

The game starts off with obstacles that multiply if the player fails. This portion is supposed to explore the obstacles and odds against people and families that migrate to find a better life.



Cricket

Different Stadiums

- Eden - for in eng cricket
- Lord's - for all eng cricket
- Discombe - for eng cricket
- Wank - for eng cricket
- Lord's - for eng cricket
- Lord's - for eng cricket

Die Rowls - (Cricket)

- Lord's - for eng cricket
- Lord's - for eng cricket
- Lord's - for eng cricket
- Lord's - for eng cricket
- Lord's - for eng cricket

I will also be hiding the cards in the leaf foliage and encourage the player to read them by telling them that their goal is to collect all the cards and strawberries. I also was encouraged by a fellow classmate to shift a little on how I present my game in the beginning, I will be working on that for the rest of the time until Tuesday.

2/9/17

First iteration of the new game that I'm making. I thought my first concept was holding me back because I had too many aspects to handle in just a short amount of weeks. The angle of the boards force the player to bend over which should hopefully add pressure to their backs, or stress on their legs.

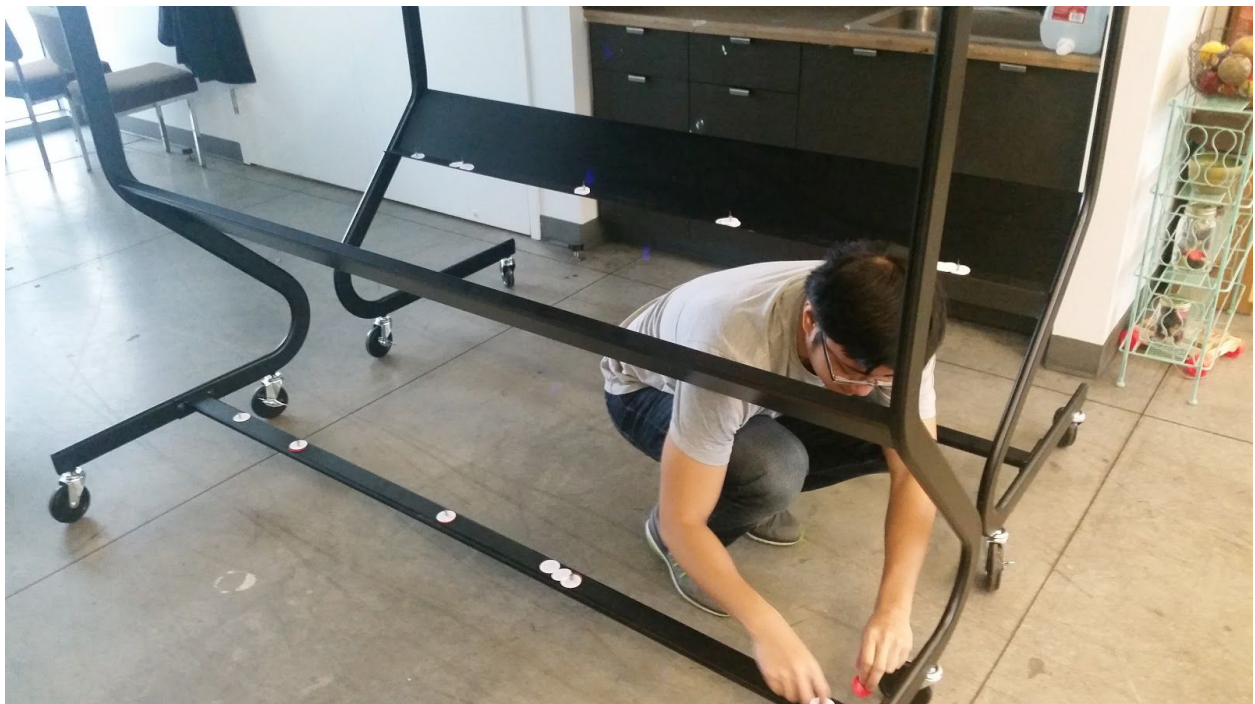


I used poker chips to represent strawberries and foliage. Goal: Get all the red chips without dropping any of them/any white chips.

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I had three playtests (only two are depicted) all were positive but were wondering how I am going to push it further. I am planning to add heaters to make the player feel uncomfortable.



