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

≡ Text Prompt

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:

Possible Game Titles:

1.) *Phantom Thief Rush*- Very first title I thought of, was originally going to be a fast-paced card game that deals damage.

2.) *The Illusionist's Deck*- Was going a bit more literal with this title, since the format of the gameplay uses cards.

3.) *Phantom's Heist*- Went more towards the story within the game for this one.

4.) *The Thief's Gambit* **Confirmed Title**- This title reflects the way how players should approach playing; taking a strategical risk, using the player's memory to make the best move they can while not knowing what the other opponent is playing.

5.) *Obscura: Thief vs. Detective*- Imagining the setting of the game; most heists take place in the dark of the night.

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Task #2 (0.29 pts.) - Game Setting

≡ Text Prompt

Weight: *14.29%*
Objective: *Game Setting*

Details:

- Thoroughly describe the setting

Your Response:

- Modern-day world, very sleek and bright neon city filled with different thieves and fiends trying to steal what they can
- There's a code for phantom thieves where they only steal if it's necessary and they're the ones who always initiate the challenge
- 90s-00s science, since the gadgets used aren't as high tech

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Task #3 (0.29 pts.) - Game Characters

Text Prompt

Weight: *14.29%*

Objective: *Game Characters*

Details:

· Thoroughly describe the characters

Your Response:

Players take the role of either phantom thief or detective, one who does the stealing and the one trying to stop it.

· Phantom thieves are more intellectual, so most of their cards are defensive/evasive. Though that doesn't mean they don't have a means to protect themselves
· Detectives are more straightforward, often resulting in more active/offensive moves.But they also have some safety measures and traps set out to capture the phantom thief

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100%

Task #4 (0.29 pts.) - Game Theme

Text Prompt

Weight: *14.29%*

Objective: *Game Theme*

Details:

· Thoroughly describe the theme

Your Response:

My game is supposed to embody a thriller/action, a contest of sorts between two opposing forces (Detective v. Phantom Thief).

The whole premise of the game is to outsmart your opponent through sheer luck, like how most Detective v. Phantom Thief media portrays it (Lupin the Third, P5 Phantom Thieves, etc.)

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Task #5 (0.29 pts) - Game Story

≡, Text Prompt

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

Details:

- Thoroughly describe the story

Your Response:

Detective POV: The police comissioner is up to his neck in paper work, and assigns his best detective to take on the case of the upcoming heist of Phantom Thief D'Oro. This detective has a quick mind and a burning hatred for thieves, viewing Phantom Thief D'Oro as their No. 1 enemy/rival.

Phantom Thief POV: P.T. D'Oro is planning their ultimate heist, sending out their calling card and tinkering with gadgets to always be one step ahead. Their encounters with the detective feels more like a game of chess than an organized heist.

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Task #6 (0.29 pts.) - Objectives and Conflicts

≡, Text Prompt

Weight: *14.29%*
Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

Your Response:

Both players have a health bar of 50 HP and each of the cards have designated damage points, the goal is to match a pair of cards in order to chip down the player's health to zero in order to win a round; first person to win three matches wins the game.

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Task #7 (0.29 pts.) - Game Mechanics

≡, Text Prompt

Weight: *14.29%*

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

Your Response:

2 different decks (P.T. or D)

- Similar to turn based card games, you can build your deck, adding different "gadgets" to help defeat your opponent

Phantom Thief

- Grappling Hook (evade opponent's attack)
- Signal Jammer
- Smoke Bomb
- Lock Picks
- Card Gun
- Brass Knuckles

Detective

- Magnifying Glass
- Handcuffs
- Stun Gun
- Mini GPS Tracker
- Chemistry Set

Section #2: (1 pt.) Target Audience Analysis

Task #1 (1 pt.) - Identify and analyze the game's target audience

≡, Text Prompt

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

Your Response:

Target Demographic: Ages 12 and Up

Interests:

- Memory Games

- Turn-Based Strategy Games

- 90s-00s Phantom Thief anime Lupin the Third Kaitou Saint Tail Kaitou Joker

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

100%

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

≡ Text Prompt

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

Your Response:

- Bigger card size for easier grip and clearer visuals
- Complementary color palette to differentiate between the two card decks
- Labeled damage points and effect of ther action to clarify for confusion

Section #4: (2 pts.) Pitch Preparation

Task #1 (2 pts.) - Pitch

Text Prompt

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

Your Response:

In this two-player turn based memory game, play as either the dashing phantom thief or the determined detective as you go head to head with your opponent in order to keep your eye on the prize.

Or in this case... the statue!

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

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

Image Prompt

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

Front of Card (Detective)

Section #6: (2 pts.) External Feedback

100%

Task #1 (0.67 pts.) - Feedback 1

≡, Text Prompt

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:

Subject 1: Jessica Relation: Friend

Was initially confused on the rules and effects that the cards had, but soon got the hang of it as soon as we started playing. One piece of feedback that I incorporated was to label the damage that the card gave to the other player and what the effect did.

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100% Task #2 (0.67 pts.) - Feedback 2

≡, Text Prompt

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

Your Response:

Subject 2: Shreya Relation: Friend

Was less confused on the rules and effects that the cards had, but soon got the hang of it as soon as we started playing. One piece of feedback that I incorporated was to have pen and paper on hand to keep track of the player's health.

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100% Task #3 (0.67 pts.) - Feedback 3

≡, Text Prompt

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

Your Response:

Subject 3: Ramona Relation: Mother

Was just as confused as Jessica, but soon got the hang of it as soon as we started playing. Decided to take a different approach and explained it to her while we played, which helped her understand a lot more. She had no feedback.

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