Submission Worksheet

CLICK TO GRADE

IT265-002-S2024 - [IT265] Board Game Prototype

Submissions:

Submission Selection

1 Submission [active] 3/25/2024 12:28:04 AM

Instructions

^ COLLAPSE ^

Make a Google Doc similar to my example:
https://docs.google.com/document/d/1z3vH50OKOSO6E4IK2PzKwZhunIDvO1woupPy1ICdUuU/view
Share it as public or NJIT Domain so we can access it.
Design your prototype using things like card stock, index cards, cards, physical pieces etc. Try to avoid using printed-out regular paper like my first example prototype.
Fill in the below deliverables.
Generate the output file and upload it to Github under the respective branch name.

Branch name: Physical-Prototype

Tasks: 6 Points: 10.00

● Prototype (9 pts.)
^COLLAPSE^

● Task #1 - Points: 1

   ^COLLAPSE^   **Text: Briefly describe your game**

Response:

There will be a somewhat blank board with one tile designated as the final boss/zone, there will be three character pieces, a six sided die, some yellow buttons to act as currency, and a deck of cards for the map and equipment. The amount of players ranges from 1-3 and to start off the players will start in one corner of the map of their choosing. They will progress by drawing three map cards from the map deck and selecting one to be their next destination and interacting with the event associated with that map card. There will also be a combat element that is decided by the six sided die and the players' goal is to reach the final zone to battle the final boss.

Task #2 - Points: 1

Text: Provide the link to your Google Doc

^COLLAPSE^

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Document includes Instructions/Setup
☐ #2	1	Document includes explanations of the game pieces and board configuration
☐ #3	1	Document includes any necessary charts/tables/etc
☐ #4	1	Document includes digital sketches of each piece (similar to the colored tables in my example, or whatever is relevant). If using number placeholders like mine, ensure you have a chart/table with the actual corresponding text

URL #1

https://docs.google.com/document/d/1AU56l9SgDWGD-bkPv8vE3wPL9aJAvItxHqBnhlU6Kik/edit?usp=sharing

