Submission Worksheet

IT265-002-S2024 - [IT265] Boardgame Game Design Treatment

Submissions:

Submission Selection

1 Submission [active] 3/8/2024 9:08:08 PM ▼

Instructions

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Board Game Design Treatment Analysis

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.

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

Branch name: DesignTreatment

Tasks: 11 Points: 10.00

● Crafting the Game Treatment (2 pts.)

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Task #1 - Points: 1
Text: Possible Title(s) of the Game

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Proposes fitting title(s) reflecting the game's essence
☐ #2	1	Explanation of title(s) choice

Response:

Medieval Adventurers: Heroes against the Demon Lord.

The Medieval tells the players the setting and theme of the game as being medieval, with the adventurer showing a sense of exploration given to the player. The second part of the title highlights a goal or end of some sort against the Demon Lord aka the final boss and so pits the narrative as the group of adventurer's turn hero battling against the Demon Lord.

Task #2 - Points: 1
Text: Game Premise

ⓘ Details:
Clearly detail the setting, characters, theme, and story

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Setting is thoroughly described
☐ #2	1	Characters are thoroughly described
☐ #3	1	Theme is thoroughly described
☐ #4	1	Story is thoroughly described

Response:

The setting takes place in a medieval world so seeing dirt or cobble roads is the norm, having towering castles, and taverns and also a mix of unexplored nature such as woods and forests, caves, and mountains that haven't seen much of human settlement or exploration. There will be a light fantasy element where the adventurers will have to fight monsters like goblins and orcs and there being magical weapons and spells and the final boss being a fantasy Demon Lord.

The cast of characters is a party of adventurers who met up at a small unassuming local town. The characters are Selena a wandering Hedge Knight, Orion the local Ranger, and Melvin a wandering Mage Apprentice. Each has their own goals before fate bought them together in the small town of Hilstadt as the world is in danger because of the rise of the Demon Lord. Our main cast will get together to form a party trying to do good and vanquish evil and their destination will inevitably lead them to the Demon Lord.

With Selena in the frontlines as a tank she has the ability to taunt enemies and soak up damage, While Orion and Melvin dishes out the damage and Orion also being able to bring some healing. They will go on an adventure exploring the world until they reach the Demon Lord as their final challenge.

Task #3 - Points: 1
Text: Objectives and Conflicts

ⓘ **Details:**
Describe the goals and challenges within the game

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Clear description of objectives and conflicts

Response:

The overall objective is to defeat the Demon Lord as it is the final boss at the end of the map, while the map itself is randomly generated with some player input. Minor objectives will depend on the map card that the players vote on but it can include a variety of things such as clearing out the monsters on that map card, rolling a dice to have certain events succeed, or buying gear. So the objectives are to survive until the end and aptly prepare to defeat the Demon Lord.

Task #4 - Points: 1
Text: Gameplay Mechanics

ⓘ **Details:**
Explain how the game is played and highlight unique features

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Features/mechanics should be clearly isolated and explained
☐ #2	1	Overview should be comprehensive

Response:

The board will be an empty board/sheet with the tiles being fashioned as cards, these cards will be stacked as a deck. The players will have to draw three and pick one of the three as their next destination or location to progress the board. Each of the location/map cards will have a different purpose and different actions the players can take for example a tavern card would allow the players to rest up or gamble, or a cave card having the players battle monsters or opening a treasure chest. Most of these actions and outcomes will be decided by the roll of the dice such as the players rolling

a dice to open a treasure chest, succeeding would grant treasure while failure would mean the player receive nothing.

The combat system will have the player have health and other resource bars necessary and the main form of combat will be decided by dice rolls like D&D. Damage will be calculated by dice roll and any other modifiers from weapons or abilities and damage mitigation will be calculated by dice roll as well and takes into account armor and other such defensive abilities. So as players progress they can receive stronger armor, weapons, or abilities that will make them stronger for the final confrontation with the Demon Lord.

