Submission Worksheet

IT265-002-S2024 - [IT265] Board Game Prototype

Submissions:

Submission Selection

1 Submission [active] 4/24/2024 12:10:18 PM

Instructions

^ COLLAPSE ^

Make a Google Doc similar to my example:
https://docs.google.com/document/d/1z3vH50OKOSO6E4IK2PzKwZhunIDvO1woupPy1ICdUuU/view
Share it as public or NJIT Domain so we can access it.
Design your prototype using things like card stock, index cards, cards, physical pieces etc. Try to avoid using printed-out regular paper like my first example prototype.
Fill in the below deliverables.
Generate the output file and upload it to Github under the respective branch name.

Branch name: Physical-Prototype

Tasks: 6 Points: 10.00

● Prototype (9 pts.)
^COLLAPSE ^

● Task #1 - Points: 1
^COLLAPSE ^

Text: Briefly describe your game

Response:

My game is a 1v1 card game that takes inspiration from games like Yu-Gi-Oh, the Pokemon Trading Card Game, Magic the Gathering, and Cardfight!! Vanguard. It involves the two players taking control of a specific archetypal "Avatar" and combat the opposing Avatar until one of them stands victorious. There are additional reaction-based effects that can turn the tide of the match in either favor while also being able to be pre-planned to the best of strategic effects.

Task #2 - Points: 1

Text: Provide the link to your Google Doc

Checklist

#	Points	Details
☐ #1	1	Document includes Instructions/Setup
☐ #2	1	Document includes explanations of the game pieces and board configuration
☐ #3	1	Document includes any necessary charts/tables/etc
☐ #4	1	Document includes digital sketches of each piece (similar to the colored tables in my example, or whatever is relevant). If using number placeholders like mine, ensure you have a chart/table with the actual corresponding text

URL #1

https://docs.google.com/document/d/1Oj6GA2-MzZgOsZEHIRXeQ0mMgV_eiL__pPVfgWlR0B0/edit?usp=sharing

Task #3 - Points: 1

Text: Add images of your physical prototype pieces

ⓘ **Details:**

Caption what each one is/represents (note: if it's a deck of cards you don't need to capture each individual card)
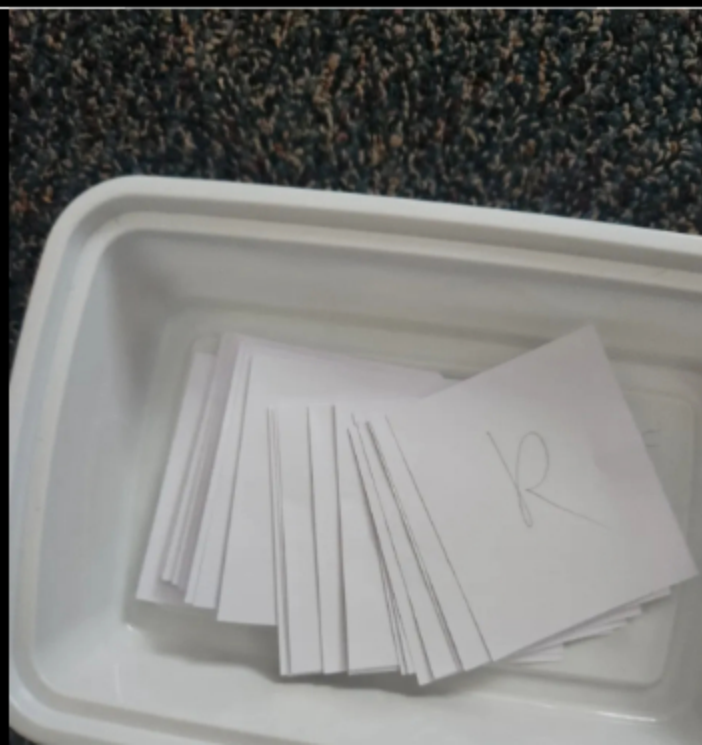
Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Reaction Deck

