Submission Worksheet

IT265-002-S2024 - [IT265] Boardgame Game Design Treatment

Submissions:

Submission Selection

1 Submission [active] 3/18/2024 8:55:38 PM

Instructions
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Board Game Design Treatment Analysis

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.

Work on the below tasks (recommended to do in the order provided).
After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
Once all items are filled out, ensure this worksheet is saved and explore the PDF
Upload the PDF to the respective branch on GitHub
Create a pull request to main, and complete the merge
Upload the same PDF to Canvas

Branch name: DesignTreatment

Tasks: 11 Points: 10.00

● Crafting the Game Treatment (2 pts.)

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Task #1 - Points: 1

Text: Possible Title(s) of the Game

Checklist

#	Points	Details
☐ #1	1	Proposes fitting title(s) reflecting the game's essence
☐ #2	1	Explanation of title(s) choice

Response:

The makeshift name that I have planned for this game would be Avatar Ascension. The reasoning behind this choice would be to emphasize the theme of players taking the shape of in-game avatars to fight their battles.

Task #2 - Points: 1

Text: Game Premise

ⓘ **Details:**

Clearly detail the setting, characters, theme, and story

Checklist

#	Points	Details
☐ #1	1	Setting is thoroughly described
☐ #2	1	Characters are thoroughly described
☐ #3	1	Theme is thoroughly described
☐ #4	1	Story is thoroughly described

Response:

In a world that is similar to our own in a distantly far-off reality, exists a means for people to express themselves as the embodiment of their ideal self. These beings are called "Avatars" and they serve to allow for people to actualize their ideal self for everyone around them to see. These avatars come from different planets, dimensions, or ecosystems than those of planets we know and have their own lived experiences. To the people who take up these new identities the stories of these avatars are wholly unknown though their stories are set to be made as countless future battles rage on in the Avatar Ascension.

Task #3 - Points: 1

Text: Objectives and Conflicts

Details:
Describe the goals and challenges within the game

#	Points	Details
☐ #1	1	Clear description of objectives and conflicts

Response:

The goal of the game is to win the isolated Avatar Ascension battle against your opponents by dealing enough damage to where your opponent has no health left. The challenges that can come from this would be in the form of differing abilities that each avatar has that could add or take away pressure from an aggressor's attacking push. There are also additional reaction commands that present spur of the moment changes to the battle that players would have to keep in mind at all times.

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Task #4 - Points: 1

Text: Gameplay Mechanics

ⓘ Details:
Explain how the game is played and highlight unique features

#	Points	Details
☐ #1	1	Features/mechanics should be clearly isolated and explained
☐ #2	1	Overview should be comprehensive

Response:

The prominent mechanics of the game include:
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Win/Lose Condition:
If a player's avatar reaches 0 health, that player loses the game.
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Color-Based Archetypes:
Each avatar card belongs to one of 6 colors like in Magic the Gathering or Cardfight!! Vanguard. These colors include Red, Blue, Brown, Green, White, and Black. Each of these colors has an overarching theme that ties the gameplay style of each avatar together.
These overarching themes of each color are as follows:

    Red - sacrificing potential defense for stronger offensive pushes
    Blue - luck-based defensive mechanics and enemy power manipulation
    Brown - reduce the damage they take and draw games out to unload a big win condition after a certain number of turns have passed
    Green - establishing pressure through swift offensive pushes

White - healing abilities and gaining effects for having higher health values

Black - sacrificing their health to increase their power and gain stronger potentially game-ending effects when on very low health

Avatar Abilities:

Avatars will have special abilities that can be used once per turn that coincide with the style of their color.

Reaction Deck:

Players will have access to a shared resource in a reaction deck that acts as the game's main form of defense. The reaction deck comes with effects that can aid players when they are under pressure while also giving specific colors support on their offensive pushes. Players will be able to draw cards from the reaction deck and also have a reaction check when they are about to take damage to add variance to matches in a way that does not feel like a player has no chance of winning.

Critical Hits:

Upon declaring an attack, the player will have to roll a six-sided die to determine whether or not they will land a critical hit. If an even number is rolled, one extra power is added to their current attack.

●   Target Audience Analysis (1 pt.)