Equipment would come in the form of cards so the player can keep track of their equipment and swap their equipment out for any situation. And the only currency in the game would be gold which can be used at shops for guaranteed equipment.

The dice will be a standard six sided die for simplicity so a player can roll once on a six sided die for an attack and get a roll of 6 for damage which can boosted by their weapon so maybe a better a weapon can add a +3 to the damage. The player will also have to roll for enemy attacks as well and only for the player would they be allowed to roll for defense while monsters bar the Demon Lord can not, this is for simplicity and quicker battles, so only the Demon Lord can also roll for defense.

Target Audience Analysis (1 pt.)

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Task #1 - Points: 1

Text: Identify and analyze the game's target audience

ⓘDetails:

Consider demographics, interests, and gaming habits

Checklist   *The checkboxes are for your own tracking

#	Points	Details
#1	1	Target audience is clearly identified and described
#2	1	Analysis includes demographics, interests, and gaming habits
#3	1	Justification for the game's appeal to the identified audience

Response:

The main target audience for this game are people who are fans of D&D, low fantasy medieval genre, light deck building, and dungeon crawling. With the way the game is set up it can be played by 1-3 players so it does not necessarily require a group to play. That and the D&D aspect of the player traveling through the game world, making decisions, and fighting monsters will appeal to fans of D&D. But the game is also a much lighter version and simplification of D&D and so can also appeal to more casual players because the entry learning curve is not as steep or overwhelming. Although the game has some form of deck building it isn't really a core mechanic so it might not necessarily appeal to fans of the deck builder genre but fans of dungeon crawling will also be another core target audience.

Accessibility and Inclusivity Strategies (1 pt.)

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Task #1 - Points: 1

Text: Outline strategies to make your game accessible and inclusive

ⓘ **Details:**
Address physical, cognitive, and social inclusivity

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Accessibility features for diverse abilities are specified
☐ #2	1	Inclusivity strategies for a wide audience are outlined
☐ #3	1	Implementation of these strategies without compromising gameplay is discussed

Response:

The way the combat system is made outlines a general strategy, deal enough damage to kill monsters and take the least amount of damage. Equipment and abilities aid in this strategy but it is not always optimal or available because of the randomness and luck sometimes involved. If the players don't draw good map cards they can be unlucky and skew towards more map cards that don't offer good or a decent amount of equipment. So the players would have to adapt their strategy and map choice based on what their party needs or is lacking that and if they taken too much damage or fought too much they might have to choose more peaceful or safe map choices. Players adopting a more cautious strategy can focus more on consumables such as potions so they can reliably survive fights or the final boss fight. Of course players can also choose a more aggressive strategy and try to rack up lots of equipment that guarantees reliable damage to the enemies.

As for the map choice if the player is playing alone they alone can steer the adventuring party's route but for more players up to three they would have to discuss and vote. This allows all the three players to have their input and also is inline with the theme of a trio of adventurers planning their route and their next action and ensures fairness for all. Of course the three players can also pick someone to lead the party and they can make all the decisions as there are no hard game requirement of three votes, that or the players can simply roll a dice to each of the three drawn map cards to add an element of difficulty.

Pitch Preparation (2 pts.)

Task #1 - Points: 1

Text: Prepare a pitch for your game

ⓘ **Details:**
Summarize the concept, theme, target audience, and unique selling points in a compelling manner

Checklist

#	Points	Details
☐ #1	1	Pitch summarizes the game concept and theme
☐ #2	1	Target audience and unique selling points are compellingly presented
☐ #3	1	Pitch demonstrates how the game stands out in the current market

Response:

I present **Medieval Adventurers: Heroes against the Demon Lord** a game for one to three players. Three adventurers meet at a crossroads of a sleepy town, fate has brought a young and righteous knight, a passionate mage, and a wanderlust filled ranger. Explore a medieval world where you get to choose your adventurer party's next location, Create your own map based on your choice of map cards, battle against monsters in a combat system inspired by D&D, Manage your gold and build a deck of varies equipment to help you in your battles. As your adventurers travel the lands they will ultimately have a final showdown with the evil Demon Lord.