Task #3 - Points: 1

Text: Add images of your physical prototype pieces
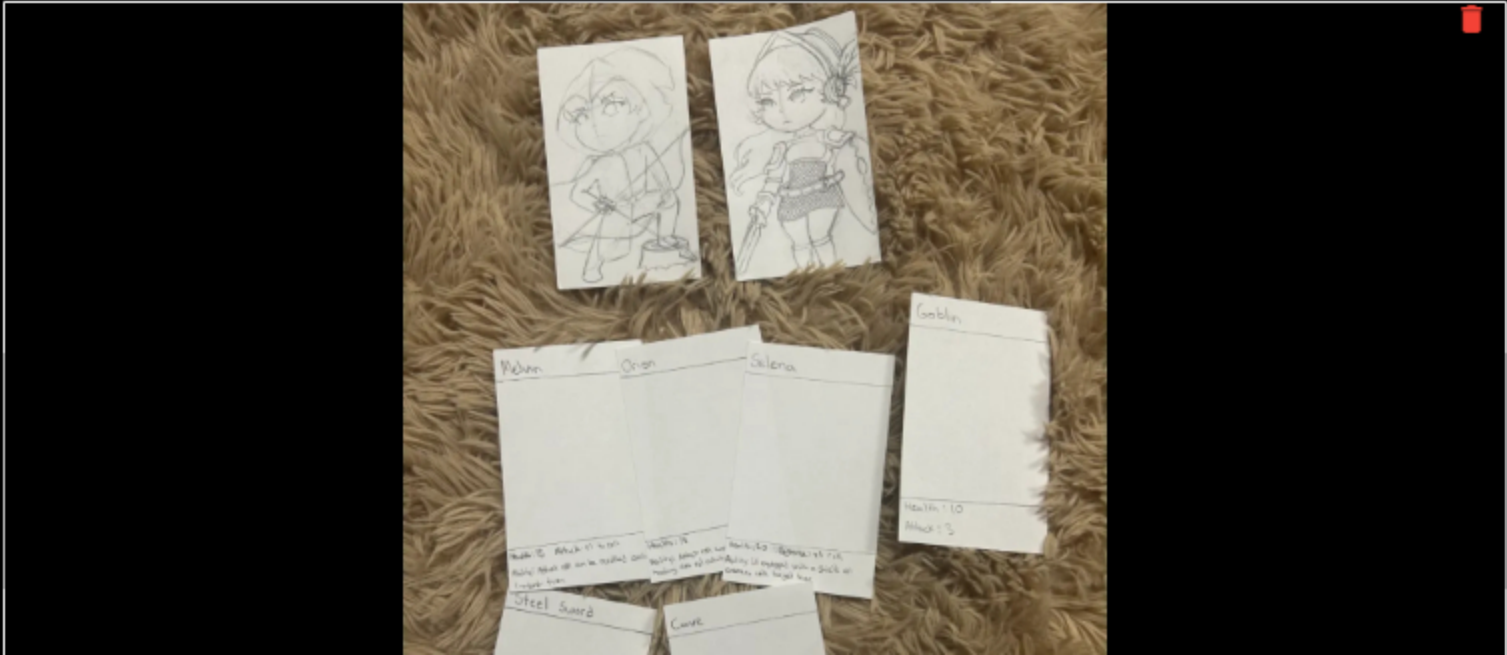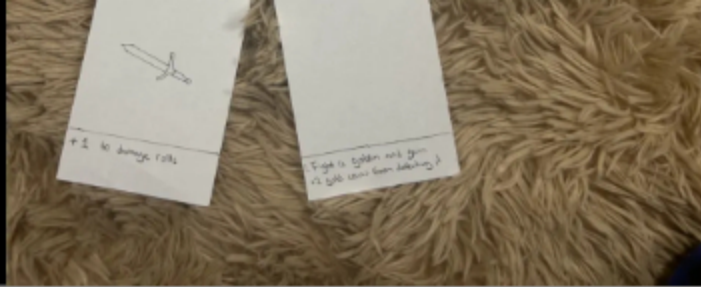
^COLLAPSE^

ⓘ **Details:**

Caption what each one is/represents (note: if it's a deck of cards you don't need to capture each individual card)
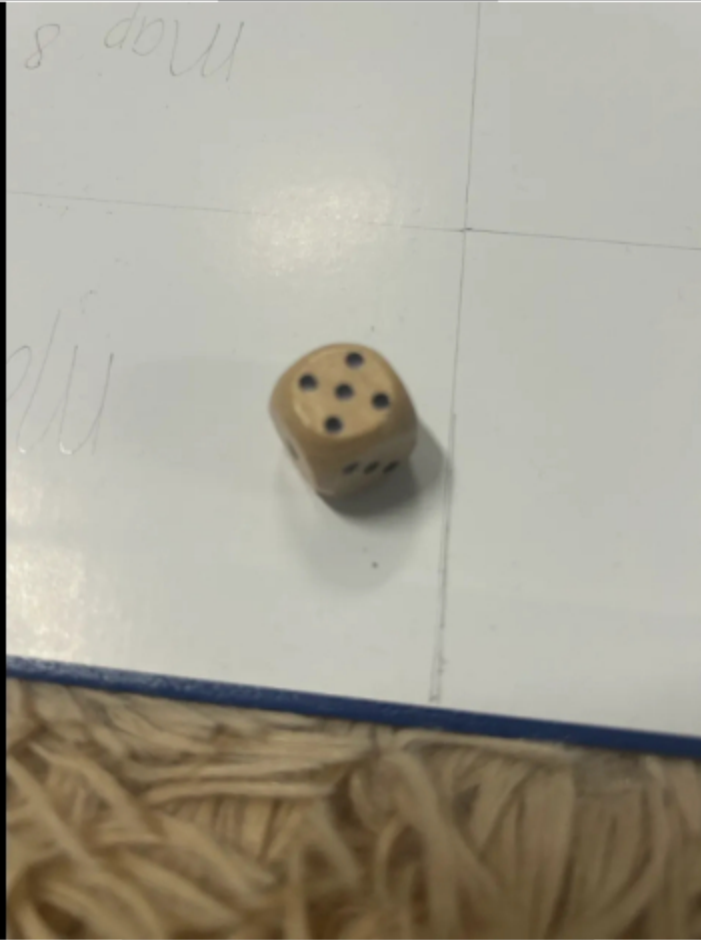
Task Screenshots:

