**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 H.H Holmes Murder Hotel and we’ve also decided to have the game setting in 1890s.