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**Your Paper Title Here**

**Abstract:**

The following report presents the design of "Harry Potter: Wizarding Quest," a captivating board game set in the magical world of Harry Potter. The game allows players to step into the roles of iconic characters of harry potter such as harry, Hermione and Ron, on a quest to collect magical artifacts and earn house points. The immersive gameplay unfolds on a compact board featuring renowned locations like Hogwarts, Diagon Alley, and the Forbidden Forest. The objective is to accumulate the highest number of house points, determining the most skilled wizard in the Wizarding World.

**Introduction:**

People think the biggest obstacle is danger, but no, it’s boredom. The harry potter board game is particularly for potter heads for entertainment, the game provides wholesome entertainment for

**Game Play:**

Each player begins with a character piece placed at a starting location, and they take turns rolling dice. On their turn, a player can use the dice results to move their character to an adjacent location, cast spells to overcome challenges or hinder opponents, attempt to collect magical artifacts, or complete quests for house points. Quests involve rolling specific combinations of dice numbers, which can be related to challenges from the Harry Potter series, such as dueling a dragon or solving a riddle.

Moreover, the challenges include a wide variety of quizzes which would be asked by the opponents using the visualization dashboard produced in tableau.

The game continues until a predetermined number of rounds or until a player accumulates a specific house points target. House points are earned by successfully completing quests and collecting magical artifacts. The player who reaches the house points target or has the most house points when the game concludes wins, becoming the ultimate wizard in the Wizarding World of Harry Potter. This dice-driven adventure combines strategy, luck, and the enchanting elements of the Harry Potter universe to create an engaging and accessible board game experience for all ages.

**Dataset:**

The primary data source for this project is the movie scripts of the Harry Potter film series. These scripts were obtained from reliable sources, such as <https://www.mavenanalytics.io/>, and served as the foundation for analyzing the dialogue, characters, locations, and spells featured in the movies.

**Database:**

**A screenshot of a computer

Description automatically generated**

**Graphs:**

**Rawgraphs:**

**A chart of different colors of the same color

Description automatically generated with medium confidence**

**Tableau:**

A screenshot of a computer screen

Description automatically generated

This graph counts the number of unique dialogues told by each characters with respect to the 8 harry potter parts.

A graph of a movie and box office

Description automatically generated

This graph compares the budget and box-office of each part individually.

A graph of a number of places in movies

Description automatically generated

This graph explain the number of times each place is mentioned in each movie which in-fact says the importance of each place.

A graph of a number of people

Description automatically generated

This graph says the importance of each spell accordingly.

Final DashBoard

A screenshot of a computer screen

Description automatically generated

This is an interactive dashboard which is essentially used for the game to ask quizzes.

**Conclusion:**

Integrating a Tableau interactive dashboard into the design of the Harry Potter Board Game adds a new layer of excitement and depth to the overall gaming experience. This thoughtful inclusion enhances understanding, offers valuable insights, and opens the door to exploring fresh perspectives. The Tableau dashboard is more than a technological upgrade; it acts as a bridge, connecting players to the nuances of the game, fostering an environment for strategic decision-making, and encouraging intellectual engagement. Its presence transforms the board game into a visually captivating and intellectually stimulating journey, turning it into a platform for exploration, learning, and continuous engagement.

Reference:

[1] <https://www.mavenanalytics.io>

[2]<https://medium.com/@mbaktrihandayani/harry-potter-movie-script-5143437a4c7e>