GA 3331 – Week 2 – Lab 1

You’ve been contacted by Blizzard and asked to review the Diablo franchise, pick one of them and create a board game prototype for it. They would like to get an idea of how your group would interpret a video game in board-game form.

# Deliverables

* Complete set of written rules for this game

# Suggested Process

1. **Choose your game**
   1. In this case, the game will be Diablo 1, 2 or 3.
2. **Choose a method**
   1. Literal
      1. Attempt to re-create the gameplay experience as closely as possible
   2. Thematic
      1. Take the basic theme and apply that to a traditional non-digital game.
      2. Use the story, but not the mechanics
   3. Mechanic conversion
      1. Take a particular, common mechanic in the digital game and use it as a basis for a non-digital game.
   4. Is a literal conversion even possible?
3. **Determine the player expectation**
   1. What is the **minimum** expectation for the game?
   2. List everything you think players will expect in your game, and determine which one of these are actually possible
4. **Scavenge what you can**
   1. List all of the elements you can lift immediately from your video game.
5. **Fill in the blanks**
   1. List everything you’re missing before you have a complete game.
   2. Examples:
      1. Additional mechanics
      2. Player goals
      3. Narrative
6. **Create deliverables**
   1. Make the prototype
   2. Make the rules