Submission Worksheet

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

Submissions:

Submission Selection

1 Submission [active] 3/19/2024 12:47:31 AM

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

● 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
☐ #1	1	Proposes fitting title(s) reflecting the game's essence
☐ #2	1	Explanation of title(s) choice

Response:

Really Bad Role Playing Game Series: Your Own Worst Enemy

The game is about you gaining as much power as you can, but being too greedy and not lucky enough could lead you to losing the game(you just lost the game). Thorughout the game you have to gain as much power as possible to defeat monsters, but the higher your power the easier it is for other players to beat you. The goal is to be the last one standing

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
☐ #1	1	Setting is thoroughly described
☐ #2	1	Characters are thoroughly described
☐ #3	1	Theme is thoroughly described
☐ #4	1	Story is thoroughly described

Response:

You are an adventurer in a mystical land. You don't know what came over you, but you do know one thing, you must defeat every threat to your power. The land is ravaged with monsters, and enemies, it is your duty to defeat them before they defeat you, and if you think about stalling, know that they WON'T. The other adventurer's are out to get you, the monsters are out to get you, all you know is that this world brimming with magic is the answer to defeating them all and being the ruler of the world.

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
☐ #1	1	Clear description of objectives and conflicts

Response:

Amass power and defeat monsters, however do not amass too much power as an enemy player could easily take you out if they planned enough. A player having lower power count than you could be detrimental, but if you stall and don't gain enough power a monster could take you out.

Task #4 - Points: 1
Text: Gameplay Mechanics

ⓘ Details:
Explain how the game is played and highlight unique features

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Features/mechanics should be clearly isolated and explained
☐ #2	1	Overview should be comprehensive

Response:

Each player starts along the edge of the map, preferably at a corner, but if there are more than 6 players they go along the sides. if more than 4 players, you might want a second deck of cards.

Death Mechanics:
A player has 3 lives, once they die they lose their gear and modifier cards, but keep abilities cards.
Movement Mechanics:
A player can move one space at a time to any adjacent space. but they must roll a d4 to see what will happen.

1 - Nothing
2 - Monster
3 - Magic Card
4 - Gear Card (Diamond suit)

If you get monster, you roll a d10 to see what monster is occupying that space and battle ensues
If there is another player in that space, it is treated as a battle.

Battle Mechanics:
if facing a monster, check it's ability, apply it before the fight unless otherwise stated, apply any magic cards you wish (1 per encounter). Roll your die, if the monster rolls higher than the player, the player loses a life and goes back to their starting space, their gear cards are put back in the pile. If the player wins, they gain power equal to half of that monster (rounded up).
If Facing a player, both players set the magic card they wish to use face down. Roll your die; whoever rolls the lowest wins. The loser loses a life and goes back to their starting space; their gear cards are given to the winner.

Item Mechanics:
After acquiring an item the player has the option to use it immediately or store it
if landed on a free space, the player can equip/unequip 1 gear item and as many magic cards as they need.
Equipped cards are set face-up in front of the player.

Gold Mechanics:
This is a point system to see who was the most valiant soldier, fighting as many monsters as they could to free the land

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● **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
☐ #1	1	Target audience is clearly identified and described
☐ #2	1	Analysis includes demographics, interests, and gaming habits
☐ #3	1	Justification for the game's appeal to the identified audience

Response:

This is meant to be more like a family-friendly game, one that you can just go and play with friends or family. Ages 10+.

This isn't a hardcore game where people constantly play to beat, but more like either a family gathering or a friend party type of game. This would be an alternative that could be played instead of something like Monopoly or The Game of Life, or any of that sort of game. Something that you can block out a good hour to play, but wont go as long as some of the others, with the sense that losing is always a possibility it wouldn't be a "I was going to win regardless so we can cut it short. There is still something for the competitive people in terms of the gold scorekeeping, in the sense that "I was doing the most, you didn't do as much as me" type of scorekeeping.

