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| **Game Production**  Diploma in IT  Year 2 (2023/24) Semester 3 | Week **4** |
| **4** hours |
| **Board Games** | |

Part 1

Board games are a great way to start designing and conceptualizing games. They are a common sight in many game studios. Pick at least 2 board games to play with your friends in class.

In your Portfolio website, write a mini-review for each board game that you played. Pay special attention to the game mechanics involved, and what made the game fun (or not fun).

**Board game 1: Avalon**

This is a hidden role board game where players are divided into two factions, either loyal servants of Arthur or the evil minions of Mordred. At the start of the game, players will be randomly assigned to a team and all the players will go through a dialog that allows for the minions of Mordred to know who each other is. The objective of the loyal servants is to successfully complete the quests which is 5 in total, while the minions of Mordred seek to sabotage these quests without revealing their true identities. Each round, a group of players who are chosen by the king is sent on a quest, and players must collectively decide who to trust and who to doubt. This creates a thrilling dynamic as players must rely on their intuition and deduction skills to make informed decisions. I think it’s incredibly satisfying when you successfully convince others of your innocence or when you uncover a traitor within your midst. The game also introduces various special roles, such as Merlin who knows the true identities of the minions of Modred at the start of the game and Assassin who seeks to identify and eliminate Merlin, adding a thrilling endgame twist that keeps players on the edge of their seats, these special roles add further complexity and excitement to the gameplay. Overall, Avalon is an absolute thrilling experience game to play that is filled with mystery and intrigue and the game mechanics are cleverly designed, and the depth of strategy is truly remarkable.

**Board game 2: King of Tokyo**

King of Tokyo board game is so far one of the hardest board games I’ve ever gotten in touch with. However, it is a thrilling and fast paced board game that offers a delightful mix of luck, strategy, and monstrous fun that will keep players entertained for nearly hours. The objective of the game is to be the last monster standing or be the first to accumulate 20 victory points. Players could achieve this by attacking their opponents, earning energy cubes, and rolling dice to activate special abilities. Each run players will take turns rolling 6 dices each featuring various symbols like 1-3, claws, hearts, and energy. The numbers represent the amount of damage dealt to other monsters or the number of victory points earned, while claws allow you to attack and potentially force other monsters out of Tokyo. Where hearts replenish the health which each player is given 10 health in total at the start, and energy cubes enable player to purchase powerful cards that enhance your abilities. Another standout feature of King of Tokyo is the interactive nature of the gameplay. When a player occupies Tokyo, they become the target for attacks from all other monsters. This creates a fascinating dynamic as players must carefully consider when to enter or exit Tokyo. Overall, the gameplay session was fun and thrilling especially the dice-rolling mechanics create an exhilarating experience where luck and strategy goes hand in hand.

Part 2

Design a board game concept that requires players to explore a map.

Suggested progression:

1. Determine the theme and the goal; identify the target audience
2. Identify probable mechanics
3. Identify how players will interact with each other

Describe your game concept on your Portfolio website.

**1. Theme and Goal:**

**Theme:** Ancient Exploration

**Goal:** Players take on the role of archaeologists and compete to discover and explore ancient ruins, collecting artifacts and uncovering secrets. The first player to reach a certain number of points or complete a specific objective win.

**Target Audience:** This game is designed for 2-4 players, aged 10+, who enjoy strategic and competitive board games with an adventurous theme.

**2. Probable Mechanics:**

**a. Map Exploration:** The game board consists of a modular map with various locations representing different ruins. Players take turns exploring the map by revealing new tiles, creating a unique landscape each time the game is played.

b. Resource Management: Players have limited resources (such as energy, tools, and provisions) that they must manage strategically to navigate the ruins effectively. They can acquire resources through various actions, such as visiting certain locations or trading with other players.

**c. Action Selection:** On their turn, players choose from a set of actions they can perform, such as moving to a new location, excavating artifacts, deciphering ancient texts, or interacting with other players. Each action consumes resources and offers different benefits.

**d. Challenges and Obstacles:** Throughout the game, players encounter challenges and obstacles within the ruins. These could be traps, puzzles, or encounters with ancient guardians. Overcoming these challenges requires the right combination of resources and strategic decision-making.

**e. Technology Tree:** Players can invest resources to unlock new technologies or abilities, allowing them to perform more powerful actions, gain bonuses, or overcome specific challenges more easily. This creates a sense of progression and customization throughout the game.

**3. Player Interaction:**

**a. Competition:** Players can compete with each other to be the first to reach certain objectives, claim valuable artifacts, or unlock secrets. They can hinder each other's progress by blocking paths, sabotaging resources, or competing for limited opportunities.

**b. Cooperation:** While the game is competitive, players may find it beneficial to cooperate temporarily. They can form temporary alliances, share information, or trade resources to overcome particularly difficult challenges or gain an advantage over other players.

Part 3

Create a free account on the website <http://www.boardgamegeek.com>, which is the world premiere resource on board game information. It contains news on latest and upcoming games, written and video reviews, instructional videos and much more. You are encouraged to browse the website for inspiration for your upcoming Assignment 1.