

CG102 Assignment 2

Design your own Board Game



- Design a board game
- Design a Template
- 1 page description how to play the game.
- Come up with a Game name (Title)
- Define a color palette you will be using

On your Game Board

- Have the Name of game on the board
- Either creating your own Title or using a Font
- Board size is 30 x 40 inches **or** 30 x 30 inches 300 dpi RGB not CMYK.

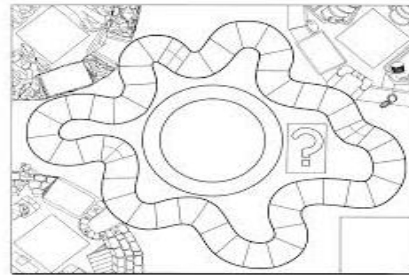
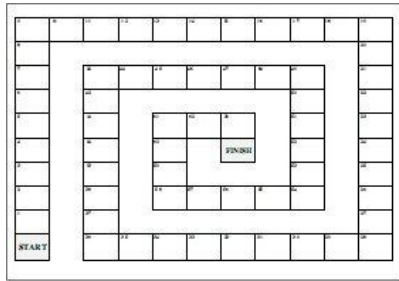
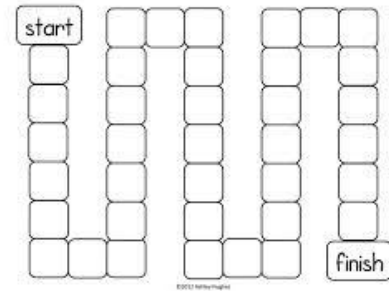
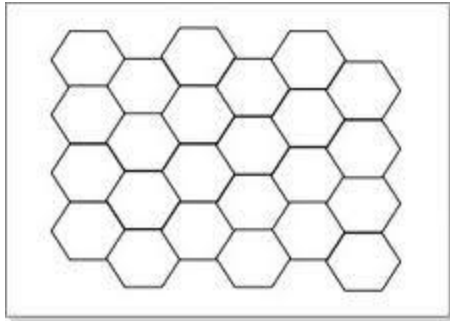
Create your own art work:

- Create your own Vector art (along the path perhaps) (sketch-n-scan)
- Create your own Raster art (sketch-n-scan) if you have a tablet you can use it.
- You can use work off the web download it from a Creative Commons web site. Give credit.
- If you have cards Design on a separate page cards, chips, other game props. Same size.

Save File: as PSD and jpg

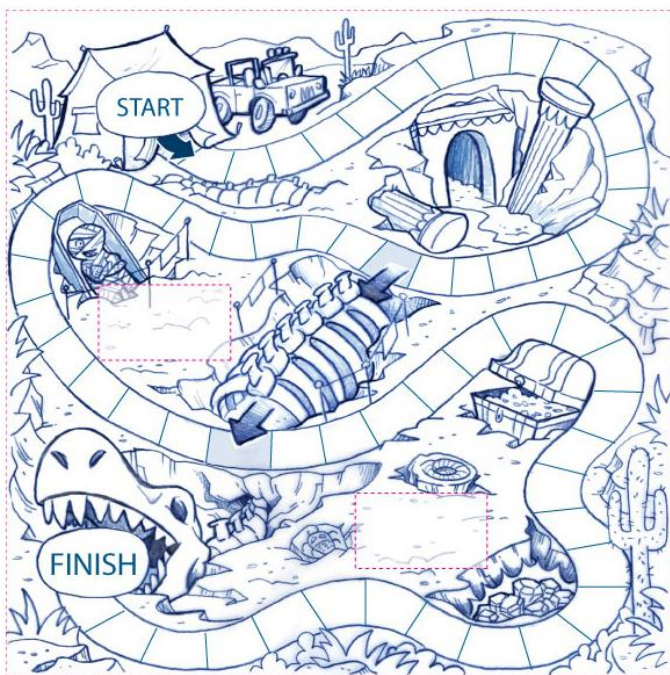
StudentLastName_StudentFirst_GameBoard.jpg

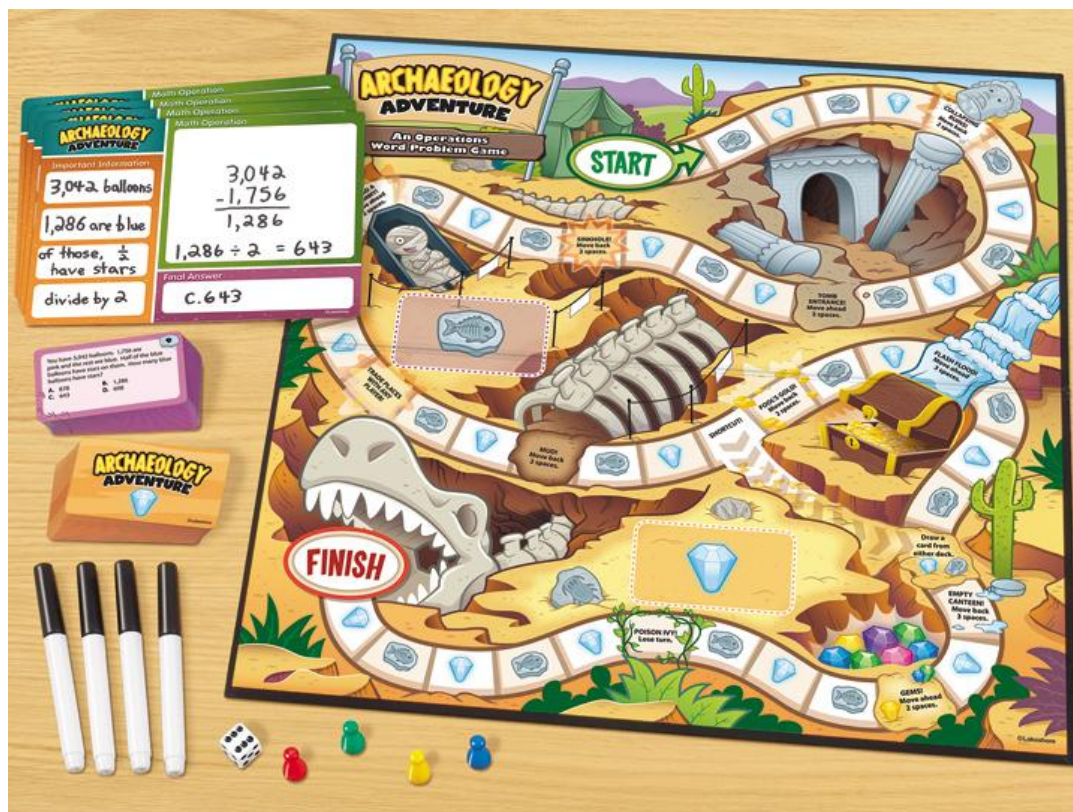
Template Samples:



Board Game Sample:

Design your Game Board using techniques we learned in class. Sketch or use tablet, to define template and Artistic elements.





Palette Colors: selected from above image.



Sample 2.



Palette Colors: selected from above image.