● **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
☐ #1	1	Accessibility features for diverse abilities are specified
☐ #2	1	Inclusivity strategies for a wide audience are outlined
☐ #3	1	Implementation of these strategies without compromising gameplay is discussed

Response:

A hexagonal grid can allow for anyone to play with the coordinate system for it. I couldn't find a way to make It more accessible to a visually impaired person, as that is the only person that i could think that would be unable to play this game, as its mostly visual. Saying where on the map a person is and their adjacent spaces would not take away from the game. Another way would be to get engraved cards so that its easy to tell what magic cards are gotten without saying it to the whole table

● **Pitch Preparation** (2 pts.)

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Task #1 - Points: 1

Text: Prepare a pitch for your game

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Pitch summarizes the game concept and theme
☐ #2	1	Target audience and unique selling points are compellingly presented
☐ #3	1	Pitch demonstrates how the game stands out in the current market

Response:

Okay, so RPG games are back in, as we have things like Baldur's Gate 3 winning game of the year, Legend of Zelda being nominated, Critical Role amassing 2.21 million subscribers and giving DnD 5e as a whole more social acceptance, and other RPGs gaining a lot of traction. So why not introduce a twist, in every one of these games you gain power to defeat the big bad, but what if doing that could spell your downfall? You gather a few of your friends or family, put them all on a map and try to be the last one standing. A game where the win is always in the air until the final dice are rolled. A game where power is vital to beat monsters, but detrimental to beat players, where one must keep those in check or throw it all to luck and hope they get something that'll allow them to win. That's what this game is, a party-type game where everyone is gunning for the top, where you can gather some friends or family, spend an hour playing, do so at occasions like a party or gathering.

🟢 **Visualizing the Game Concept (2 pts.)**
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Task #1 - Points: 1
**Text: Sketches/Storyboard**

ⓘ **Details:**

Create detailed sketches and/or storyboards that visualize key aspects of your game, including characters, settings, and pivotal moments