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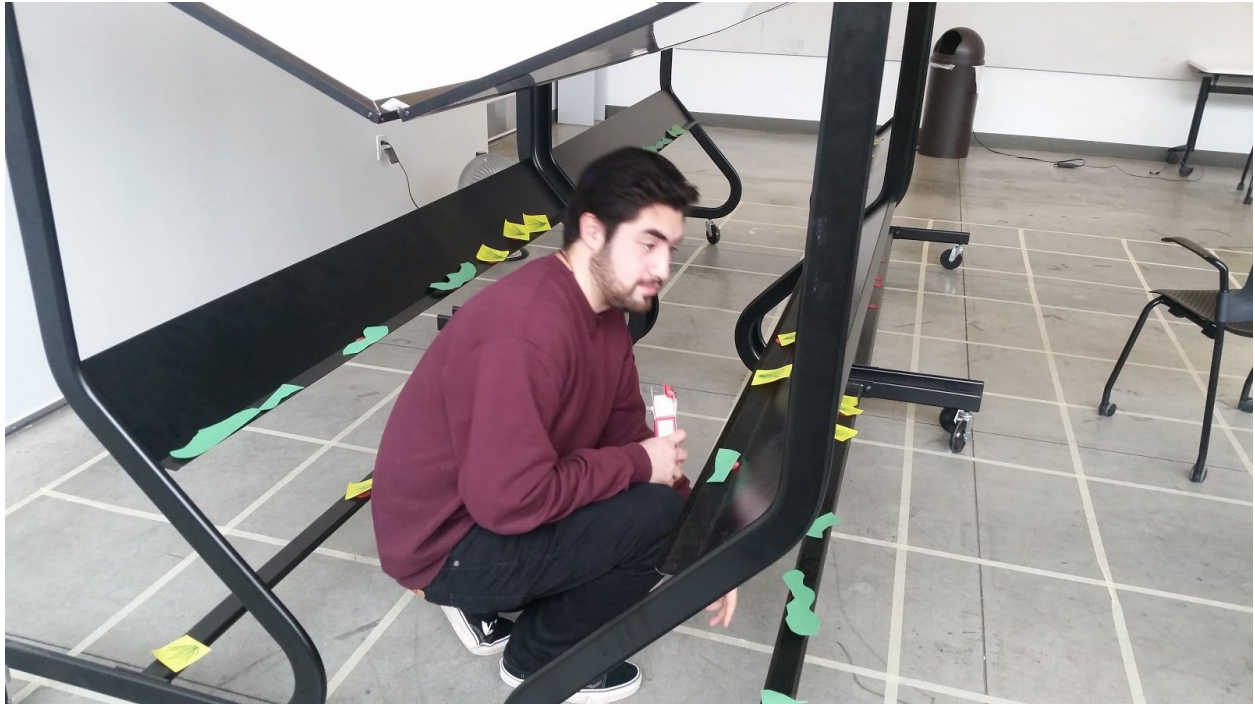
February 16th, 2017

These are my stand in materials for the Strawberry picking game, this was done in order to provide more foliage for the player to move around.



I made the game twice as long by using two more whiteboards so the player is forced to spend more time either crouched or bent over, putting more strain on their body.

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I also added the heater to simulate the heat when people are picking strawberries, this is used to make the player feel uncomfortable.



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February 19th - 24th 2017

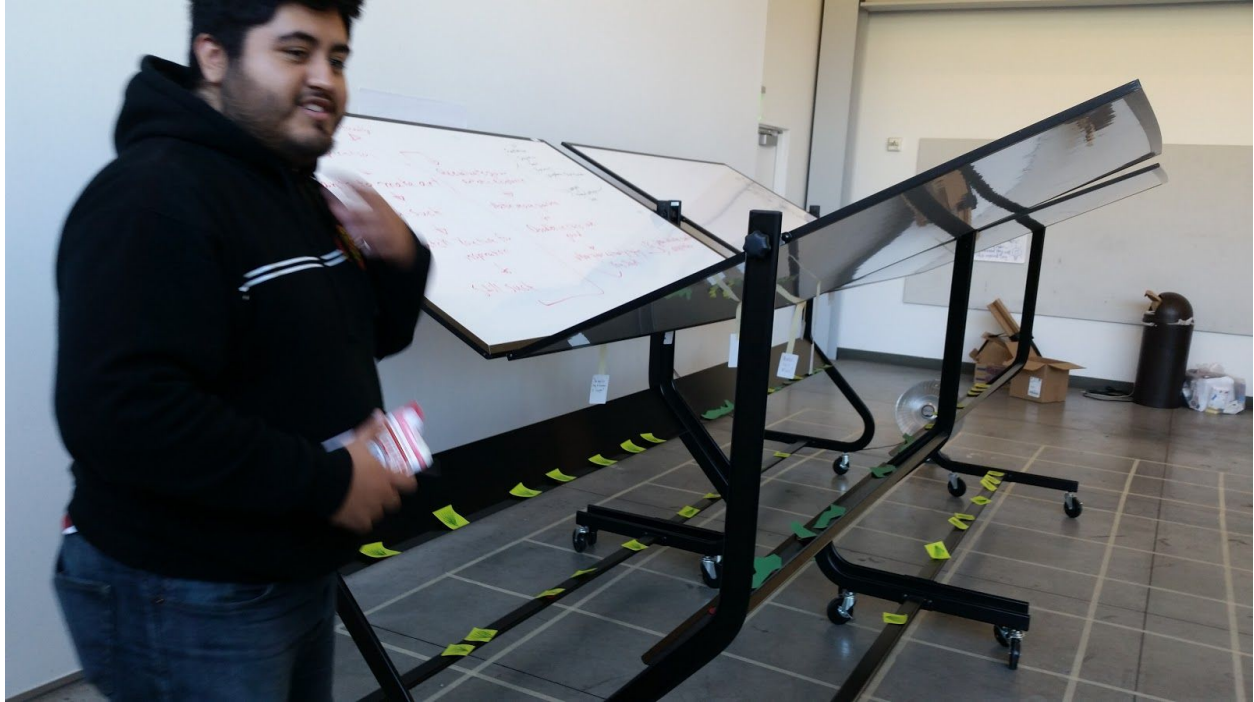
During this week I added cards with quotes that connect my strawberry picking “simulation” to a personal narrative. The quotes are things my parents would tell my brother and I growing up and they’re sometimes things I hated hearing and sometimes things I took to heart.



More pictures of people playtesting my game. I give the players my phone while it is playing music my parents and other folks would listen to in the fields. This adds an atmospherical aesthetic to the game and makes it more of an experience.

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February 27th - March 3rd 2017

For this week I am uphauling my game with new props such as fake ivy leaves just like the ones found below. I will use these to increase the production of my game and have different ways to hide the “strawberries” I will be playtesting over the weekend due to the fact that the leaves have not arrived from Amazon yet.



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