Instructions

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.

1. Work on the below tasks (recommended to do in the order provided). 2, After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
2. Once all items are filled out, ensure this worksheet is saved and explore the PDF
3. Upload the PDF to a branch called `DesignTreatment` on GitHub
4. Create a pull request to main, and complete the merge
5. Upload the same PDF to Canvas

Section #1: (2 pts.) Crafting The Game Treatment

Task #1 (0.29 pts.) - Possible Title(s) of the Game

Weight: *14.29%*

Objective: *Possible Title(s) of the Game*

Details:

- Propose fitting title(s) reflecting the game's essence
- Explanation of title(s) choices

≡. **Text Prompt**

Merchaven Merctropolis Slaughterquest

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Task #2 (0.29 pts.) - Game Setting

Weight: *14.29%*

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

⊫ Text Prompt

Your Response:

The world of Merchaven is a post-apocalyptic setting with a mix between dieselpunk and high fantasy elements. Most technology is seemingly no more advanced than what we assumed we'd have now during the 1920s-1940s, with more advanced technology being possible due to early attempts to use magic as an energy source. That said even in the time Merchaven takes place in, magic is rarely used for anything othre than combat. Metal Slug meets Dragon Quest.

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Task #3 (0.29 pts.) - Game Characters

Weight: *14.29%*

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

⊫ Text Prompt

Your Response:

Player characters:

Lief - A adventurous and friendly young rookie mercenary entering the game to make a name for himself

Eva - A sporty hotheaded young mercenary around the same age as Lief. Enters this round of Merctropolis to live up to her family's legacy of winning previous games

Beans - infamous scumbag con artist who enters the game to escape the mob and hopefully earn enough money from the game to pay off her debts

Fergus - A burly irritable wolfman/werewolf merc who enters the game to inconvience his archnemesis Dr.Udo

Dr. Udo - Mad scientist who enters the game to fund his space station utopia. Former Blythe Solutions scientist.

Glint - A shy dizty fairy who wants to use her wealth from the gameshow to fund a developmental effort for the dying forest kingdom.

Jericho - A playful cocky tall muscular ex-knight entering the gameshow to fight strong oppononets and test her strength.

Task #4 (0.29 pts.) - Game Theme

Weight: *14.29%*
Objective: *Game Theme*

Details:

- Thoroughly describe the theme

≡⁄ Text Prompt

Your Response:

Embrace the chaos and use it to inconvenience others. Use your fortune and have it be the others misfortune.

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Task #5 (0.29 pts.) - Game Story

Weight: *14.29%*
Objective: *Game Story*

Details:

- Thoroughly describe the story

Text Prompt

Your Response:

Merchaven takes place decades after a sinister research group known as Blythe Solutions had a horrific incident that saw their main center destroyed and all their experiments/research projects let loose on the world. Creatures once throught to be only in sci-fi and fantasy now threatened humanity's life for centuries. One of BS's most latest and experimental findings that saved humanity from extinction; magic. Using this new energy source, humanity was able to push back against the creatures and rebuild as sectioned off communites across the world. Though some were accepted or tried to integrate into human society, most Monsters still remained a threat attacking villages/towns and hunting caravans. Not to mention that now there were groups of humans who decided to use their magic abilities to terrorize those who didn't. This is what lead to mercenary work being in such high demand. And it became a very attractive job do to it's sense of adventure, promise for riches, among other desires. This inspired an old and wealthy arms merchant named Armin Wraithchester to produce/create a gameshow to show the various types of characters the job invites and what their willing to go through for it.

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Task #6 (0.29 pts.) - Objectives and Conflicts

Weight: *14.29%*

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

Text Prompt

Your Response:

Players must kill the other contestants in the game to win or earn enough money to leave the board as the winner

Players must fight a variety of npc enemies that they'll come across on the board. All enemies drop gold and play into the player winning

Certain tiles on the board will force the player into combat with a random mob of monsters. The player is expected to not have an answer for every scenario

Gear and money management is key to winning the game in either way.

Task #7 (0.29 pts.) - Game Mechanics

Weight: *14.29%*

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

≡ Text Prompt

Your Response:

tiles: Free tiles: generic space tiles Battle tiles: Tiles where the player is forced into a fight against a single enemy or a mob of enemies. varies in strength Boss tiles: Like Battle tiles except it's just one strong enemy teleporter: teleports you to a random tile dig site tiles: tiles where the player can find either random loot or gold hotel/inn tiles: tiles that allow you to rest so that you can recharge your health and magic. wish tiles: Rare and hidden tiles that summon a mysterious that'll grant you one wish. You can't for a player to die or to get the ammount of money you need to exist the game.

Merchants: As expressed prior the players can come across merchants in the game to buy or sell items for gold

currency: The games currency is generic gold with the lowest amount to be recieved being 500G and the highest being 100000G

inventory weight/inventory managment: items and gear are weighted and tthe player has a set weight limit. So you must always be mindful of what you can and can't carry

turn-based battle system: A battle system similar to games like Dragon Quest or Earthbound/Mother. Players have the option to

Attack: Attack with a weapon Magic: Use a a Spell Inventory: Use an item Barter: An option the other opponent cannot counter and allows the one interacting to give some of their items or gold

Section #2: (1 pt.) Target Audience Analysis

Task #1 (1 pt.) - Identify and analyze the game's target audience

Weight: *100%*

Objective: *Identify and analyze the game's target audience*

Details:

- Clearly identify the target audience
- Include analysis of demographics, interests, and gaming habits
- Justification of appeal to target audience

≡, Text Prompt

Your Response:

Target audience is mainly fans of RPGs, DnD fans, party games, and hardcore game fans. I feel there's something for each demographic here. For RPG fans the game more or less plays like a standard turn based RPG except on a board. Party game fans who like playing chaotic games iwth firneds can get a kick out of this game with four players even if it lacks the minigames prevlant in Mario Party. Hardcore game fans will enjoy the cutthroat and rothless nature of the games mehcnaic.

