

# Submission Worksheet

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<https://learn.ethereallab.app/assignment/IT265-002-S2024/it265-board-game-prototype/grade/dmp>

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

## Submissions:

Submission Selection

1 Submission [active] 3/21/2024 11:44:37 AM

## Instructions

^ COLLAPSE ^

Make a Google Doc similar to my example:

<https://docs.google.com/document/d/1z3vH500KOSO6E4IK2PzKwZhunIDvO1woupPy1ICdUuU/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

Text: Briefly describe your game

## Response:

Bull Chess is a variation of chess specifically designed to even the playing field between new and experienced players using random effects that change the course of every single turn, either for the worse or for the better. The game starts off like any chess game, with the same pieces and setup, but each turn also consists of drawing power cards, and interacting with secrets to protect yourself and disrupt your opponent, making it so that even an amateur chess player can harness the power of randomness and luck to beat a chess master.

## Task #2 - Points: 1

Text: Provide the link to your Google Doc

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Document includes Instructions/Setup
<input type="checkbox"/> #2	1	Document includes explanations of the game pieces and board configuration
<input type="checkbox"/> #3	1	Document includes any necessary charts/tables/etc
<input type="checkbox"/> #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/1UJFmgNNPetbes9pMPa7Psl\\_Mm64DWzNnXF5SFk8qedl/edit?usp=sharing](https://docs.google.com/document/d/1UJFmgNNPetbes9pMPa7Psl_Mm64DWzNnXF5SFk8qedl/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)

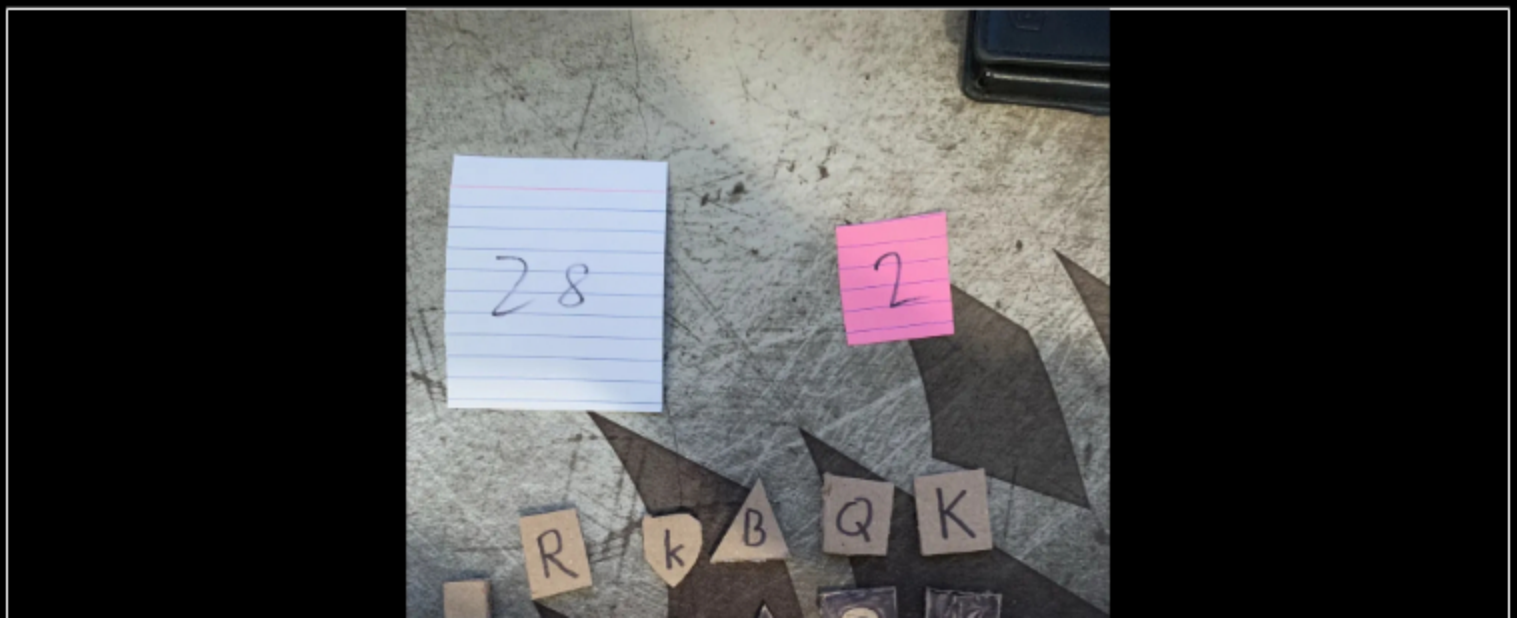
Task Screenshots:

Gallery Style: Large View

Small

Medium

Large





We see each one of the pieces that exist, as well as what the temporary cards look like for powers and secrets.

Task #4 - Points: 1

Text: Add an image of your game setup

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large



Board set up, like standard chess, with the cards shuffled and ready to go.

Task #5 - Points: 1

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
<input type="checkbox"/> #1	1	What is the material/piece?
<input type="checkbox"/> #2	1	Why did you choose this material for the piece?
<input type="checkbox"/> #3	1	Does the color represent any meaning?

### Response:

#### Board:

The board is made up of a cardboard cutout, with the paper graphics cutout and glued on top. I then covered the board with clear tape to make it more durable, and so that its easier to slide pieces on it.

#### Pieces:

The pieces are also cardboard cutouts, but no paper taped on them, since they are small, and it would be very difficult to make 100+ tiny paper cutouts and to glue them on to equally tiny cardboard pieces. I decided that one set of pieces would be black, but the other side would be brown, instead of black, since there was no realistic way to make them white. Each chess piece has their corresponding letter on them, and also have different shapes for ease as well.

#### Cards:

There are 2 stacks of cards, the big power ones which are white, and the smaller red ones, which are secrets, and correspond with the red secret spaces on the board. The text is not actually written on the cards, just a number 1-30 or 1-10 which corresponds to a number on the doc to show what power you have drawn.



Reflection (1 pt.)

^COLLAPSE ^



Task #1 - Points: 1

Text: Respond to the checklist prompts

### Checklist

\*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Did you face any difficulties building your prototype? If so, explain.
<input type="checkbox"/> #2	1	Did the prototype change your original vision from the treatment? If so, why/how?

<input type="checkbox"/> #3	1	so, why/how? What did you learn from this process or what takeaways do you have from this experience?
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Response:

The hardest part was coloring the tiny pieces with a sharpie, since I had so many, and they were so small. One thing I am definitely going to change are some of the texts on the secrets. Some of them don't play very well on the physical board, and also won't play well when we code it. One thing I learned is that prototyping really gives you a scope on how much work the project is going to take to create, since you have to code everything you did by hand, and then also code in the logic and rules as well, which takes even more time.

End of Assignment