

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

Student: Benjamin L. (bal29)

Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/bal29>

# 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

Your Response:

Title: Duel or Die

Players are forced into a duel they can't refuse by a mysterious entity. If they refuse, they'll automatically die.



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## Task #2 ( 0.29 pts.) - Game Setting

**Weight:** 14.29%

**Objective:** *Game Setting*

**Details:**

- Thoroughly describe the setting

### ≡, Text Prompt

Your Response:

Setting is fantasy to allow for a wide range of creatures and monsters to be used as cards. Fantasy in the sense that magical creatures and things of that nature exist, but set in more modern times as opposed to medieval.



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## Task #3 ( 0.29 pts.) - Game Characters

**Weight:** 14.29%

**Objective:** *Game Characters*

**Details:**

- Thoroughly describe the characters

### ≡, Text Prompt

Your Response:

There are three main characters, the two players that are dueling, and the mysterious entity that has beckoned them. The entity has no body, only speaking to the players through their minds when it needs to

them. The entity has no body, only speaking to the players through their minds when it needs to.



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## Task #4 ( 0.29 pts.) - Game Theme

**Weight:** 14.29%

**Objective:** *Game Theme*

**Details:**

- Thoroughly describe the theme

### ≡, Text Prompt

Your Response:

Game is set in modern times (year 20xx). Fantasy elements are involved to allow for a wider range of idea to be implemented.



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## Task #5 ( 0.29 pts.) - Game Story

**Weight:** 14.29%

**Objective:** *Game Story*

**Details:**

- Thoroughly describe the story

### ≡, Text Prompt

Your Response:

Players are mysteriously beckoned by a strange voice in their minds to an abandoned building. When they arrived, the doors are locked shut, and the scene around them transforms into a dueling stadium, in which they must fight to win. If players refuse to duel, they automatically die.



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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:

Each player will build a deck with cards of their choosing to use in the duel. Players will have to plan around the entity cards that they will have to draw every 3rd turn. The goal of the duel is to reduce the opponents health to zero to win. Cards will include monsters and creatures with which to do damage, and support cards to aid the player.



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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:

Coin toss: Players will flip a coin to determine who goes first.

Health points: The primary objective of the game. Players will need to watch their health points and their opponents to formulate a victory plan.

Mana/magic points: These are consumed when activating card effects. Players will begin with a set amount each game. I've implemented this to somewhat limit longer card combos.

Match Timer: Players will each have a limited amount of time they are allowed to act for. If they go over the time limit on their turn, they automatically lose.

time limit on their turn, they automatically lose.

**Summoning:** Players will be able to summon 1 monster normally per turn. Some monsters may have conditions that must be met before that can be summoned.

**Entity cards:** Players will have to draw an entity card on every third turn of the battle. This is to keep an element of surprise to the game. Entity cards will not be too heavily detrimental to avoid the feeling of thinking you lost due to bad luck.

**Card updates:** Cards will be updated further into the game's lifespan to ensure players' favorite creatures are still usable in future landscapes of the game.

## 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:

Target audience: Players who enjoy games with deck building mechanics, most likely ages 10 and up, as earlier ages may have a bit of trouble understanding the game, although it isn't too complicated.

Players who enjoy managing resources (health, mana)

Casual players who like not getting too into things

Competitive players that like to be the best at each game they play

The game will be easy to pick up and enjoy, with the possibility of crafting strong decks for people who want to make it competitive.



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## Section #3: ( 1 pt.) Accessibility And Inclusivity Strategies

### Task #1 ( 1 pt.) - Outline strategies to make your game accessible and inclusive

**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:

The game will have a wide range of viable strategies, i.e summoning multiple monsters to attack and deal damage, or setting up your board to summon one more powerful monster. There will be a range of different monsters to appeal to a wider audience, i.e ogres, fairies, elves, etc. Cards will be carefully balanced using the mana mechanic and other mechanics to ensure no one strategy is definitively better than the rest.



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## Section #4: ( 2 pts.) Pitch Preparation

### Task #1 ( 2 pts.) - Pitch

**Weight:** 100%

**Objective:** *Pitch*

**Details:**

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:

Duel or Die is a one on one, turn based deck building game in which players must duel to the death. Players will utilize decks they have built themselves utilizing a wide range of cards to reduce their opponents health to zero. Players must also play around "Entity cards" cards that are drawn every third turn with negative effects.



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

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

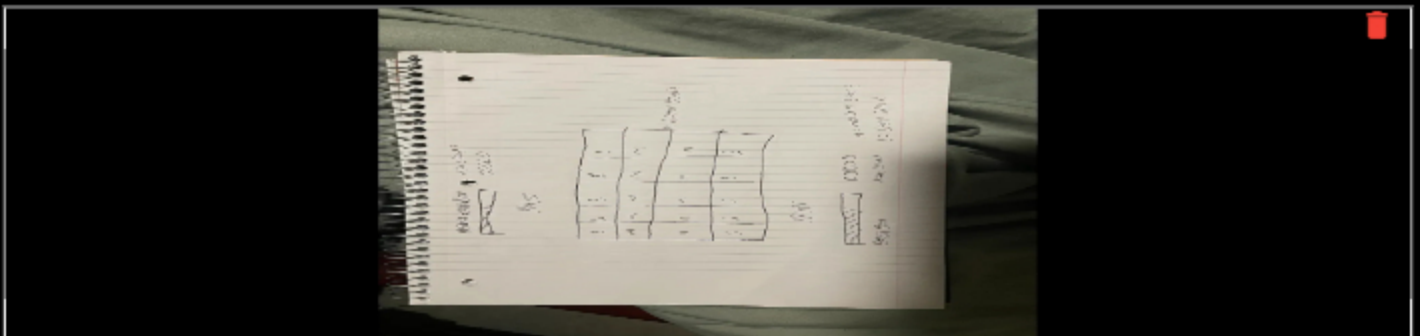
**Weight:** 100%

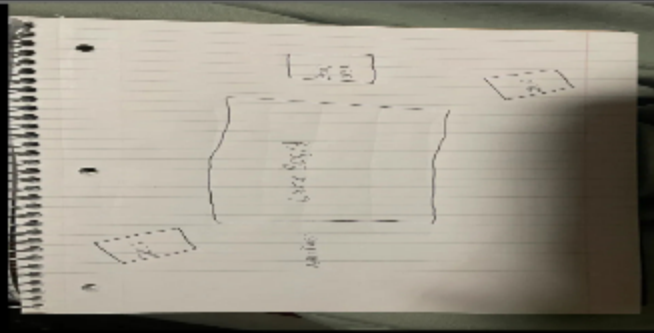
**Objective:** *Sketches/Storyboard*

**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





## 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

#### ≡ Text Prompt

Your Response:

Brother:

Thought mechanics and concept were solid, emphasized that setting should be more thoroughly defined, such as maybe choosing a specific city or location.

Reflection: I'll try my best to come up with a location that I would potentially like to do.



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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:

Friend:

Enjoyed the idea of cards being patched in the future, emphasized that cards should be carefully designed so that no one strategy is dominant. Also wanted a more detailed setting.

Reflection: As stated earlier I'll try my best to think of a specific location. I will also put extensive thought into card design.



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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:

Friend:

Enjoyed the idea of a mana bar to limit longer card combos. Emphasized that card effects should not be too overpowered.

Reflection: As stated earlier I'll try my best to think of a specific location, and will also put extensive thought into card design.



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