragons on their way through the world of Vytara to stop the foretold natural disaster that will wipe out the continent! Travel through the mystical Draconim Mountain Range and prove yourself worthy of leading all kinds of dragons to save your hometown! A great game for fans of adventure, creatures, as well as people who enjoy games that require planning and strategy on top of luck.

Visualizing the Game Concept (2 pts.)

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Task #1 - Points: 1

Text: Sketches/Storyboard

External Feedback (2 pts.)

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Task #1 - Points: 1

Text: Feedback 1

Details:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Person's name and relation mentioned
<input type="checkbox"/> #2	1	Summary of feedback focusing on concept, mechanics, and style
<input type="checkbox"/> #3	1	Reflection on how feedback will be used to refine the design

Response:

"I think the idea of the game is very novel and interesting. The drawings of the drags are very cool and make the game very interesting to play. I like the aspect of using the die and having it to make the choices for you in the game. I also think the map and the natural disasters are very interesting." - Amanda Montero. my friend (completely different major: Cyberpsych) who so graciously typed out her review in this textbox herself :)

Task #2 - Points: 1

Text: Feedback 2

Details:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist

*The checkboxes are for your own tracking

#	Points	Details

<input type="checkbox"/> #1	1	Person's name and relation mentioned
<input type="checkbox"/> #2	1	Summary of feedback focusing on concept, mechanics, and style
<input type="checkbox"/> #3	1	Reflection on how feedback will be used to refine the design

Response:

"game seems very dynamic with multiple ways to help you to a win...concept seems modern with the inclusion of natural disasters (trying to avert one), also a good mix of luck, planning and strategy. very fun..." - my dad :)

"love the dragons and the points! fun to play and easy to understand" - my mom :)

(I had them both play the game; it was exhilarating)



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Task #3 - Points: 1

Text: Feedback 3

Details:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Person's name and relation mentioned
<input type="checkbox"/> #2	1	Summary of feedback focusing on concept, mechanics, and style
<input type="checkbox"/> #3	1	Reflection on how feedback will be used to refine the design

Response:

"The game is really luck based, but the items do a good job of increasing your chances. I think it's a good concept; especially in the way it strays away from a Player vs Player sort of board game. I like how it's more PvE (Player vs. Environment) style. On paper it seems relatively refined. The alpha system serves as an engaging, dire circumstance that can change the outcome. I feel like the random events are pretty clever. If the game had more of that it would be more interesting (like the random chance sort of events). The gameplay is very on-point, nothing too special (not to diss, but just stating matter-of-factly)" - my CoE friend, Adam Mariano, who very graciously took the time to read my rules and voice their opinion within the last hour of me working on this :)

End of Assignment