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Section #3: (1 pt.) Accessibility And Inclusivity Strategies

Task #1 (1 pt.) - Outline strategies to make your game accessible a

Weight: *100%*

Objective: *Outline strategies to make your game accessible and inclusive*

Details:

- Include considerations for diverse abilities
- Outline inclusivity strategies for a wide audience
- Discuss implementation of noted inclusivity strategies without compromising gameplay

≡, Text Prompt

Your Response:

One way I plan to have the game be accessible is by deciding what loot and enemy pool to use for a game to manage the difficulty. One pool has just basic/common loot and lower tier enemies with the cash out amount

being roughly $5000. with Jr being the only merchant. While the other pool has all the loot and enemies possible. Those playing the game can also just decide what combination of loot and enemies to use to help make the game more challenging or easy.

Section #4: (2 pts.) Pitch Preparation

Task #1 (2 pts.) - Pitch

Weight: *100%*
Objective: *Pitch*

Details:

- Summarize concept and theme
- Compellingly highlight target audience and unique selling points
- Emphasize how the game stands out in the current market

≣, Text Prompt

Your Response:

A chaotic RPG-inspired board game where you must kill the other players to win or earn enough money from selling gear and killing monsters to leave the board with your riches. Randomly find a potion or spell that can increase your attack points 10x in a fight? Have a player hopelessly give you all the remaing gold you need to exit the game? Get turned into a weak enemy and loose all your progress in one hit? Anything can happen in Merchaven and it's up to you to be ready for it at any moment. IF you are a fan of RPGs or games where you can strategies/outsmart the competition, than this the game for you as the game provides you with a basic RPG mechanic built around careful strategizing. It's cutthroat nature is unlike most board games out now.

Section #5: (2 pts.) Visualizing The Game Concept

Task #1 (2 pts.) - Sketches/Storyboard

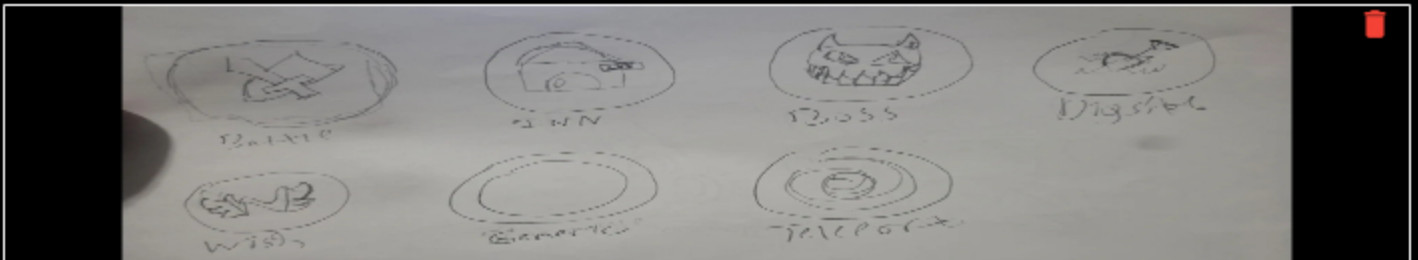**Weight:** *100%*
Objective: *Sketches/Storyboard*

Details:

- Provide at least two sketches
- Sketches should accurately represent the game's concept and theme
- Sketches/storyboards should be coherent with game's style and theme

🖼 **Image Prompt**

Early character designs

Section #6: (2 pts.) External Feedback

Task #1 (0.67 pts.) - Feedback 1

Weight: *33.33%*

Objective: *Feedback 1*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡ Text Prompt

Your Response:

Patrick Gooney - Digital Design studio classmate

Pat suggested that I should be mindful of what I can do in the amount of time I have left in the semester and probably should scale back the game a bit. He also suggested that focusing more on rpg fans being a target audience. In terms of mechanics he mentioned that I should consider a merchant that requests blood as payment for items.

I agree with Pat that the concept should be scaled back a bit as my hands are full this semester and I will consider ways to do this and a quick and timely matter. I do think honing in on targeting RPG fans specifically will be good for the game's selling point. However I still want to be sure those who aren't necessarily fans of turnbased rpgs will be interested in trying it. The concept of a merchant wanting you to pay him in blood is so nice I'm considering giving it to Xant.

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Task #2 (0.67 pts.) - Feedback 2

Weight: *33.33%*
Objective: *Feedback 2*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡ Text Prompt

Your Response:

Nathan - Digital design classmate

Nathan suggested I should make the board similar to Mario Party and have unique tiles placed around the board. He also suggest that I should have random loot be distributed after the player has moved a set number of spaces instead of getting look through the proposed dig site tiles. He also thinks that having no loot (no gold or gear) should imidiately eliminate a player from the game.

The Mario Party influence was already in consideration for the board's structure, So I'm happy thats where his mind went to. I'll experiment with both the loot distribution method and the game over condition as they sound nice but could be trouble some if I don't take the time to balance it properly.

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Task #3 (0.67 pts.) - Feedback 3

Weight: *33.33%*
Objective: *Feedback 3*

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡ Text Prompt

Your Response:

Simon - fellow ACM member/friend

His feedback was rather short. He mentioned that due to the game's simplicity. I should be able to pull it off as both a physical and digital game. He also suggested that to be mindful of colorblindness. the tiles should have recognizable symbols/icons and not be just color coded.

This reassured me that this wasn't too much of a high concept idea to put into practice. I've already had the idea of communicating the different tiles/spaces through simple symbols.

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