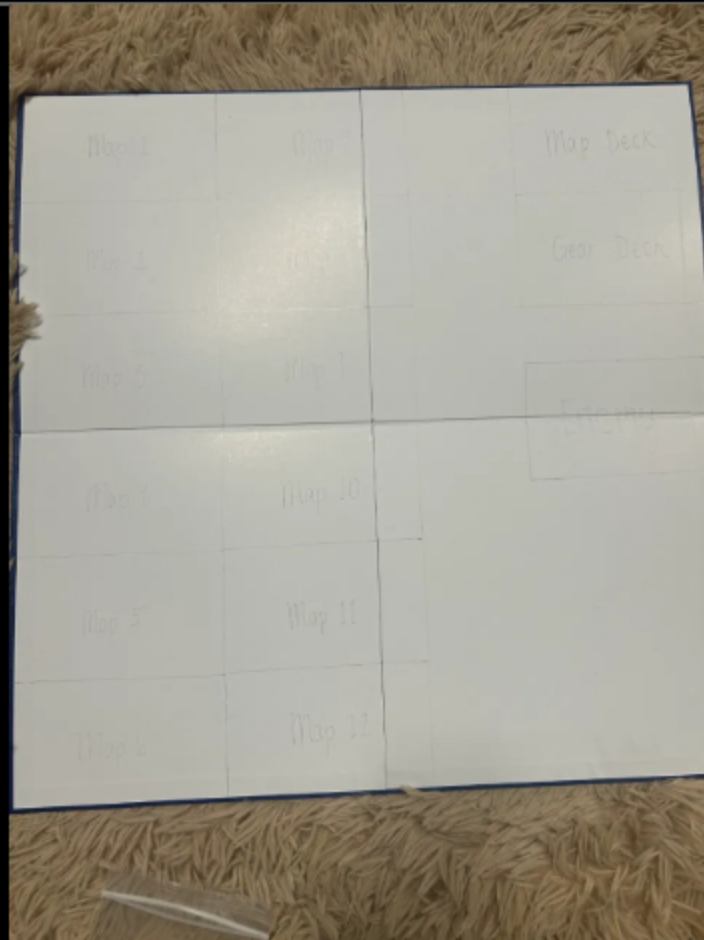Gallery Style: Large View

Small   Medium   Large

Card Pieces

Wooden Six Sided Die

Gold Coins represented by yellow buttons

18x18 Game Board

Task #4 - Points: 1

Text: Add an image of your game setup
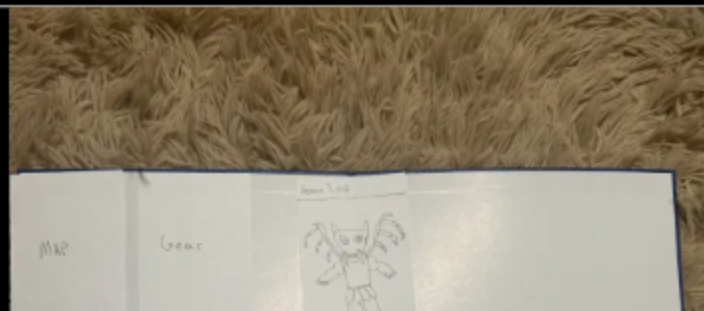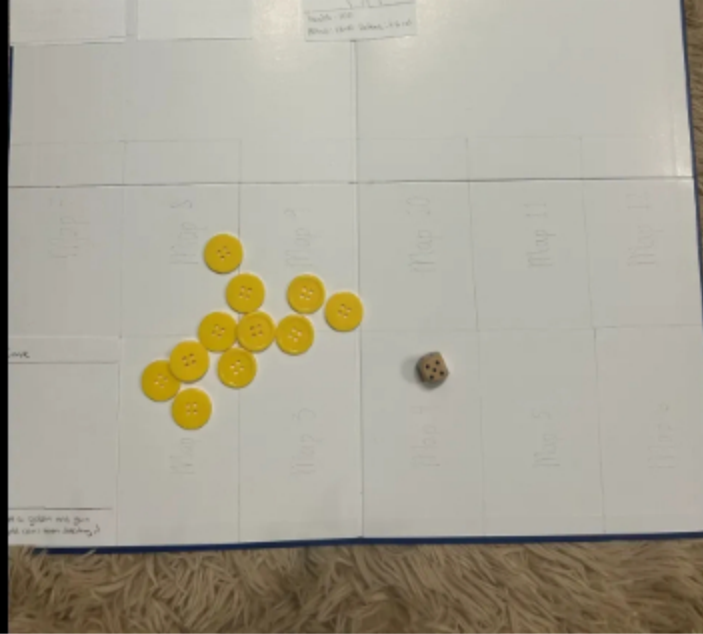
^COLLAPSE^

Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Example of a gamesetup

Task #5 - Points: 1

Text: Explain your choice of material for each prototype piece

ℹ **Details:**

You may want to copy/paste each of the checklist items for each piece you describe, try to format things nicely.

Include any other relevant info about the pieces.

Checklist *The checkboxes are for your own tracking

#	Points	Details
#1	1	What is the material/piece?
#2	1	Why did you choose this material for the piece?
#3	1	Does the color represent any meaning?

Response:

1. Yellow Buttons represent the gold coins and act as the game's currency, a button works well as it's circular shape is similar to a coin and the yellow represents gold and the buttons are lightweight so it is not a hassle as a piece.

2. Six Sided Die is made from wood as it fits with the medieval theme of the board game and it's brownish color represents wood more accurately.

3. Foldable board with a white surface. It is a 18x18 board that can fold into quarters and so it does not take up much space. The white was how the board was made but it also represents a blank board for the players to fill with their map cards.

4. Cards are made with white index cards as it is used as a blank canvas to make the cards with and is of a better quality than just printer paper. White is just how it came as but it can be colored in easily for whatever the theme requires

5. Player pieces are made with the same white index cards as it works better with their equipment cards for the combat system.

