



Team - Ode to Code

VED-AYUR

*Online
BoardGame*

*ReDiscovering Ayurveda in
Mod-Era*

Overview of Idea

Our aim is to create a digital board game wherein the players can learn about our Indian Ayurvedic herbs and medicines in a fun way.



How our Toy is Different From Existing Toys

We will introduce the players to various ayurvedic plants and its uses instead of the conventional city names in the monopoly game.



Does our Toy Reflect Indian Culture, Ethos, Ayurveda, Diversity or Psychology

Through this project of ours we can ensure that kids and even adults can learn about the amazing benefits of their discoveries made even before modern medicine was discovered.



History Behind

Ayurveda is an alternative medicine system with historical roots in the Indian subcontinent in the *2nd millennium BCE*.

Its earliest concepts were set out in the portion of the vedas known as the *atharvaveda*.



Terms used in Ved - Ayur

Abhineta – The sanskrit word used to indicated the players of the game.

Akshah – A term used to refer dice

Kanishk – The currency that is used in our game. According to the researchers, they were coins used 3000 years ago when ayurveda was found.

Darita – The sanskrit word referring the rent paid by the abhineta

Krish – The sanskrit word used to refer the farm where the ayurvedic plants are grown.

Vedalaya – A place where a particular skill or subject is taught can be referred to as a school.

Yogalaya – A place where all kinds yoga is practiced.

Prototype



Groups

1. *Seeds* (ajwain, fenugreek)
2. *Flowers* (hibiscus, lotus, aparajitha, bhringaraj)
3. *Root* (ginger, turmeric, shatavari)
4. *Leaf* (tulsi, neem, kalmegh, moringa)
5. *Fruit* (amla, pepper, ashwagandha, bibhitaki)
6. *Spices* (cumin, cardamom)
7. *Bark* (manjistha, guggul, cinnamon)
8. *Whole plant* (neem, tulsi)



Features

- Chakra University
- Vedalaya
- Just visit
- Yogalaya
- Factory
- Clinic
- Pharmacy
- Chance
- Community Chest
- Indian Ayurveda Medical Association
- Plant price list



COMMUNITY CHEST CARDS

- 1) Crops destroyed due to pest attack. Pay 500 *kanishk* for repair
- 2) Water saved due to heavy rain. Collect 200 *kanishk* as Water tax rebate
- 3) Pay 350 *kanishk* for fencing if you own a *krish*
- 4) It's Dhanvantari Jayanti ! Collect 250 *kanishk*
- 5) You have graduated from the ayurvedic institute. Collect 750 *kanishk*
- 6) You have won a Jackpot. Collect 350 *kanishk*
- 7) Spend 150 *kanishk* on manure & fertilizer
- 8) Renew factory licence by paying 1000 *kanishk* for each factory you own
- 9) You are attending a seminar on Ayurveda. Pay registration fees 650 *kanishk*
- 10) You have no rewards. Consider it boon / bane
- 11) Better luck next time !
- 12) You have gained a profit. Receive 2000 *kanishk*

CHANCE CARDS

- 1) Advance to *Grow*
- 2) Pay land tax [No. of properties * 100]
- 3) Advance to Cardamom field If you pass Go, collect 500 kanishk
- 4) Advance to Hibiscus field If you pass Go, collect 500 kanishk
- 5) Advance to Bibhitaki If you pass Go, collect 500 kanishk
- 6) Go Back 3 Spaces
- 7) Go Forward 3 Spaces
- 8) *You have joined "Indian Ayurveda Medical Association". Pay 200 kanishk*
- 9) *Go to Jail. Go directly to Jail, do not pass Go, do not collect \$200*
- 10) Advance to the nearest Factory. If unowned, you may buy it from the Bank. If owned, pay twice the rental to which they are otherwise entitled
- 11) Go to just visit. Miss a turn
- 12) Advance to the nearest Factory. If unowned, you may buy it from the Bank. If owned, pay twice the rental to which they are otherwise entitled