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Lane
CIS 5680
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10POINT

DESIGN LOG

- **Monday 2/13, 4:00pm:** Designed initial version of the game. Consisted of a square board with two loops of spaces (inside and outside). Each player had to roll a die to move, but stay in their own loop, with spaces that, if landed on, determined how many extra spaces the other player would have to move. Each player also received 1 token to place on the board and block the other player's way, so they'd have to walk around it and not receive any powerups potentially hidden underneath.
- **Monday 2/13, 4:30pm:** Played against Krystal. Decided that the game was too heavily in favor of the inner loop player, who won almost every time. Prof. Lane also said that it was a racing game, so I decided to do a complete overhaul.
- **Monday 2/13, 5:00pm:** Designed completely new version of game. Consisted once again of a square board, but full of spaces like a Scrabble board. Players move freely up/down/left/right on board according to the number determined by die roll, and collect (or distribute to the other player) tokens worth points based on what space they land on. First player to reach exactly 10 points wins. Not enough time to playtest that day or the rest of the week.
- **Sunday 2/19, 11:30pm:** Playtested with friends Emily (Music/Physics) and Geddy (Earth/Polysci). Discovered players will try to move back and forth over squares just to stay on the same powerup, causing endless loop. Modified game rules to require move paths to be unique. Players liked the game enough to want to play twice. Noted differing play-styles of friends—Geddy was most concerned with his own point total, while Emily preferred to impede Geddy's progress by any means necessary.
- **Sunday 2/19, 11:45pm:** Playtested with myself and Nikki (Bio pre-med). Ran into problem of what to do if a player wants to land on the same square that another player is already on. Modified game rules to disallow this. Nikki also enjoyed the game enough to want to play twice. She often preferred to start by collecting a blue (4-point) chip. She also suggested that the tokens should have numbers on them for better accessibility. Commented that the game "required a lot of thought".
- **Monday 2/20, 12:30am:** Playtested with Nikki and Mia (CIS/Archaeology). Mia suggested making the board bigger and more Scrabble-esque so that more powerful squares (+/- Any, Switch Hands) could not be moved between with just one roll. Did not end up implementing due to time constraints, but will keep in mind for further

development. Players played 3 rounds, enjoying the game enough to want to do “rematches” in order to beat one another.

USER MANUAL

TITLE: 10POINT

PLAYERS: 2

BOARD LAYOUT: (see attached image)

GOAL & OBJECTIVES: To be the first player to collect exactly 10 points’ worth of tokens, thus winning the game. This can be achieved by strategically moving your player piece around the board in order to collect tokens that will eventually add up to 10 points in the fewest moves. You may also try to impede your opponent by using your landing square’s properties to remove tokens from their hand, or give them tokens with values that require them to take more turns to get to 10 points.

PLAYING PIECES:

- 2 player pieces
- 2 die (1 for each player, matching the color of their piece)
- 3 red tokens
- 3 yellow tokens
- 3 green tokens
- 3 blue tokens
- 3 black tokens
- 1 game board

RESOURCES:

- *Tokens:* There are 5 different colors of tokens, each worth a different amount of points. Red is 1 point, yellow is 2, green is 3, blue is 4, and black is -1. At the start of the game, these tokens live in a “bank” on the side of the game board, stacked by color. Players acquire or lose one token at a time by having their player piece land on a square that tells them to take or put away a certain color, or by having the other player give them the color that they land on.
- *Game Board Squares:* On the game board, there are 5 classes of square. There are blank squares, which do nothing; color squares, which tell the player to take or gift a token of that color from the bank; +/- Any, which tell the player to take or put back a token of a color of their choice, respectively (or lets them tell the other player to do so); Switch Hands, which requires the players to swap all of their tokens with one another; and Safe Zones, which are where the player pieces start, and where they are protected from any actions that the other player may try to do to them as long as they are there. The player

must land on these squares after rolling a single die in order to use them, and whatever square they land on, they must do what it tells them to do.

