

Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-board-game-prototype/grade/jpb72>

IT265-002-S2024 - [IT265] Board Game Prototype

Submissions:

Submission Selection

1 Submission [active] 3/23/2024 4:46:29 PM

Instructions

^ COLLAPSE ^

Make a Google Doc similar to my example:

<https://docs.google.com/document/d/1z3vH500KOSO6E4IK2PzKwZhunIDvO1woupPy1ICdUuU/view>

Share it as public or NJIT Domain so we can access it.

Design your prototype using things like card stock, index cards, cards, physical pieces etc. Try to avoid using printed-out regular paper like my first example prototype.

Fill in the below deliverables.

Generate the output file and upload it to Github under the respective branch name.

Branch name: Physical-Prototype

Tasks: 6 Points: 10.00



Prototype (9 pts.)

^ COLLAPSE ^



Task #1 - Points: 1

Text: Briefly describe your game

Response:

Dragon Tamers is a board game where players take the role of heroic adventurers exploring a fantastical cave who have to beseech and tame the dragons dwelling within to help fend off a natural disaster coming to destroy their homeland. This dice-rolling RPG will have players encounter various dragon species within the caves' distinct biomes, rummage through lost treasure to gain items that can help them on their quest, and perhaps even test their luck if they happen to encounter a mythical alpha dragon said only to exist in legend.

Will you enlist the help of enough dragons and emerge from the cave equipped to save your country? Or will you come

out of the cave having lose the one thing you entered with: Hope, and realize that your journey was all for naught?

Task #2 - Points: 1

Text: Provide the link to your Google Doc

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Document includes Instructions/Setup
<input type="checkbox"/> #2	1	Document includes explanations of the game pieces and board configuration
<input type="checkbox"/> #3	1	Document includes any necessary charts/tables/etc
<input type="checkbox"/> #4	1	Document includes digital sketches of each piece (similar to the colored tables in my example, or whatever is relevant). If using number placeholders like mine, ensure you have a chart/table with the actual corresponding text

URL #1

https://docs.google.com/document/d/1ISOv7C5ihl7sQ5iRkEPpFkUDXsoSbyVZ9_-xVK1zXY/edit?usp=sharing

Task #3 - Points: 1

Text: Add images of your physical prototype pieces

Details:

Caption what each one is/represents (note: if it's a deck of cards you don't need to capture each individual card)

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large





individual dragon cards (and the type they're associated with)



The other two decks: Items on top, dragons on the bottom



COLLAPSE

Task #4 - Points: 1

Text: Add an image of your game setup

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large





Full game setup

Task #5 - Points: 1

Text: Explain your choice of material for each prototype piece

Details:

You may want to copy/paste each of the checklist items for each piece you describe, try to format things nicely.

Include any other relevant info about the pieces.

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	What is the material/piece?
<input type="checkbox"/> #2	1	Why did you choose this material for the piece?
<input type="checkbox"/> #3	1	Does the color represent any meaning?

Response:

The map will be printed out and taped onto a large piece of cardboard in order to make the playing field a bit larger than simply a piece of printer paper. Mostly to increase visibility and ease of piece movement - as if it were an actual board from a board game.

With the only "pieces" in question just being each players' models, really only there to demonstrate how far into the map they are. These models will be represented by Pokémon TCG coins because apparently I have a solid handful of them!

The collectible items from Treasure Troves will be represented by pokémon cards - each item will have a matching Energy Type (it's there in the chart on my Doc), mainly as a way to have a better physical, visual representation of the

items each player has in their possession.

The dragons that each player tames will also be pokémon cards, but with a picture of the monster taped onto it :) because I spent all that time drawing knowing damn well I wanted to use 'em, and since I don't know how to 3D print, nor do I have any fancy paper to print *on* I figured why not just tape it onto another suitable surface (a pokémon card) (also. I'm taping everything instead of gluing it because tape is infinitely more temporary).

Reflection (1 pt.)

^COLLAPSE ^

Task #1 - Points: 1

Text: Respond to the checklist prompts

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Did you face any difficulties building your prototype? If so, explain.
<input type="checkbox"/> #2	1	Did the prototype change your original vision from the treatment? If so, why/how?
<input type="checkbox"/> #3	1	What did you learn from this process or what takeaways do you have from this experience?

Response:

I think the biggest difficulty I faced in thinking about how to implement my prototype was realizing how semi-scuffed my item mechanics are going to have to be, at least if I want to stay 100% true to my vision of how I want them to work. Basically, since I want the physical version to allow for each player to have cards (a physical representation of the items they possess, instead of just drawing symbols on a piece of paper), I realized that I didn't have enough pokémon cards to make a plentiful stack. "Plentiful" because my items are not exhaustive, the game shouldn't *run out* of Black Orbs to give you (Black Orbs used for example. None of the items should run out).

Having centered the game's mechanics around the idea that I'd have to play this in person, actually building the prototype didn't really result in my changing the original version of the game that I had for the Treatment phase.

I learned that I have a bit more of a talent for game making than I wouldn't thought before :D

End of Assignment