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

Your Response:

Graveyard: A large mechanic of the game is the gravestones that orbit the board and spawns enemies each round. "Graveyard" would put these graves in a proper setting.

Task #2 (0.29 pts.) - Game Setting

Weight: *14.29%*

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

The game takes place in an old graveyard filled with undead enemies for the adventuring players to slay. A seemingly endless wave of undead begin to reanimate and horde around the players. The game is low-fantasy with some spells and magical items. As players progress through the game, they move deeper and deeper into the graveyard, where the playing field gets larger and more, tougher enemies reside.

Task #3 (0.29 pts.) - Game Characters

Weight: *14.29%*

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

≡ Text Prompt

Your Response:

The characters would be:

- the three different types of enemies (a tank, a healer, and a ranged archer unit). These enemies would be undead creatures that have been reanimated, such as skeletons or zombies.
- a few (3-4) boss enemies with special attributes. Similar to the regular enemies of the game, these would also be undead creatures, though much more visually distinct and unique than the more basic enemies of the game.
- the adventurers that the players play as. They stumbled into the graveyard ill-prepared, with little equipment and items. Thus, their resourcefulness in looting the remains of the fallen adventurers before them might be the only way they find new tools to add to their arsenal.

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Task #4 (0.29 pts.) - Game Theme

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

Details:

- Thoroughly describe the theme

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Your Response:

The game is a low-fantasy, cooperative, deck-building game. The undead enemies in the game give off a dark theme and create a divide between the between the bright, living adventurers intruding upon this dark, dead land.

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Task #5 (0.29 pts.) - Game Story

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

Details:

- Thoroughly describe the story

Your Response:

A small adventuring party stumbles across the remains of an old, decrepid graveyard, long forgotten and left to rot. Rumors note the valuable treasures that lay at the very back of the graveyard, guarded by the undead creatures that seem to reanimate with no end. The adventurers press forward through the graveyard, looting whatever items they could find laying around the remains of the adventurers that have tried before them.

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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:

The primary goal of the game is to survive and kill each wave of enemies that spawn. To win, the players must survive all three phases of the game, each one harder than the last. To move on to the next phase, they must slay all enemies from the enemy pile (represented by a deck of cards), then slay the boss enemy that spawns. The main challenge that thwarts the players' in this task is that the enemies are able to attack and hurt the player. Every time an enemy attacks a player, that player adds a certain number of injury cards to their deck. These injury cards are dead draws that bloat the player's deck, and when they draw three injury cards at the start of the round, they are knocked out and need assistance from their allies.

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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:

- Player decks: Each player builds out their own unique deck throughout the course of the game. The player can fill their deck with attack cards, item cards, and injury cards.
- Injury cards: Injury cards are forcefully placed into the players' decks when they are attacked by an enemy. They are dead draws and do not help the player in any way. When a player draws three injury cards to their hand at the start of the round, they are knocked out and require assistance from their allies.
- Enemy types: The three types of enemies are meant to form demand a more flexible or wide range of strategies from the players. The tank enemy counters heavy-hitting weapons as they only take a maximum of 1 damage from each attack, but they are vulnerable to multiattack weapons. The healer unit is meant to counter tactics where players leave enemies alive, as healers will make the issue even worse later on. The ranged enemies act as glass cannons, with very few HP but can deal heavy damage, necessitating almost immediate reactions from the player to deal with them before the enemy does too much damage.
- Gravestones: A number of graves orbit around the map, spawning enemies at the start of each round. Players cannot start the round next to a gravestone, which requires them to be mobile around the map and slay enemies that are occupying a tile on the map that they may need to stand on.
- Shop: At the end of each round, players are able to spend their unused attack cards as credits in the shop, where they can obtain more items, equipment, spells, and weapons.

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:

The target audience would be a mix of casual playing groups and more hardcore groups who seek a

challenge. The game provides an "easy-to-learn, hard-to-master" format that nearly anyone can understand, but only the dedicated few can push the game's systems to their very limits.