PROCEDURES:

- *Starting Action:* Players each roll a die to decide the playing order. The player with the highest roll goes first, then rolls their die again to determine how many spaces they move on the board.
- *Progression Action:* During a turn, the player rolls their die and moves in any cardinal direction (up, down, left, right) that number of spaces and is allowed to make as many turns as their roll amount allows. The space that the player lands on determines whether they may take or give back (or tell the other player to take or give back) a token to the bank, as well as what color token that may be.
- *Special Actions:* Landing on a +/- Any, Switch Hands, or Safe Zone square, as previously explained.
- *Resolving Action:* Collecting exactly 10 points' worth of tokens, which ends the game and denotes you the winner.

RULES:

1. Both players roll their respective dice; the one with the highest roll goes first.
2. On your turn, roll your die. The roll determines how many spaces you can move.
3. You can move in any of the cardinal directions (up, down, left, right). You may not move diagonally. You may not repeat squares along your single roll journey and may not land on a square another player is currently on. ("Touch, move" chess rules are optional, but more experienced players may choose to do so for an added challenge.)
4. When you land on a square, you must either give yourself a single token of the corresponding color, or "gift" it to the other player from the "bank" by the side of the board. If the bank is out of that color, do nothing.
5. If you land on a "+ ANY" square, you must take or gift a single token of any color from the bank. If you land on a "- ANY" square, you must give back, or tell the other player to give back, a single token of your choice to the bank. If you land on "SWITCH HANDS", players must exchange all tokens in possession with one another. If you land on "SAFE", you are protected from any moves made by the other player while your player piece is there.
6. Red tokens are worth 1 point each, yellow = 2, green = 3, blue = 4, black = -1. If you collect a combination of these tokens that totals to exactly 10 points, you win the game.

BOUNDARIES AND CONSTRAINTS:

- *Constrained* by only being able to move in the cardinal directions on the board, space by space. Player must roll their single die and only move the number of spaces equal to the number of pips on the die face that faces up. The player may only count their own tokens toward their point total and may not steal tokens from the other player (unless they land on the Switch Hands square) or from the bank. There are also a finite number of tokens, 3

of each color, and the player may not pretend that there are more tokens than are physically present.

- *Bounded* by the magic circle. The limits of the game board (the temporary world in which the game takes place). The player may only use the limited tokens provided by the game and may not introduce any outside elements (e.g., adding a dime from their pocket as a 10-point token).

CONFLICT: The two players are competing to get 10 points' worth of tokens first, so they are opponents and will naturally do what they can (within the limits of the rules and the game world) to prevent the other player from getting there first. This may include forcing the opponent to put away valuable tokens, switching hands when the opponent has more points, or giving the opponent tokens at inopportune times (e.g., giving them a blue token when they have 9 points).

CHALLENGE: The game is challenging to play in that it requires some foresight to be able to collect tokens efficiently. The player must consider not only the space they will land on in their current turn, but also what spaces are nearby that they could possibly land on during their next turn, and what spaces the other player could land on that may impede their own progress or cause the opponent to progress faster. The player must also keep track of their own and the opponent's point totals, which are not immediately known due to the tokens not having point values on them (and even then would require some arithmetic that does not become apparent immediately, especially if one or more players possess black tokens).

OUTCOME: The only outcome of the game is one player possessing exactly 10 points' worth of tokens and winning. There is no tie, because only one player can gain one token per turn (unless they switch hands, but this obviously happens before either of them have reached 10 points).

FEEDBACK:

- *Positive Feedback:* Taking high-value tokens early in the game (such as the blue token) diminishes the amount in the bank, giving the player in possession of more of them a head start and preventing the other player from reaching the same position, since there are only 3 of each color.
- *Negative Feedback:* If a player lands on -Any or Switch Hands, they may impede the other player, who may be in a more advantageous position at the time, thus leveling the playing field.