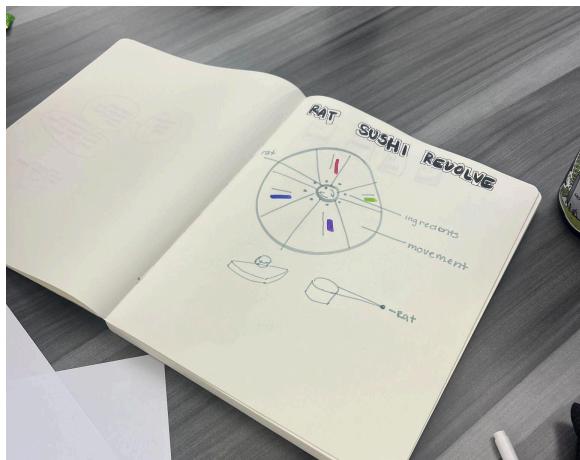


Sushi Rat Revolution

By: Team4/Sushi

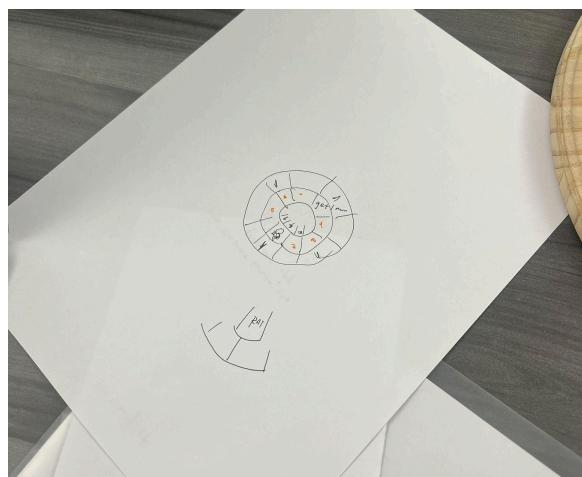
Day 1 (09/25/2025):

On the first day of week 2, we wanted to change many elements of our game to fix some issues we saw in the playtest. This came with buying and designing an element that moves in our game, and removing the Station Card system, and have the player start on the board instead.

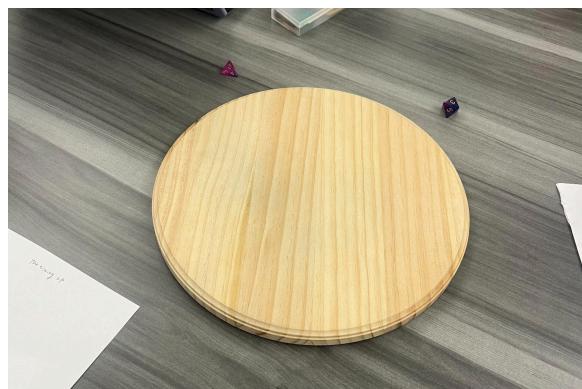


Afterwards, we decided to look at adding an old concept back into our design. This included adding

3-tiers into our board.



We also wanted to look at the board that we got, and think about how it would actually work.



We also brainstormed changing the rat movement with cards instead of a d4-1. Which, the Rat is now moving on the lazy Susan that we added to the board.

Day 2 (09/26/2025):

This day we finished the board painting and that was it.



Day 3 (09/27/2025):

We talked about the playtest report, had the lazy susan in hand, and built a prototype for the double-layer game. We added the conveyor layer and constructed the rat cards (conveyor cards) for controlling how the rat moves.

We want the rat to move more smoothly rather than the player throwing a dice, and the conveyor looks spacious for only 1 rat is running with it. We figure out the action spaces for the conveyor ring, which makes the game more fun since the players can swap the ingredients, creating more player interactions.



The picture is of Aedan trying to make a perfect circle for the third layer.

We finally tested the second version of our game, and it turned out to be fun.



The picture is the final setup for the entire game after we modified it



This is Sarah holding the lined plate (Did a great effort on it! :D)

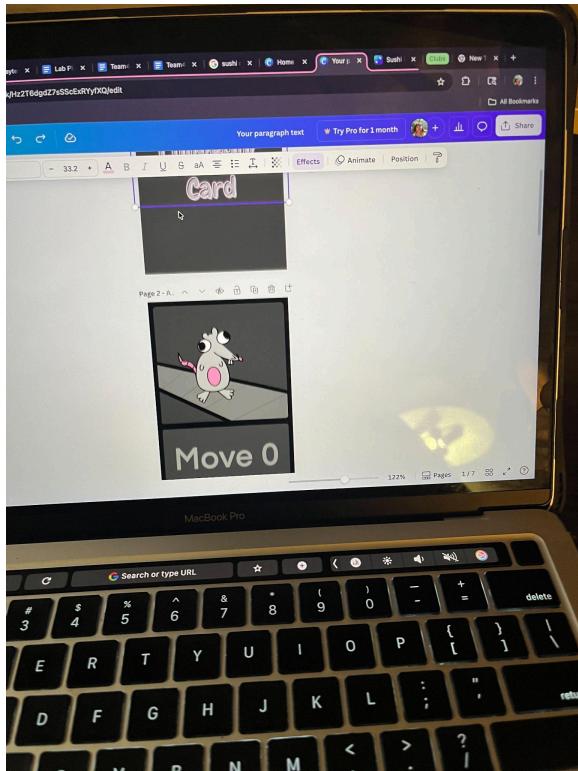
Day 4 (9/28/2025)

We ran a playtest today, and it turned out to be great!



These are our playtesters thanks to them!

We found a lot of problems with the game rules and fixed them during our gathering night. We start finalizing the game art assets, including the rat cards, the player tokens, and the box.



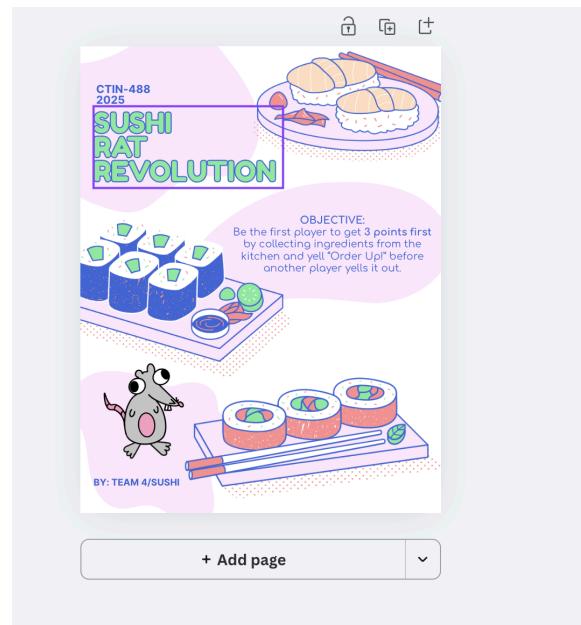
This is a picture of the designed conveyor card by Aedan, cute rat!!



This is a picture of the action stuck on the conveyor board.

Day 4 (9/29/2025)

Here is a picture from Kaylee, in which we designed the front cover of the rules. We wanted it to be more complete and have more of our art in use.



Kaylee also placed the order for the cards!

Day 4 (9/29/2025)

Kaylee did the final printing of our cards and cut them out at Staples!

