

Submission Worksheet

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

Student: Michael B. (mb2297)

Status: Submitted | Worksheet Progress: 64%

Potential Grade: 6.10/10.00 (61.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/mb2297>

Instructions

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.

1. Work on the below tasks (recommended to do in the order provided). 2. After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
2. Once all items are filled out, ensure this worksheet is saved and explore the PDF
3. Upload the PDF to a branch called DesignTreatment on GitHub
4. Create a pull request to main, and complete the merge
5. Upload the same PDF to Canvas

71%

Section #1: (2 pts.) Crafting The Game Treatment

100%

Task #1 (0.29 pts.) - Possible Title(s) of the Game

≡ Text Prompt

Weight: 14.29%

Objective: Possible Title(s) of the Game

Details:

- Propose fitting title(s) reflecting the game's essence
- Explanation of title(s) choices

Your Response:

The title of my game is Keeps, since the keep cards are the main objective of the games. It's a simple title that also helps capture the dark fantasy theme I was going for.



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Task #2 (0.29 pts.) - Game Setting



Text Prompt

Weight: 14.29%

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

Your Response:

Missing Response



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Task #3 (0.29 pts.) - Game Characters



Text Prompt

Weight: 14.29%

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

Your Response:

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Task #4 (0.29 pts.) - Game Theme

≡ Text Prompt

Weight: 14.29%

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

Your Response:

The theme of Keeps is dark fantasy with all of the warrior cards being classic fantasy character archtypes.



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Task #5 (0.29 pts.) - Game Story

≡ Text Prompt

Weight: 14.29%

Objective: *Game Story*

Details:

- Thoroughly describe the story

Your Response:

The Drakenshire Kingdom is regarded as a central hub for magic across the lands. With an atmosphere potent in mana, those who wish to learn magic travel far and wide to study magic here. When an evil king took over the throne of the Drakenshire Kingdom all of that changed, as he began to harvest all of the mana from the atmosphere. However, a band of the resistance has grouped up to defeat the forces of the evil king and replenish the atmospheres mana.



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Task #6 (0.29 pts.) - Objectives and Conflicts

≡ Text Prompt

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

Your Response:

The goal of the game is to be the first to defeat 3 of your opponents keeps.



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Task #7 (0.29 pts.) - Game Mechanics

≡ Text Prompt

Weight: 14.29%

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

Your Response:

There are 3 types of cards in Keeps, warrior cards, spell cards, and keep cards. Warrior cards are the primary way of progressing the game and are used to attack the opponents warriors and keeps. Each warrior has a mana cost, attack stat, hp stat, and unique ability. When a warrior attacks another warrior a damage exchange is done based on each of their attack and hp stats. Also the attacking warrior uses its unique ability but the defending warrior does not use theirs. When a keep card is defeated, it provides the player who owned it a buff in order to keep gameplay refreshing and prevent steamrolls. The first player to defeat 3 keeps wins the game. Spell cards are used to provide players with buffs or additional attacks. During each players turn, they can summon warriors, attack opponents, and use a spell in any combination.



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Section #2: (1 pt.) Target Audience Analysis

100%

Task #1 (1 pt.) - Identify and analyze the game's target audience

≡ Text Prompt

Weight: 100%

Objective: *Identify and analyze the game's target audience*

Details:

- Clearly identify the target audience
- Include analysis of demographics, interests, and gaming habits
- Justification of appeal to target audience

Your Response:

Keeps target audience is around ages 12 and above, but really anyone who's interested in a strategic 1v1 card game.



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Section #3: (1 pt.) Accessibility And Inclusivity Strategies

100%

Task #1 (1 pt.) - Outline strategies to make your game accessible a

≡ Text Prompt

Weight: 100%

Objective: *Outline strategies to make your game accessible and inclusive*

Details:

- Include considerations for diverse abilities
- Outline inclusivity strategies for a wide audience
- Discuss implementation of noted inclusivity strategies without compromising gameplay

Your Response:

I wasn't able to playtest enough to define meta strategies.



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Section #4: (2 pts.) Pitch Preparation

100%

Task #1 (2 pts.) - Pitch

≡ Text Prompt

Weight: 100%

Objective: Pitch

Details:

- Summarize concept and theme
- Compellingly highlight target audience and unique selling points
- Emphasize how the game stands out in the current market

Your Response:

The unique selling point of Keeps is the keep cards. Typically in card games like Magic and Hearthstone, each player has a health bar and the first person to reach 0 health loses. In Keeps, the player doesn't have a healthbar but their keep card does. When a keep card is defeated, it provides the player who owned it a buff in order to keep gameplay refreshing and prevent steamrolls. The first player to defeat 3 keeps wins the game.



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Section #5: (2 pts.) Visualizing The Game Concept

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Task #1 (2 pts.) - Sketches/Storyboard

Image Prompt

Weight: 100%

Objective: Sketches/Storyboard


Details:

- Provide at least two sketches
- Sketches should accurately represent the game's concept and theme
- Sketches/storyboards should be coherent with game's style and theme



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Section #6: (2 pts.) External Feedback

Task #1 (0.67 pts.) - Feedback 1

Text Prompt

Weight: 33.33%

Objective: Feedback 1

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

Your Response:

My friend sunny gave me a lot of feedback on the mechanics of the game. He plays Magic The Gathering which is what my game is most heavily inspired by. With his magic experience, he was able to help me realize what mechanics and stats were broken, and needed adjusting.



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Task #2 (0.67 pts.) - Feedback 2

≡ Text Prompt

Weight: 33.33%

Objective: Feedback 2

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

Your Response:

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Task #3 (0.67 pts.) - Feedback 3

≡ Text Prompt

Weight: 33.33%

Objective: Feedback 3

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

Your Response:

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