Submission Worksheet

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

Submissions:

Submission Selection

1 Submission [active] 2/29/2024 12:30:46 PM

Instructions

↑ COLLAPSE ↑

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.) △COLLAPSE △



Task #1 - Points: 1

Text: Possible Title(s) of the Game

Checklist *The checkboxes are		*The checkboxes are for your own tracking
#	Points	Details
= #1	1	Proposes fitting title(s) reflecting the game's essence
#2	1	Explanation of title(s) choice

Response:

I am going to call my game "Bull Chess", trying to play off the phrase bull shit. My game is going to be based on chess, but it's going to have several mechanics to level the playing field so that the bad players can still have a chance against veterans. I hope to make a lot of goofy and fun powers that can both be really helpful, detrimental, or just chaotic for both sides, hopefully in a fun way, but sometimes feel kind of like bull shit, hence the name.



Task #2 - Points: 1

Text: Game Premise



Clearly detail the setting, characters, theme, and story

Checklist		*The checkboxes are for your own tracking
#	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:

This game will take place on the classic chess board, with all the standard medieval themed pieces. I will try to continue this theme with the cards as well, using medieval terminology for the most part, but ill also throw in a couple joke probably as well. There isn't much of a story in chess, other than black and white are sworn enemies whose only goals are to checkmate the opposing king.



Task #3 - Points: 1

Text: Objectives and Conflicts

Details:

Describe the goals and challenges within the game

Checklist		*The checkboxes are for your own tracking
#	Points	Details
# 1	1	Clear description of objectives and conflicts

Response:

The objective will stay the same from classical chess, with the main goal being to checkmate the opposing king. However, I will also have some smaller optional goals, such as zones you can control, which will allow you to draw some off the more powerful cards that I will call secrets, which will be explained later. Also, the checkmate mechanic will remain pretty much that same, but I will specify some of the rules that go along with it so that some power cards don't instantly lead to a loss. Examples of this will also be shown later with some of the more specific power cards, but one example for now is that for a power card I have planned that says, "All of your pieces move like rooks for this turn." Once you draw this power, you move according to this new rule, and let's say you manage to checkmate your opponent with this new rule. This is not a true checkmate, because the checkmate "check" will officially happen at the start of your opponent's turn, so by then, the power card will no longer be in effect. In order you get a checkmate with that power card, you have to move into a position using that new movement in a way that it will be a checkmate with the original movement back in play, not the new temporary one.



Task #4 - Points: 1

Text: Gameplay Mechanics

Details:

Explain how the game is played and highlight unique features

Checklist		*The checkboxes are for your own tracking
#	Points	Details
#1	1	Features/mechanics should be clearly isolated and explained
#2	1	Overview should be comprehensive

Response:

The game will start with the usual setup for both sides black and white, but along that, you will also have 2 decks of cards, one called powers, and the other called secrets. The only changed thing about the board will be 2 zones, which will be used to get secrets, and will be explained later.

Turn Sequence:

First, before anything, if you are in checkmate before you do anything, and have no secrets protecting you, you lose!

1: Draw a power card

This power card will contain a rule that will need to happen this turn. This will range from anything, from things
like "All pieces move like knights this turn" as mentioned before, or something like "Advance all your pawns one
space if they can" or "All pieces move and take like checkers pieces this turn."

2: Secrets

- If you are standing in the designated zone, and you have less than 2 secrets, you may also draw a secret. These
 are triggered when a specific action occurs. More explained later.
- If you want, you can choose to discard a secret now to make room for a better one later, however, you cannot
 draw one right after on the same turn.

Make your move

Make your move, and take account any power cards that are in play. The goal is the checkmate the
opponent(keep in mind the exact definition of a checkmate which will be described later)

Target Audience Analysis (1 pt.)



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:

The target audience here will be anyone who has interest in chess, no matter the skill level. Being better at the game will give you an advantage, but not as much as in regular chess, since the power cards can really help you win and stuff. I think this game will appeal, because it is a big twist on a classic game, and while many variations do exist, this one simply adds mechanics on top of it, and doesn't change the original. In order to properly play this game, you will need a basic understanding of chess and the moves, but other than that, the luck and randomness will take over, since it's more of a party style game, rather than skill.



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:

This game is open to the entire game audience, and if you can play another game, you can play this one, as long as you're willing to learn the moves and rules. When it comes to accessibility, it is still probably possible to play with certain disabilities, but it is likely far more difficult. For example, you can play blind, but you just have to have insane memory, and makes the moves vocally, such as when pros play with their eyes closed to impress people. So, it is possible to play, but it just requires a level of skill that's not achievable to most, so its not the most accessible game to blind people for example, but other than that, it is quite accessible since moves can be made without physical movement if your opponent is willing to help, and if you are willing to memories the secrets you have active.

Pitch Preparation (2 pts.)