In a world of increasing digitalization of board games and a focus on individual player experience in regards to RPGs and deck building, this game will stand out as it allows players to work together to explore the game and to manage their resource to build their deck of equipment.

● Visualizing the Game Concept (2 pts.)
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Task #1 - Points: 1

Text: Sketches/Storyboard

ⓘ Details:

Create detailed sketches and/or storyboards that visualize key aspects of your game, including characters, settings, and pivotal moments

Checklist

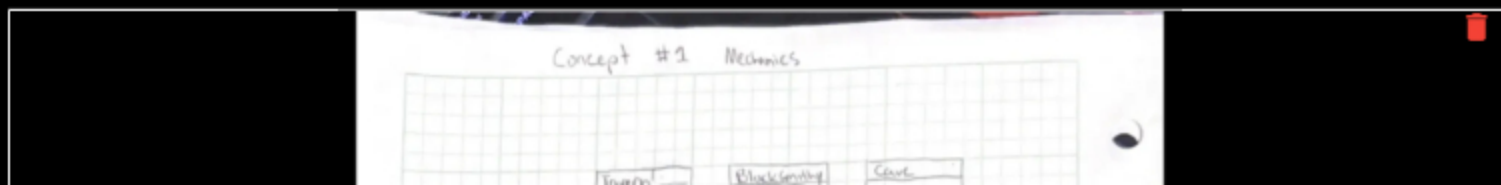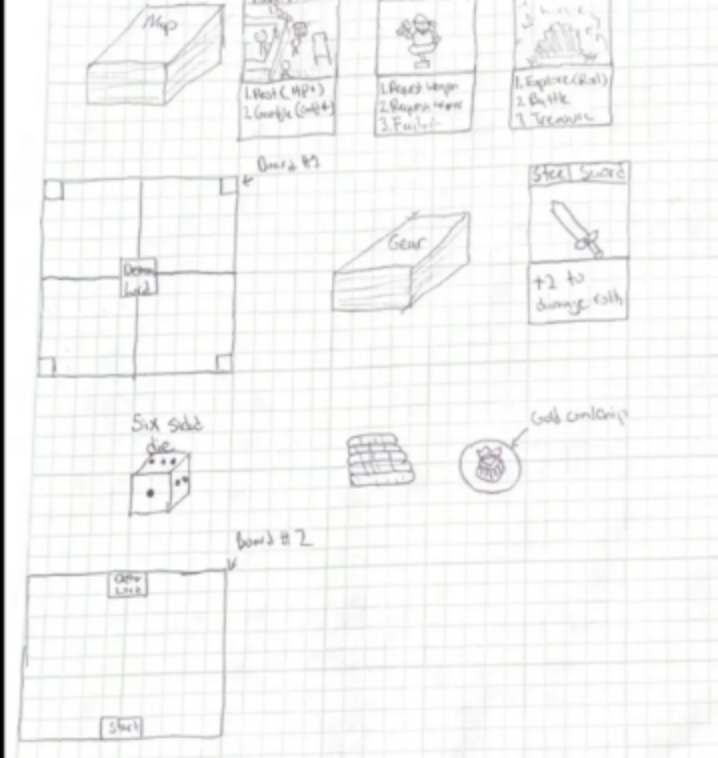| #	Points	Details
☐ #1	1	At least two concept sketches provided
☐ #2	1	Sketches accurately represent the game's concept and theme
☐ #3	1	Sketches/storyboards are coherent with the game's style and theme