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Task #1 - Points: 1
Text: Identify and analyze the game's target audience

ⓘ **Details:**

Consider demographics, interests, and gaming habits

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Target audience is clearly identified and described
☐ #2	1	Analysis includes demographics, interests, and gaming habits
☐ #3	1	Justification for the game's appeal to the identified audience

Response:

This game's target audience are teenagers and young adults who have played a form of competitive card game such as Yu-Gi-Oh!, Magic the Gathering, Cardfight!! Vanguard, and Pokemon. The way the rules are shaped would appeal to the target audience through the intimate and involved gameplay with an opponent and would resonate with a natural feeling of proving themselves to be better than their friends. The rules are simple enough to understand on a base level but can be utilized to a more advanced caliber with deeper thinking which makes the game more enticing to play

again. There additionally is built in variance to allow players to feel like comebacks are always possible as well.

● **Accessibility and Inclusivity Strategies** (1 pt.)
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Task #1 - Points: 1

Text: Outline strategies to make your game accessible and inclusive

ⓘ **Details:**
Address physical, cognitive, and social inclusivity

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Accessibility features for diverse abilities are specified
☐ #2	1	Inclusivity strategies for a wide audience are outlined
☐ #3	1	Implementation of these strategies without compromising gameplay is discussed

Response:

The biggest feature that works towards the accessibility of the game would be the luck-based mechanics. With rolling critical hits, reaction checks, and color-based mechanics that would favor those who may not be able to come to the same strategic conclusions that other people can come to, there is always a feeling of being in the game no matter how wide the skill gap between the players is perceived to be.

● **Pitch Preparation** (2 pts.)
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Task #1 - Points: 1

Text: Prepare a pitch for your game

ⓘ **Details:**
Summarize the concept, theme, target audience, and unique selling points in a compelling manner

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Pitch summarizes the game concept and theme
☐ #2	1	Target audience and unique selling points are compellingly presented
☐ #3	1	Pitch demonstrates how the game stands out in the current market

Response:

Take to arms and become the embodiment of victory! You have the power to become a magnificent being and enter combat against another like you. Prove to the multiverse beyond that you alone stand above anyone or anything that comes your way in the Avatar Ascension! Utilize your strength to face off against your opponent and use your reaction skills to turn the tides of the match on the fly. Choose a color to represent yourself and your might and make the concepts of luck and skill bend to your will! Your standoff against your opponent makes for battles that will be told throughout the multiverse as the victor is decided. Ascend beyond your limits and become the winner who gets to write history!

● **Visualizing the Game Concept** (2 pts.)
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Task #1 - Points: 1
Text: Sketches/Storyboard

ⓘ **Details:**
Create detailed sketches and/or storyboards that visualize key aspects of your game, including characters, settings, and pivotal moments

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	At least two concept sketches provided
☐ #2	1	Sketches accurately represent the game's concept and theme
☐ #3	1	Sketches/storyboards are coherent with the game's style and theme

Task Screenshots:

