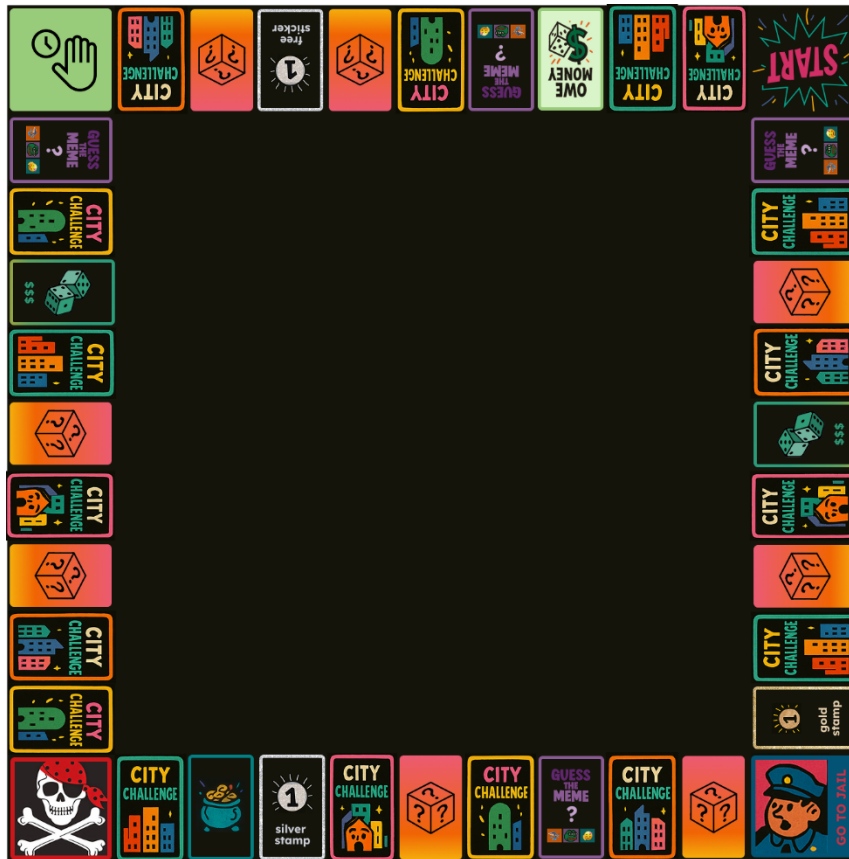# Boardgame Design Iterations

We first made a first rough black and white draft to figure out the placement of things and overall structure. I later refined the design to look a bit livelier.



I.



II.

After, I created a moodboard to share my vision for the boardgame style to my group mates. Based on that,

**I.**

Throughout the design process, I got verbal feedback from my classmates, who suggested to keep the boxes a bit more cohesive, for example in the mystery dice. Also, the centre part of the board was very empty. Based on this, I worked on aligning the iconography, color schemes, and overall style to create a more unified visual. I specifically added space for the game name (yet to be defined), an extra jail space and an extra pot of gold as we added these features to the game flow.



**II.**

Figma with all designs: https://www.figma.com/design/BGqCZXu1yDtVYsHUynJAZF/Mood-Board-and-Idea?node-id=544-430&t=k0EoeU7pUSNj0fdo-0