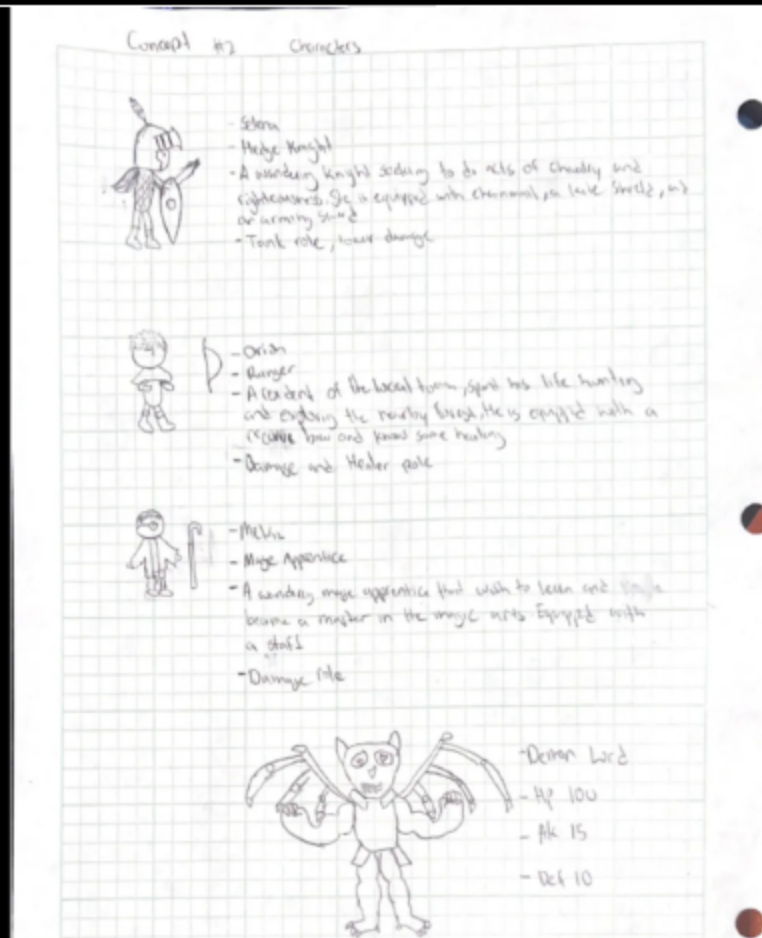Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Concept 1

Checklist Items (0)

Concept 2

Checklist Items (0)

Task #1 - Points: 1

Text: Feedback 1

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ⓘ **Details:**

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players.

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Name is Tak and he is my friend. Tak didn't get the concept sketch I showed him at first and while I was explaining my design he asked questions that made me more clear about my design. One thing he asked was what the players would get out of battling monsters should they choose to or unintentionally had to. I had to think about it and one mechanic I thought I would introduce would be leveling but then I decided not to because it would make the game too complicated so instead I was thinking of having monsters drop gold or gear. Then the loot question made me realize and figure out how exactly I wanted to handle the gear and loot system which was Shops or Blacksmiths you would have to pay gold and draw the gear from the gear pile. The pile would be separated between weapon and armor so the players would have more control over what they want.

Task #2 - Points: 1

Text: Feedback 2

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ⓘ **Details:**

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Name is Anthony he is my friend. He thought the medieval theme was good and can appeal to a variety of audiences

but he felt that since there was a limit of 3 players maximum that the difficulty of the game has to be engaging enough. The more mechanical aspect of my board game hasn't been fully fleshed out yet but I will keep in mind to be able to maintain some sort of balance so the player won't always win easily or lose horribly as a lot of the game is chance based from equipment and map locations.

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Task #3 - Points: 1
Text: Feedback 3

ⓘ Details:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist
*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Name is Lili she is my girlfriend. She asked me if the player characters can die and it made me realized that although I had a loss/defeat scenario in mind I hadn't figured out what to do if one of the player characters died before reaching the final boss. So I have to keep in mind such cases such that if a player did die too early then I would have to balance it out where the player won't feel left out in the game because of their early game. I would have to figure out the right amount of game time aka map choice amount to maintain so that games aren't too long or too short for such cases.

End of Assignment