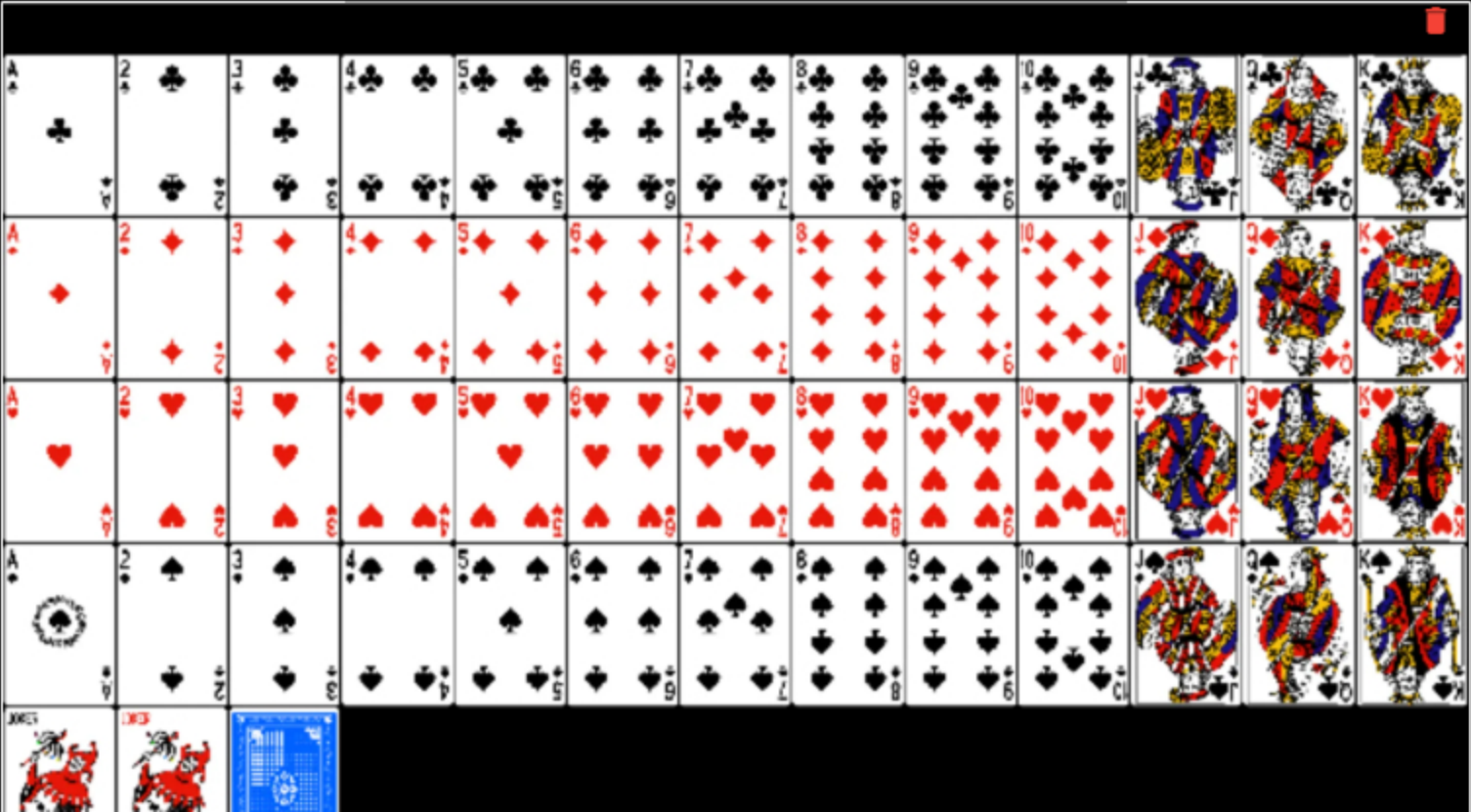## Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	At least two concept sketches provided
☐ #2	1	Sketches accurately represent the game's concept and theme
☐ #3	1	Sketches/storyboards are coherent with the game's style and theme