Critical Dice

Avatar cards

Task #4 - Points: 1
COLLAPSE

Text: Add an image of your game setup
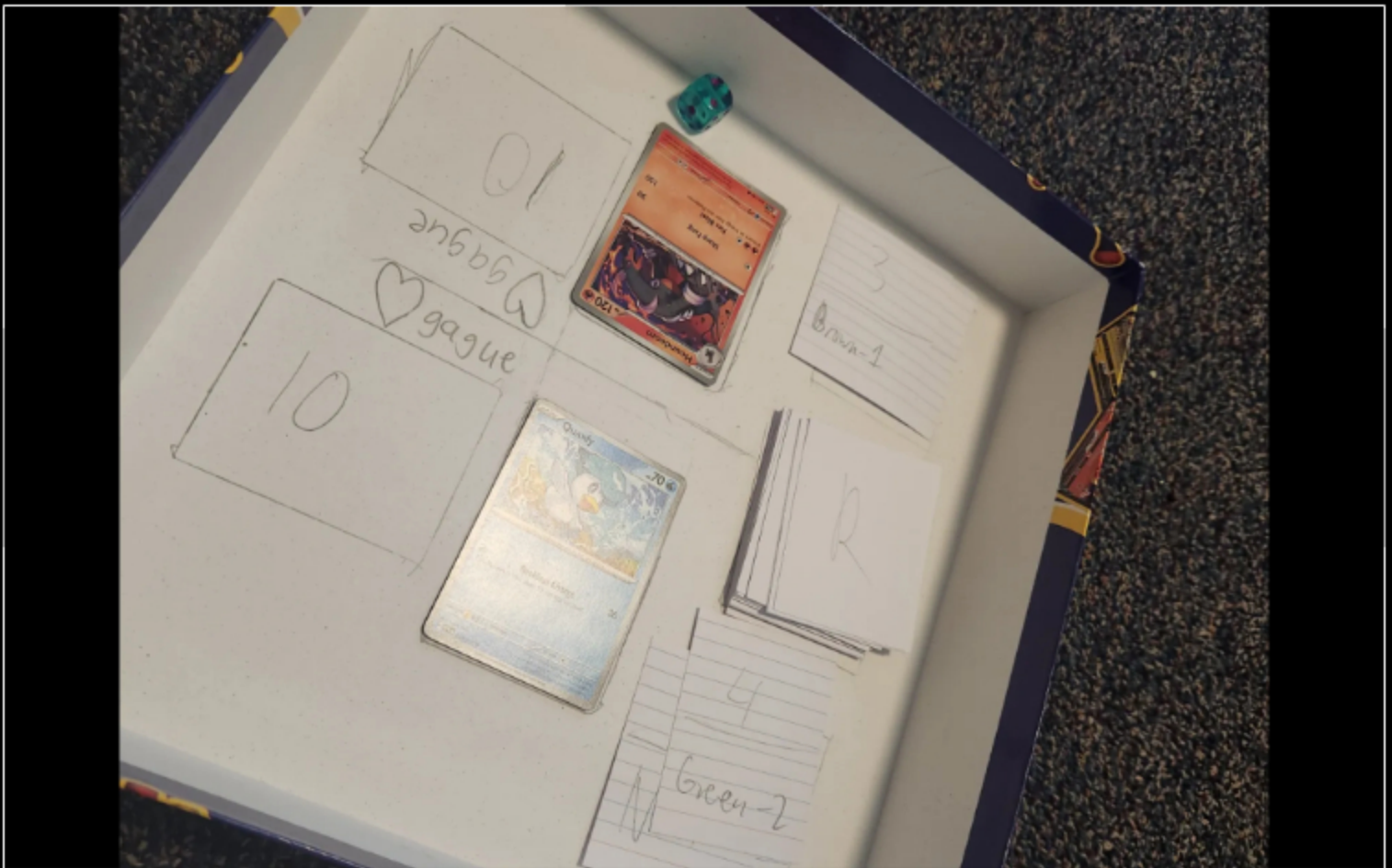
Task Screenshots:

Gallery Style: Large View

Small   Medium   Large

Full board setup

Task #5 - Points: 1
COLLAPSE

Text: Explain your choice of material for each prototype piece

ⓘ Details:

You may want to copy/paste each of the checklist items for each piece you describe, try to format
things nicely

Include any other relevant info about the pieces.

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	What is the material/piece?
☐ #2	1	Why did you choose this material for the piece?
☐ #3	1	Does the color represent any meaning?

Response:

Avatar Cards:

1. The material to represent the avatar cards are Pokemon cards.
2. I chose this material for the piece because of the color coding and general trading card shape.
3. The colors on the Pokemon cards are extremely important as they represent the playable archetypes in the game and allow for easier identifiers for the cards that support them.

Reaction Deck
1. I chose to use smaller flashcards to represent the reaction deck.
2. I chose this material as the smaller size allowed for more compact and easily readable text as well as having a generally similar size to the Pokemon cards.
3. The color does not represent anything

Critical Dice
1. I chose a standard 1d6 die to represent the critical dice.
2. I chose the critical mechanic to revolve around a die roll to bring in a factor of luck for potential comebacks.
3. The color does not represent anything.

● Reflection (1 pt.)
^COLLAPSE^

●
^COLLAPSE^
Task #1 - Points: 1

Text: Respond to the checklist prompts

Checklist *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Did you face any difficulties building your prototype? If so, explain.
☐ #2	1	Did the prototype change your original vision from the treatment? If so, why/how?
☐ #3	1	What did you learn from this process or what takeaways do you have from this experience?

Response:

The hardest part of building my prototype was finding all of the pieces that I wanted to represent the game the way I

wanted them to. I had an abundance of options to choose from and finding the right fit took more time than I thought it would. The prototype did not change my original vision of the treatment and in fact it came out exactly how I envisioned it. The biggest takeaway I got from this experience is that balancing a head to head card game is very hard as that was the part of my design process that took the most time.

End of Assignment