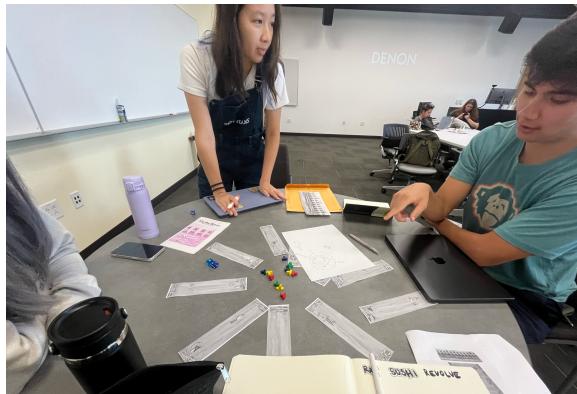


Sushi Rat Revolution

By: Team4/Sushi

Day 1 (09/17/2025):

On the first day of our assignment in the lab, we had already decided our team name based on what was all of our favorite food, which was sushi. The team name *Sushi*, is what inspired us to move our original board game *Up the River*, into a circular formation. This then pushed our ideas into a revolving sushi theme for the game.

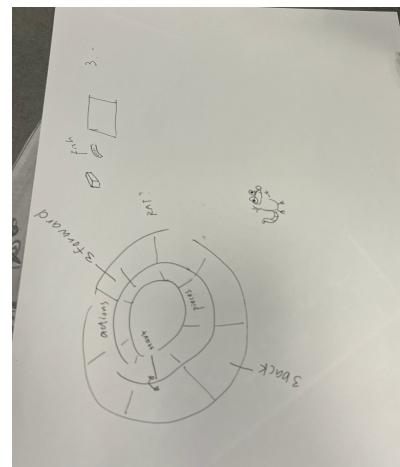


After we had decided on a concept for the game, we then used our original boats as ingredients for sushi, which drove the inspiration into collecting the

ingredients.

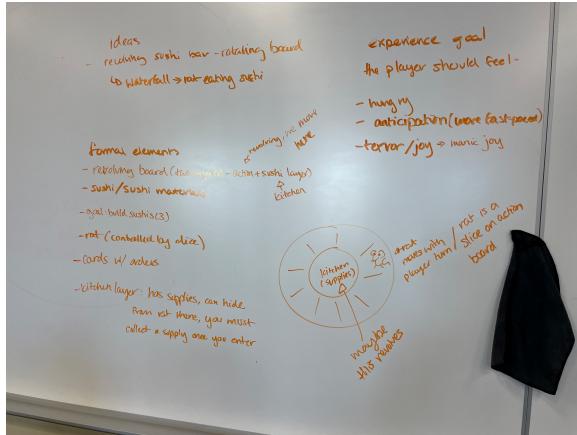


With these ideas in mind, we moved to paper and the white board. For our first idea of the board, we wanted to have two moving wheels. One for the ingredients to be on, and the other would be the *action* wheel. At first, we had no idea of how to use the action wheel, but Aedan had brought up the idea of a scary rat that would steal our ingredients.



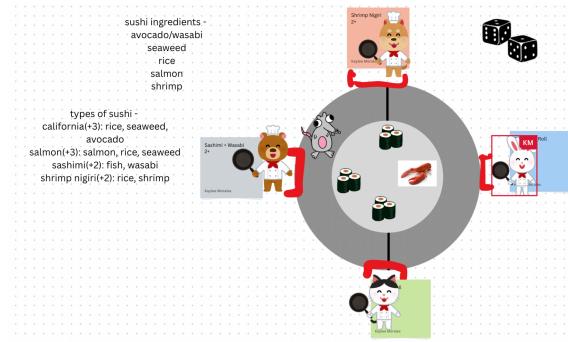
Once we had brought up these ideas, we moved to what types of emotions we want the players to feel. Which took us to the whiteboard to write down ideas. As

a group, we thought of *hungry* at first, which may have contributed to it being almost lunch time. After that, we looked at the diagram of emotions and decided on joy and fear for the rat.

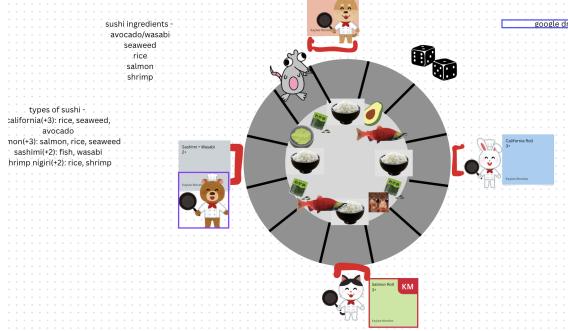


Day 1 (09/17/2025):

Later that day, we had a meeting via discord. We decided to work on a whiteboard on Canva, which helped us imagine how we wanted the board to look like more. Which, led our board game to be a nonmoving board, as we put into account the ingredients could fly off. We also scaled down the two rings to be one that is the "conveyor belt" and the other would be a kitchen. In lore, we had decided that the players are chiefs, who are trying to collect the ingredients and escape the rat that moves clockwise.



We also brought up the idea of cards determining the sushi that the chiefs have to make with a point system in mind. We decided to playtest with a 12 slot board and the ingredients that correspond to the slot. After a playtest, we ended the day.



Day 2 (09/18/2025):

Now the following day, we decided to mock up the design with construction paper and scissors to make the board, along with blocks that correspond to the

ingredients that we had in mind.



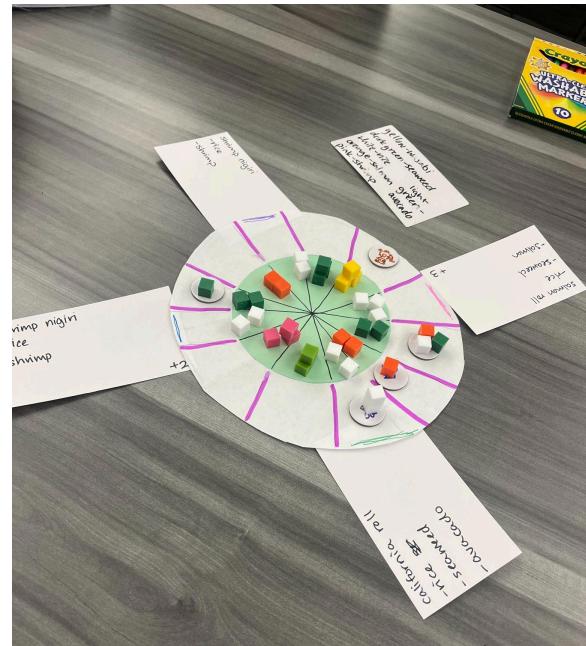
Everything turned out well with this day, and we ended up having a single playtester to give us feedback on the feel of the game and how it played out.



Day 3 (09/21/2025):

For this day, we decided to work on some documents such as our rules document and this one right here. This lead us to working

collaboratively and doing more playtests as a dev team to decide what would work out best for our classroom playtest. We added more rules, that deal with edge cases and even for our “ill wind” scenario when a player rolls an 8. Here is what we had 2 playtesters try out.



Day 4 (09/23/2025):

On this day, we met early in the morning to finalize changes on the rules after we had completed more playtests. We met via discord and gave ourselves deadlines for everything to be turned in early.