Gallery Style: Large View

Small   Medium   Large
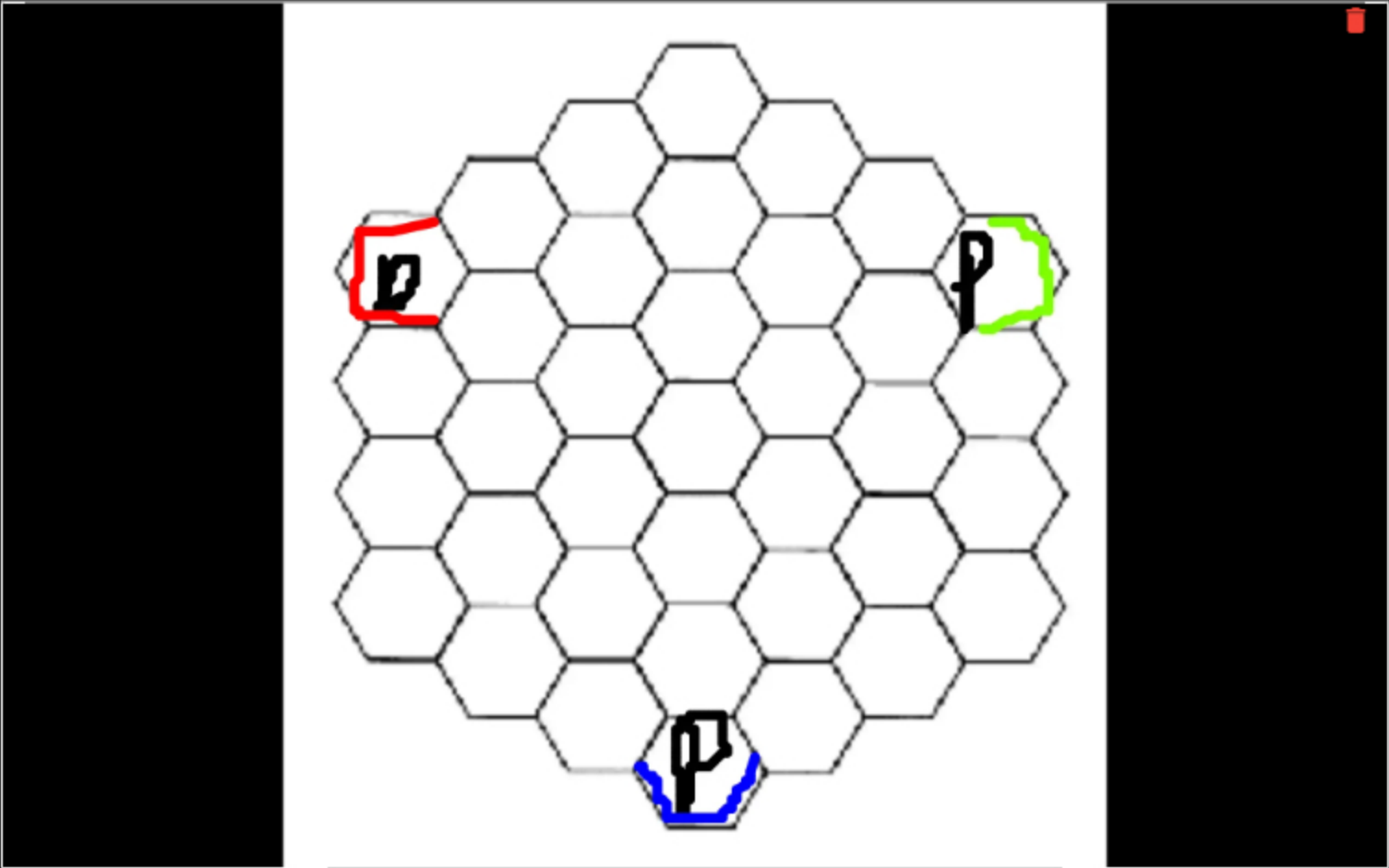
a 3 player game, starting positions

Checklist Items (0)

Checklist Items (0)

● **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
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Matthew Bandala. A friend of mine, a true connoisseur of the arts. Appreciates the great things about something with less focus on the bad things about it.

The summary of the feedback is that overall, the game concept is interesting, however, the setup would take too long, and could discourage players from playing if they have to draw a grid every time. Another suggestion was that I should not have it so that monsters wouldn't take away lives, it was an idea in case someone had really bad luck and was unable to even get started on the game before losing.

My takeaways and refining are that i should create a standard huge-size map and have different shaded areas for the different game sizes in order to speed up setup, and make it so that its 6 lives total and a monster death will count as 1 while a player death counts as 2.

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Task #2 - Points: 1

Text: Feedback 2

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

Checklist

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Ash Campbell. Friend of mine, a consistent gaming buddy of mine, has a soft spot for party-type games.

His Review summarizes my game as a king-of-the-hill mixed with a dungeon-crawler. He said that the rules/objectives feel a bit confusing, and there are some things that I need to clear up.

clear up the rules, make them easier to understand such as who rolls the dice for the monster and all

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Task #3 - Points: 1

Text: Feedback 3

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

Checklist

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☑ #2	1	Summary of feedback focusing on concept, mechanics, and style
☑ #3	1	Reflection on how feedback will be used to refine the design

Response:

Logan Mirthes. A good friend of mine and is one of the harshest when it comes to critiquing.

His review summarizes my game as an admixture between a full ttrpg and a Euro board game and I need to pick a side for it. The game has a chance to run forever. the rules aren't as specified, and there are a lot of things open for interpretation. Adjust formatting of rules to make it more legible. The story is the game lore equivalent of "somehow Palpatine returned."

make the rules more concise and make them easier to follow. Research euro board games and set a tone for my game, make the story better

End of Assignment