

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

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Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/oha2>

Instructions

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.

1. Work on the below tasks (recommended to do in the order provided). 2. After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
2. Once all items are filled out, ensure this worksheet is saved and explore the PDF
3. Upload the PDF to a branch called `DesignTreatment` on GitHub
4. Create a pull request to main, and complete the merge
5. Upload the same PDF to Canvas

Section #1: (2 pts.) Crafting The Game Treatment

Task #1 (0.29 pts.) - Possible Title(s) of the Game

Weight: 14.29%

Objective: *Possible Title(s) of the Game*

Details:

- Propose fitting title(s) reflecting the game's essence
- Explanation of title(s) choices

≡ Text Prompt

Your Response:

Your Response:

Air Breathers and Drain Dwellers, it refers to one of the main races and their names inform on their abilities.



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Task #2 (0.29 pts.) - Game Setting

Weight: 14.29%

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

It starts in an abandoned library with this tubes and then transitions to roaring 20s/ to great depression era new your but with a lot of neon lights and a mailing system that uses tubes to get stuff around. The ceiling of the whole setting is is lit with artificial lights and its later revealed that the city is under ground.



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Task #3 (0.29 pts.) - Game Characters

Weight: 14.29%

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

≡ Text Prompt

Your Response:

All of the air breathers are based around 1920 New York, they can shoot out air and their designs are based around an object that can exhaust out a some sort of gas. Their power set and stats are based around what object that is like an iron would hit hard phisically but be worse at shooting air. The physicals one are forced to do medial work while the ones better at shooting air are forced to make air. Drain dwellers are based on the

hat they have on when they are manifested in at birth. They are used as a mailing system to the higher ups and have to work.

Air breathers and Drain dwellers hate each other even though they are the only form of life they interact with physically in the underground city. Drain dwellers didn't exist until the tubes used to send mail got damaged and they were no longer able to transport things by shooting air. The Air breathers hated them for stealing their job.



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Task #4 (0.29 pts.) - Game Theme

Weight: 14.29%

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

≡ Text Prompt

Your Response:

2 oppressed races that hate each other that come together to fight a larger system.



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Task #5 (0.29 pts.) - Game Story

Weight: 14.29%

Objective: *Game Story*

Details:

- Thoroughly describe the story

≡ Text Prompt

Your Response:

After a large scale fight an Air breather is evading a security drone and ends up in the home of a drain dweller,

the drone shoots at the entrance effectively trapping the air breather and the drain dweller inside. After bonding and escaping (the tutorial) they travel together through the city and try to start an uprising and overthrow whoever is controlling the drones that force them to work.



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Task #6 (0.29 pts.) - Objectives and Conflicts

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

≡ Text Prompt

Your Response:

Ascend the city to get to the top with aggressive air breathers and drain dwellers as long as drones and fight and solve puzzles up the way to the top of the city.



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Task #7 (0.29 pts.) - Game Mechanics

Weight: 14.29%

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

≡ Text Prompt

Your Response:

Movement is with dice.

dnd grid like map

There are pipe spots that drain dwellers can traverse, an air breather can blast air to shoot object or drain

dweller through. A second map has the pipe system above.

Drain Dwellers- attack will scale on their hp. goign above max hp will also come with a movement penalty. increased movment in pipes even more with an air stream as support. The main item that is dropped by drones can shield them in pipes. regen hp every turn

Air breathers- Extra stat that is air blast stat Cant go through pipes but can shoot air into them

Drones- Look like stop lights but with more lights the amount of lights is their hp one of 3 ammo fire does damage to both but more to slimes bullets hurt breathers slimes are immune water does very little damage to breathers but more to slimes drop their lights whichy cna be used as projectiles for breathers or armor for slimes



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Section #2: (1 pt.) Target Audience Analysis

Task #1 (1 pt.) - Identify and analyze the game's target audience

Weight: 100%

Objective: *Identify and analyze the game's target audience*

Details:

- Clearly identify the target audience
- Include analysis of demographics, interests, and gaming habits
- Justification of appeal to target audience

≡ Text Prompt

Your Response:

That type of person who wants to play dnd but feel like they cant get into it.

This is easier to jump into sicne there is less need for time taken durring character creation but there is still room to flesh them out.

late teen to aults in their 30s would enjoy this



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Section #3: (1 pt.) Accessibility And Inclusivity Strategies

Task #1 (1 pt.) - Outline strategies to make your game accessible a

Weight: 100%

Objective: *Outline strategies to make your game accessible and inclusive*

Details:

- Include considerations for diverse abilities
- Outline inclusivity strategies for a wide audience
- Discuss implementation of noted inclusivity strategies without compromising gameplay

≡ Text Prompt

Your Response:

Strategeies will require teamwork.

Aggro a drone with to go under a pipe opening and shoot something through the pipe to hit it.

One character cna meat shield bullet types for the other.



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Section #4: (2 pts.) Pitch Preparation

Task #1 (2 pts.) - Pitch

Weight: 100%

Objective: *Pitch*

Details:

- Summarize concept and theme
- Compellingly highlight target audience and unique selling points
- Emphasize how the game stands out in the current market

≡ Text Prompt

Your Response:

Cool puzzle focused tabletop rpg with a unique setting and characters with a unique moveset. Movement is very important and expressive in a turn based rpg.

It will be kinda like dnd but the maps can be much more specialized towards the smaller group of classes.

Not many new table top rpgs beign released and if they are they are very complicated.



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Section #5: (2 pts.) Visualizing The Game Concept

Task #1 (2 pts.) - Sketches/Storyboard

Weight: 100%

Objective: Sketches/Storyboard

Details:

- Provide at least two sketches
- Sketches should accurately represent the game's concept and theme
- Sketches/storyboards should be coherent with game's style and theme

🖼 Image Prompt



Possible air breathers



drone design



Section #6: (2 pts.) External Feedback

Task #1 (0.67 pts.) - Feedback 1

Weight: 33.33%

Objective: Feedback 1

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡ Text Prompt

Your Response:

Mom- my mom

She said to make it more simple in general. She liked the aesthetics and thought it was clever.

This made me think maybe it can be a side view and you scale a building, that would eliminate the need for a second board for just the pipes, thanks mom.



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Task #2 (0.67 pts.) - Feedback 2

Weight: 33.33%

Objective: Feedback 2

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡, Text Prompt

Your Response:

Zach- friend who plays dnd

Said they liked the idea of enemies taking a set amount of hits rather than having an hp pool but said i should flesh out all the other interactions.

will think about it more but scope is also an issue



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Task #3 (0.67 pts.) - Feedback 3

Weight: 33.33%

Objective: Feedback 3

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡, Text Prompt

Your Response:

Thanasis- other friend

said they liked it but its hard to envision the aesthetic without it just looking like warehouses and daves from above. They also mentioned like what would happen if a rock hit a player how would damage calcs go.

I think i will try to have a very stylized ui and maybe make more items/ interactables but still i want to keep in scope



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