Design your own Board Game

### **Project Overview:**

In this project, students will collaboratively design a board game that incorporates key game design principles. The project aims to provide students with hands-on experience in crafting a cohesive and engaging board game while emphasizing the importance of game feeling, goals, problem-solving, core game loop, resonance, thematic and complexity, mechanics, game premise, rules, and prototyping.

### **Project Components:**

#### **1. Game Concept Document (GCD):**

* Teams will create a Game Concept Document outlining the key elements of their board game. This document will cover the game's theme, mechanics, core loop, goals, and the overall feeling the game should evoke.

#### **2. Prototype and Playtesting:**

* Each team will develop a basic prototype of their board game. This prototype should be playable and include the main components of the game. Teams will conduct playtesting sessions to gather feedback and refine their designs.

#### **3. Rules Document:**

* Teams will create a comprehensive Rules Document that clearly communicates how the game is played. This document will cover setup, turn structure, win conditions, and any special rules or mechanics.

#### **4. Presentation:**

* Teams will prepare a presentation to showcase their board game to the class. This presentation should cover the game's premise, key mechanics, thematic elements, and the overall experience players can expect.

### **Project Milestones:**

#### **Game Conceptualization**

* Teams brainstorm and develop their board game concepts.
* Initial sketches, basic mechanics, and defining thematic elements.

#### **Game Concept Document (GCD) Development**

* Teams start drafting their GCDs, following the provided outline.
* Regular check-ins and feedback sessions.

#### **Prototype Development**

* Teams create a playable prototype of their board game.
* Playtesting sessions to gather feedback.

#### **Rules Document and Iterative Prototyping**

* Teams refine their Rules Documents based on playtesting feedback.
* Iterative improvements to the game prototype.

#### **Presentation Preparation and Final Playtesting**

* Teams prepare presentations showcasing their board games.
* Final playtesting sessions to ensure the games are polished.

### **Grading Criteria:**

Teams will be evaluated based on the following criteria:

1. **Game Feeling:**
   * Evaluation of the overall atmosphere and emotional engagement the game evokes.
2. **Goals:**
   * Assessment of the clarity and significance of the goals within the game.
3. **Problem Solving:**
   * Evaluation of how well the game encourages players to strategize and solve challenges.
4. **Core Game Loop:**
   * Analysis of the fundamental actions players take and the sequence of events that define the core gameplay loop.
5. **Resonance, Thematic, and Complexity:**
   * Examination of how well the game resonates with its theme, the thematic consistency, and the appropriate level of complexity.
6. **Mechanics:**
   * Assessment of the mechanics' effectiveness in achieving the game's objectives.
7. **Game Premise:**
   * Evaluation of the creativity and uniqueness of the game's premise.
8. **Rules and Prototyping:**
   * Assessment of the clarity and completeness of the Rules Document and the quality of the game prototype.