

# Submission Worksheet

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

Student: Michael B. (mb2297)

Status: Submitted | Worksheet Progress: 50.00%

Potential Grade: 3.10/10.00 (31.00%)

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

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

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

**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:

N/A Still thinking of a title that matches the games essence



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## Task #2 ( 0.29 pts.) - Game Setting

**Weight:** 14.29%

**Objective:** *Game Setting*

**Details:**

- Thoroughly describe the setting

### ≡ Text Prompt

Your Response:

I haven't thought of a concrete setting but I want the game to be fantasy/dark fantasy themed so probably something along the lines of a forest or castle



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## Task #3 ( 0.29 pts.) - Game Characters

**Weight:** 14.29%

**Objective:** *Game Characters*

**Details:**

- Thoroughly describe the characters

### ≡ Text Prompt

Your Response:

Missing Response



Not saved yet

## Task #4 ( 0.29 pts.) - Game Theme

**Weight:** 14.29%

**Objective:** *Game Theme*

**Details:**

- Thoroughly describe the theme

### ≡ Text Prompt

Your Response:

Dark fantasy/medieval



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## Task #5 ( 0.29 pts.) - Game Story

**Weight:** 14.29%

**Objective:** *Game Story*

**Details:**

- Thoroughly describe the story

### ≡ Text Prompt

Your Response:

N/A



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

**Weight:** 14.29%

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

### ≡ Text Prompt

Your Response:

Missing Response



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## Task #7 ( 0.29 pts.) - Game Mechanics

Weight: 14.29%

Objective: *Game Mechanics*

Details:

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

### ≡ Text Prompt

Your Response:

I'm still trying to figure out the mechanics but I was thinking about making either a deception card game or something rhythm based. I feel like making a physical version of something rhythm based would have a lot of limitations though unfortunately



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

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

Weight: 100%

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

⇒ **Text Prompt**

Your Response:

Missing Response



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

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

**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

⇒ **Text Prompt**

Your Response:

I haven't gotten to the point where strategies have been developed.



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# Section #4: ( 2 pts.) Pitch Preparation

## Task #1 ( 2 pts.) - Pitch

**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

⇒ **Text Prompt**

Your Response:

Missing Response



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

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

**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



**Image Prompt**



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## Section #6: ( 2 pts.) External Feedback

### Task #1 ( 0.67 pts.) - Feedback 1

**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

#### ≡ Text Prompt

Your Response:

I haven't had much time to fully map out a game idea I'm happy with since I've been studying for other classes' exams. Tomorrow after the game architecture midterm I'm going to set aside a lot of time to plan some mechanics, order materials, and reach out to some of my friends that are more experienced with card games for advice.



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## Task #2 ( 0.67 pts.) - Feedback 2

**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

### ≡ Text Prompt

Your Response:

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## Task #3 ( 0.67 pts.) - Feedback 3

**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

### ≡ Text Prompt

Your Response:

Missing Response



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