

# Jack of All Games



Virtual Board Game

# Research

## Board Game Design and Development

<https://gamedevelopment.tutsplus.com/articles/how-to-learn-board-game-design-and-development--gamedev-11607>

## JackBox PartyPack

[http://jackboxgames.com/?utm\\_source=jackboxtv&utm\\_medium=logo&utm\\_campaign=jackboxgames](http://jackboxgames.com/?utm_source=jackboxtv&utm_medium=logo&utm_campaign=jackboxgames)

## RecRoom

<https://www.againstgrav.com/rec-room/>

## Tilt Brush

<https://www.tiltbrush.com/>

## Leap Motion & Processing

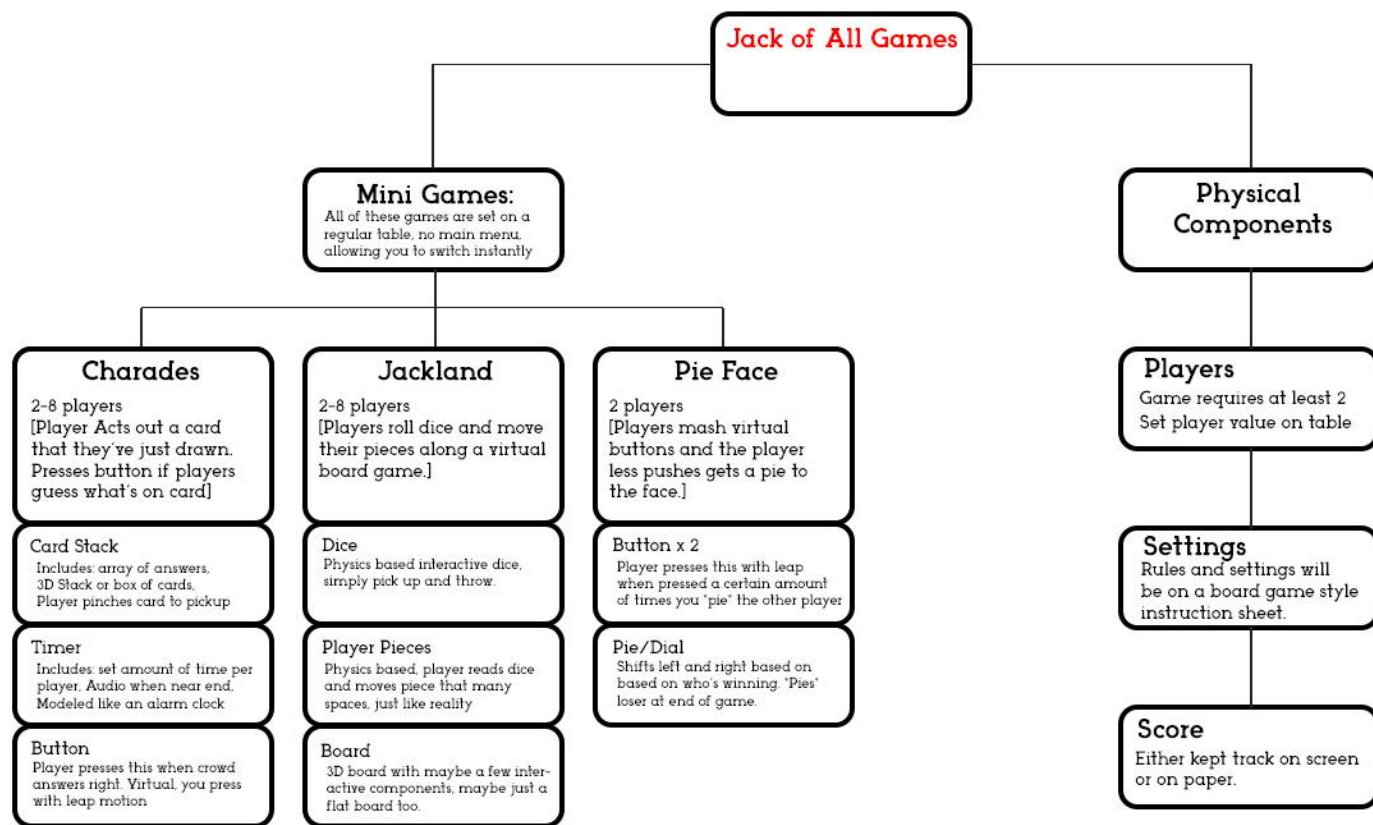
<http://blog.leapmotion.com/featured-platform-build-visually-stunning-experiences-processing/>

# Scope

I plan to tackle the scope of this project by:

- Breaking up each mini game into their own “Games”
- Planning ahead and asking more questions
- Tackling the work early

# UML Class Diagram



**Thank you**