Task #1 - Points: 1

Text: Prepare a pitch for your game

①Details:

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:

Bull chess is a party variation of the classic game, which brings in elements of TCG games and randomness in order to put people on all skill levels on a more even playing field. This game takes a medieval theme, with all the power cards and secrets following a medieval naming convention. This game is for anyone from chess players who want to mix it up a little, chess armatures who want to have a fighting chance against people who are much better than them, or complete beginner who have wanted to try chess, but the original just seemed to boring and daunting to start. These games will on average be much quicker, have much more variation, and much less depth when it comes to strategy, as well as constant twists and turns with the power and secret cards. There are tons of variations of chess, such as FPS chess and 5D chess with multiverse time travel and those games are quite popular. However, this game keeps the core mechanics of chess so that the skills are transferable from the original, and adds simple mechanics on top of that which change the game as you play in a different way every time.

● Visualizing the Game Concept (2 pts.)

△COLLAPSE △

Task #1 - Points: 1

Text: Sketches/Storyboard

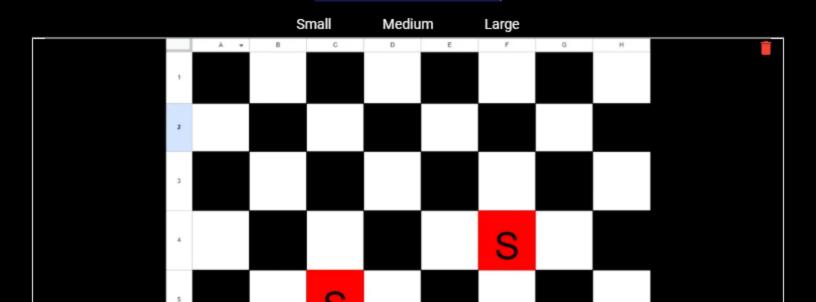
Details:

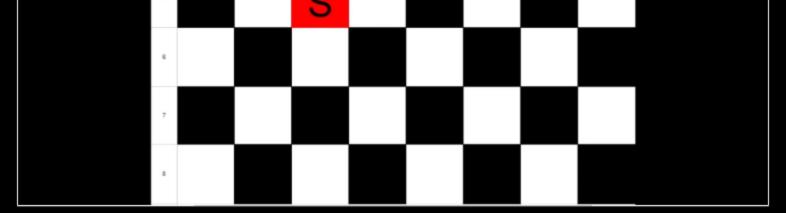
Create detailed sketches and/or storyboards that visualize key aspects of your game, including characters, settings, and pivotal moments

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:

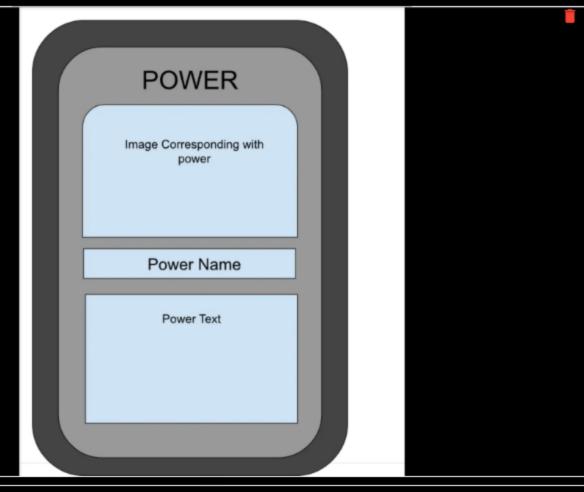
Gallery Style: Large View





First Picture is the modified board with the new secret spaces.

Checklist Items (0)



Example of how cards would look and be formatted

Checklist Items (0)

External Feedback (2 pts.)



Task #1 - Points: 1
Text: Feedback 1

① Details:

other and automorize feedback on your gener's concept, machanics, 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:

Relation: Brother (Experience in chess)

Feedback: It is interes ting, but if I am going to play chess, I want to get better at the real game, so I would probably just hit up chess.com and play bullet over this if I am playing alone, but if a friend asked me to play this, I would not be opposed since is does sound cool. Just make sure the powers don't feel unfair, or if they are, just make sure they are equally unfair, so it doesn't feel bad when you lose to them.

Reflection: The goal of this game is to even out the skill level so that bad/new players have a fighting chance against players like you. I will do my best to keep this true, but also keep it interesting and feeling fair.



Task #2 - Points: 1

Text: Feedback 2

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:

Relation: Girlfriend (not a gamer + never played chess)

Feedback: The only reason I would play this game is if you asked me to play it with you, but I would have no idea how to even move the pieces, so it's hard for me to understand what a lot of the power cards even do exactly. This game for sure assumes a certain understanding of chess and its basic concepts, so its def not for beginners.

am not really sure how to get around that. However, once you know the mechanics, this game is far easier than basic chess, which is my goal.



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:

Relation: Father (Experienced in chess)

Response: I have plated chess a lot in my life, and I am still not good at it. It might be nice to play a game where I have a for real chance of beating someone who is better than me without cheating. However, some of your rules do kind of confuse me, so I would need to have some of them explained to me a little more, especially how I can use the secrets on my opponent.

Reflection: The secret mechanic is still being fleshed out, so the final product will hopefully be obvious. The gameplay loop for the game is quite simple, so once I flesh out the kinks, it should be fairly easy to understand.

End of Assignment