**Designer Diary for Game Production Assignment 1**

**9th May** – We've put together a team of three classmates for this assignment 1. We're working together to come up with different ideas and types of board games and figure out how to add creative elements to them. Our goal is to create a fun and engaging experience for whoever plays our games.

**12th May** – After a period of brainstorming among the team and a little research about boardgames online we’ve decided to implement a board game based on Crimes in History: H. H. Holmes' Murder Castle and we’ve also decided to have the game settings in 1890s.

**14th May** – Today I’ve did some research about Crimes in History: H.H. Holmes’s Murder Castle board game and all the mechanics, logics, and concepts about this board game to gain further knowledge on how I should implement a more interesting game based on this. After some brainstorming and watching some video about the board game online, I thought maybe it is a good idea implement a game named “Mystery at the Murder Castle.”

**15th May** – Me and my teammates have a group meeting in teams about putting ideas together as a team and summarizing the game idea and the game mechanics. After a period of discussion, we decided to implement a game about a serial killer lair with the theme horror and multiple characters trying to escape from the serial killer to win the game. It is a 3-5 players game, and the goal is to unlock the door to escape, while only 1 player can escape at last. The overall looking of the board will be tiles laid out in square formation, tiles are randomized and hidden, objects card are highlighted, keys are highlighted. Not to mention, the tiles can be good and could be bad and players are to flip the card to discover when move away. At the start of the game each player gets 3 cards, can be used to travel around the tiles at own will, can also use to sabotage other players. The movement of the across the tiles where players can either use object to move, diagonally or straight, land on tile must flip over and do what the card says at the back when they flip. Each player has 3HP, some tiles or object by others will damage them losing a heart, all 3 out they will consider loose. However, players can gain back health while they are still alive from object (or good tiles?).

**17th May** – Today me and my teammates had a physical meeting at school to discuss about further implementation of the board game and finalizing the rules of the board game and we also did a pre prototype using papers to have a brief idea on how it should look like before we create the actual board game with cardboard and other actual materials. Additionally, we came up with more game setup and rules than the previous discussion like adding more special objects card like diagonal jump across the action tile and skip other player turn and more. Apart from special objects card, we also added more kind of bad tiles like freeze for one around and good tiles like gain 1 extra move and furthermore with the implementation of neutral cards across the tile with different directions; up, down, left, right to move by the players upon revealing the card to improve the gameplay.