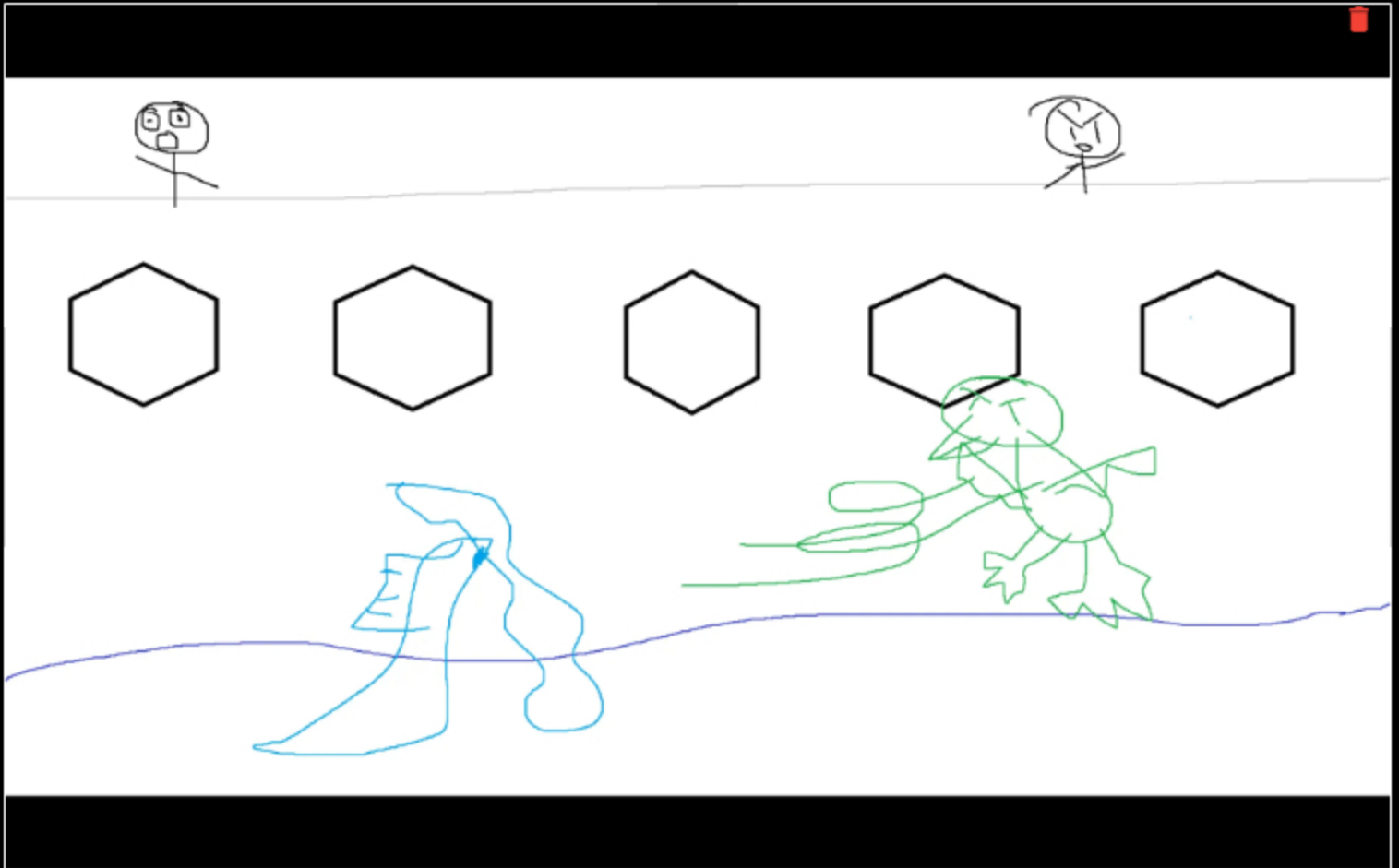Gallery Style: Large View

Small   Medium   Large

This image relates to the general themes of the game and the fantasy vision of how the game works.

Checklist Items (0)

2nd Sketch depicting another active battle

Checklist Items (0)

● External Feedback (2 pts.)

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Task #1 - Points: 1

Text: Feedback 1

ⓘDetails:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players.

Response:

Feedback 1 - Florine - Mother

They thought that the game was fun conceptually but felt it was inaccessible at the time because she would feel trapped with no options. I used to have the game structured with less variance such as no reaction checking.

This was the wake-up call for me to find a way to make the game fair for people who have and have not played games in the same genre as this game before.

Task #2 - Points: 1
Text: Feedback 2

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ⓘ Details:
Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist

*The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Feedback 2 - Marc - Friend

While playing with Christian, they really liked how the reaction deck worked and they enjoyed the aggressive back-and-forth gameplay between him and my other friend playing a Blue avatar strategy.

This really reinforced to me that I was on the right track with designing the variance mechanics and having solid defensive abilities to counteract the stronger offense.

Task #3 - Points: 1

Text: Feedback 3

ⓘ Details:

Gather and summarize feedback on your game's concept, mechanics, and visual style from potential players

Checklist   *The checkboxes are for your own tracking

#	Points	Details
☐ #1	1	Person's name and relation mentioned
☐ #2	1	Summary of feedback focusing on concept, mechanics, and style
☐ #3	1	Reflection on how feedback will be used to refine the design

Response:

Feedback 3 - Christian - Friend

They felt that the game was great as they played against another one of our friends and kept on winning with a Blue avatar strategy.

This told me to look again at how the colors are balanced and change effects that could initially be seen as too strong.

End of Assignment