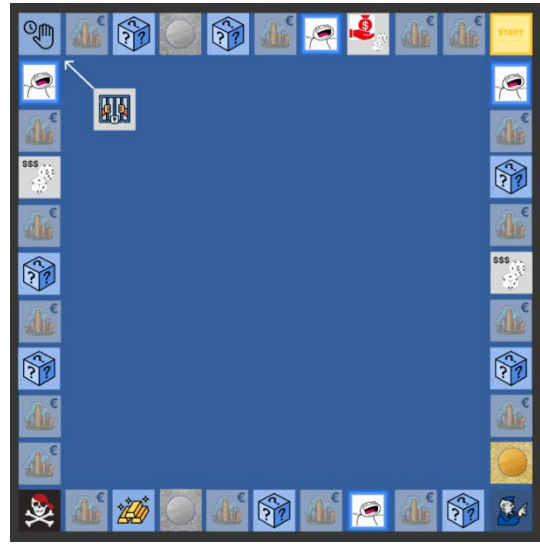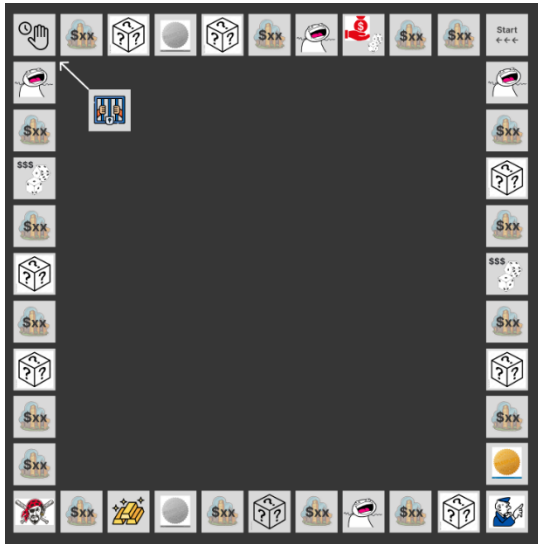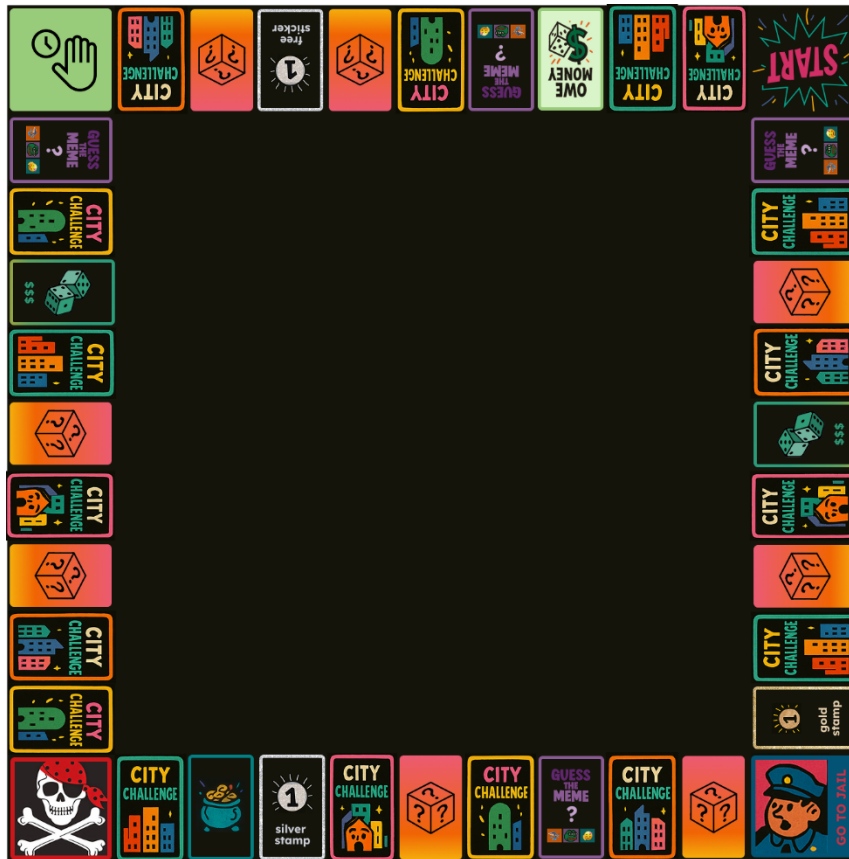# *Boardgame Design Iterations*

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,

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.

Checkpoint 10 feedback on board game design pennie 12-05-2025

Barrios Peña, Fabiana F. a few seconds ago

i showed penny the process and several iterations of my boardgame designs that led to the current one we´re going to be testing on thursday. She liked the design, said it reminded her of south american culture and she mentioned specifically the bright colors with black background gave her like a mexican festivities vibe. She liked the cohesiveness from the second version and agreed the 1st was lacking a bit there. She suggested to add arrows or something to show the reverse logic of our game.

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