Component Design

(Individual Evaluation)

Quite a large undertaking went into crafting the design for our boardgame, and for this I took inspiration from a variety of different games in both subtle and not-so-subtle ways.

The colour design is one of the less so subtle inspirations that I took from the board game Pandemic, which approaches the same theme with a different style of gameplay, the board and player cards in our game use a combination of light and dark blues, which are conative of both medical professions and environments (blue scrubs, blue emergency lights etc.) and so is a natural fit for a game of this nature. But then to come in contrast with this is the sickly yellow of the virus, though we differ from Pandemic in this regard who choose a green, both of which stimulate ideas of unwellness, though my main form of inspiration for that was the Biohazard symbol, a motif found throughout our virus cards.

One of the more subtle design features is the cards themselves, though taking heavy inspiration from Slay the Spire the aspect I’d like to focus on is the format of the cards. Player cards can be any one of 3 types, a move card, an attack card or a power card, and each of these are stated on the card in writing underneath the photo, however in the way the card is designed there is visual language in the image frame also, each different card type has a different shaped frame to allow players to identify a card type at a glance, knowingly or otherwise. In the same vein Virus Cards too have their own image shape.

The board pieces themselves are a key part of the game that changed in design multiple times, for example initially we had numbers on the sides of each piece instead of colours, however this created a very cluttered looking board, and an unappealing one at that, so instead we move on to a colour based system with coloured dice (a la Trivial Pursuit). This choice we think was extremely beneficial to the overall flow of the game and diverges away from the amateur looking design we originally had in mind.

In terms of visual design we knew from the start that less was more, without any significant art skill on our team we knew that the more abstract we could go the better, through efficient use of repeated assets, like you see on the “Helping Hand” card, or use of basic iconic shapes that lack detail to lend itself to a more minimalistic aesthetic. By doing very little to overcomplicate the design I think I inadvertently created a more cohesive overall ‘look’ to the game that uses basic and few colours/designs.