● **Reflection (1 pt.)**
^COLLAPSE ^

●
^COLLAPSE ^

Task #1 - Points: 1
Text: Respond to the checklist prompts

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Did you face any difficulties building your prototype? If so, explain.
☐ #2	1	Did the prototype change your original vision from the treatment? If so, why/how?
☐ #3	1	What did you learn from this process or what takeaways do you have from this experience?

Response:

There was some mechanics that I didn't think through thoroughly that I had to come up with while making the prototype. I hadn't thought of how the board would work as progression, at first I thought it would be a tile system but because my character pieces were cards and they were a bit big they were a bit too big. Instead I implemented a slot system of up to 12 map cards that will cover the bottom half of the board so that solves the board progression mechanic and utilizes the map cards in a way close enough to what I envisioned them to be. Another mechanic would be the combat system as I hadn't thought of how the enemy's choice of players to attack would be so I had to expand the the dice mechanic so that the enemy would roll dice to pick which player they would attack except it might not be utilize because of some ability mechanic, mainly the tank's ability to force enemies to attack them. Though I will balance that out by having it so that the ability would work only if the player equips a shield instead of perhaps armor. But overall the main things that changed from my first envisioned treatment would just be how the board and board progression works. I learned that even though you plan a treatment the materials or building process might not always match up to the expectations and so they either need to be extensively adapted or the final product might be changed in a way so far different from the original treatment.

End of Assignment