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

≡, **Text Prompt**

Your Response:

Your Response:

Farmageddon. The name encompasses the general art theme of the game alongside the story. The game will be two factions on a farm fighting for control of the main farmhouse.

Task #2 (0.29 pts.) - Game Setting

Weight: *14.29%*

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

The game's setting is two factions fighting over a farm house in an impromptu battle, with more dangerous animals, plans, events, and tactis being employed as the turns go on. The rooms of the farm get changed by the players over time to suite the needs of the war.

Task #3 (0.29 pts.) - Game Characters

Weight: *14.29%*

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

≡ Text Prompt

Your Response:

There are no named characters other than the player's leading their custom faction(deck design), characters within the deck are given names and factions that cement their playstyle. Cats are grouped with cats, rabbits with rabbits, and any names have no depth currently.

Task #4 (0.29 pts.) - Game Theme

Weight: *14.29%*

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

✍ Text Prompt

Your Response:

The theme of the game is of an impromptu battle for a farm house. Each player has the objective to gain control of 5/9 rooms within the house or out attrition their opponent through damage to win the game. This reflects modern war with victory through attrition or control. The animal theme fits with the idea of secular divide and malice (bears will be hated by bees). The card design helps the theme of sudden war in the fact that certain higher powered cards can not be played untill a certain turn, being a balance decision aswell. The cards will be themematic and punny based on the animal and action (if I can think of enough)

Task #5 (0.29 pts.) - Game Story

Weight: *14.29%*

Objective: *Game Story*

Details:

- Thoroughly describe the story

✍ Text Prompt

Your Response:

There is not a true narrative beyond the factions are fighting for control of the farm house. The players may make up their narrative as to why animals such as cows, bears, foxes, etc may be fighting, joining odd factions, or even want a human farm house. A deeper narrative can be portrayed through card's arts with

returning characters.

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

Weight: *14.29%*

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

≡⁄ Text Prompt

Your Response:

The main objective of the game is to fully control 5/9 capture points for a full turn's rotation or to burn your opponent's life points to 0 over time by controlling enough capture points over time. Each capture point owned by a player will burn their opponent for 1 point on the turn's conclusion. Each room takes a full turn to capture, first being labled as contested, then owned once the turn ends with a singular player's units inside. Should the turn end with multible players, the character's within will fight, damaging and killing each other, untill only one player owns's the point (Creatures will have a HP and Dmg stat that is checked with other creatures, damage will be sticky). Events are cards that can be played that influence the game in some way but are not directly creatures, plans are the same as events, but must be set into action(placed face down) prior to their use and must be set for a full turn in order to enact. Rooms can be given modifiers by room cards that give the controlling player their effect while that player controls it. Creatures enter a room resting(after a long treck) and can not move while rested, after a turn cycle, they become alert, allowing them to move to an adjacent room. These mechanics should create an atomosphere of continous war.

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:

Creatures: Have HP Have Power Enter rooms, control rooms, contest rooms Enter rested, become alert at the end of a turn Can move while alert Have a faction type that defines potential synergies with other cards within the faction. (Rabbit, Cat)

Room Cards: Continous effects that apply to the room they are played on and each adjacent room only while the card's owner controls the room (including if the room is contested but originally owned by the card's controller)

Event Cards: One time use cards that immediatly apply an effect. Some Examples: Detain: Target Room becomes detained Create 2 1/1 rabbit tokens in target room.

Plan Cards: One time use cards with grander effects then events, that take 1 turn to be allowed to use Some Examples: Alert all creatures you control All rabbits gain +2+2 until the next turn Gain control of target contested room Plan cards may be put into their player's plan zone while waiting for use. Plan cards with a turn restriction on them may be placed in the zone prior to their turn of use, but can only be used once that turn has been met.