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:

Optional rules to make the game easier/harder

- Spawning less enemies per round
- Start rounds with one extra card in hand

Making players draw one more starting cardcan make the game substantially easier. Since the way players knock out/die is by drawing all injury cards in their starting hand, players are less likely to die. It also allows them to cycle through their deck faster, making them pull their good cards more often, and allows them to purchase higher price items from the shop more easily.

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:

In this low-fantasy deck builder, you and your allies must coordinate your attacks to defeat a constant wave of undead enemies and bosses and survive to the end.

Unique Selling Points:

- The lack of a turn order between players encourages discussion of who should act when and allows for a more fluid way to combo attacks
- The graves create a constant horde of enemies for the players to deal with

The game is also a cooperative board game, which isn't frequently seen.

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

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

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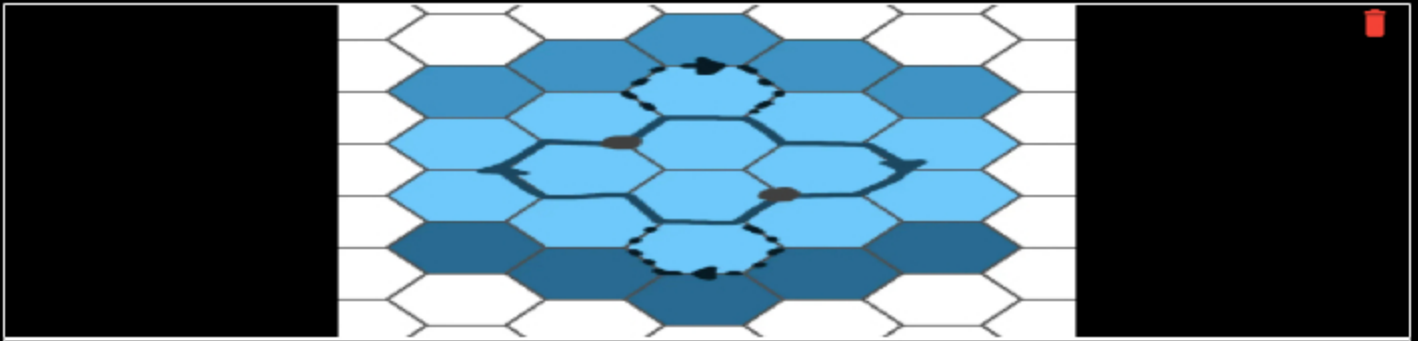
Objective: *Sketches/Storyboard*

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

Left: Player's hand Center: Board (d20s are player pieces, rooks are graves, poker chips are enemies) Right: Extra cards, shop

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

Your Response:

Jake: Friend

- Early game is too difficult, midgame becomes much easier as players obtain items.
- Item cards begin to get worse over time, as your deck naturally gets larger as the game goes on, making items harder to draw.

I tried to address the concerns about the early game by spawning less enemies on the board each round (from 6 to 3). To make item cards better, I need to implement ways to remove cards (attack cards, unwanted item cards) from your deck entirely. This would create a new strategy where players play with very thin decks that draw good cards more often, but are also much more susceptible to injury cards.

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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:

Angel: Friend

- Tank enemies are too powerful, multiattack weapons almost feel necessary to even stand a chance to deal with them.

I first lowered the tank's base HP. From a 50/50 chance of 2 or 3 HP to always being 2 HP. I'd also like to play around with the idea of less tanks being present in the enemy draw pile. That way, the tanks can still remain a stronger enemy type than the other two enemies, but appear less frequently and thus will be more manageable.

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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:

Marlon: Friend

- The price of Uncommon/Rare items make them feel very hard/impossible to obtain from the shop. It is difficult to hold enough unused attack cards due to limited options to draw more cards.

Changed the starting hand draw from 3 cards to 4 (now, you knock out if your three of your four cards are injuries). Introduced a "hand-off" mechanic where players that end the round adjacent to each other are able to "hand-off" one card to the player. This could be any equipment card or a card in their hand, meaning they can hand off an action card to another player for that player to buy a high-price item from the shop.

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