Rooms: AKA Control Points: Main objective Rooms exist on the board in a 3x3 grid with each room being accessable only by creatures in an adjacent room. Creatures may be placed in any room on the grid from the hand. When a creature enters a room with a different owner(Unowned counts), the rooms becomes

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

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

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:

The game's target audience are more competetive players who want to strategeize and find the best way to win. Common demographics would be people aged 14-31 as they are the demographic that mainly play

competitive card games. Those with interests in cardgames, competetive games, strategy games, or those who like to play casual board like games with freinds will be the most invested in the game. The game is not designed to be a strict TCG, instead releasing in sets akin to games like Cards Against Humanity, where a purchase of the set gives a playset of each card within for players to collect and mix. This will decrease the pain points for players and help appeal to a younger marker where money might be tight and paying $300 for a competetive deck is unwarrented. While the game is meant to be competetive, the game can be enjoyed by a casual audience.

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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:

The game is considered fantasy, with creatures from all cultures, myths, and histories being available to be added. Creatures from these categories will be treated in their historical context, ensuring that negative portrayals are to be avoided. The game's art will be cartoon like in nature allowing a younger demographic to be able to participate. At most the art could be consider rated for teens and higher. The game will not implement mechanics that require players to do nor act out actions such as coin flipping, wearing certain colored shirts, nor be in a certain location (Meta zoo sucks) This will not affect gameplay as the main goal of the game is to compete with the current cards and not for players to do certain actions outside the game to give them an in game advantage.(coin flips, dice rolling, arm wrestling)

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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

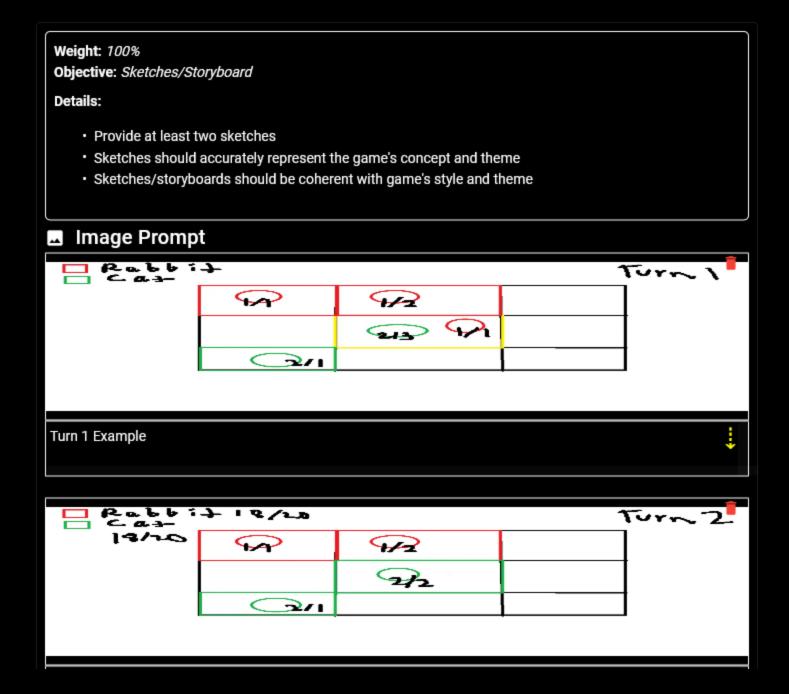### ≡₊ Text Prompt

Your Response:

Farmageddon is a 1v1 strategy game where players will be given a card pool of cards that esculate in power as the turns go on in order to occupy, defend, and destory the opposition. Animals from within and around the farm house will be available for play that allows for new and interesting ways to strategize. The target audience are people aged 13+ as anyone can enjoy playing a strategy game with cartoon creatures. The unique selling points is the strategic nature of the game coupled with the unique mechanic of locking cards behind a turn counter rather than strict mana system. Once you draw a card, you can play it regardless of the other cards you have draw this game. You are not limited by the colors of the man you drew, the lack of strict synergy with other cards in the deck, nor the restriction of color nor leader type. Instead, any card you draw can be played so long as the turn counter is allowed. As compated to other card games, this game does not have a mana system akin to most games, it allows for strategic gameplay not fully limited by luck, and offers two distinct win conditions to compete over rather than a strict beat the opponent until they are dead.

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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**

Turn 1 Example

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:

> James - East Coast Gamers Store Clerk
>
> James felt that the game had an enjoyable start and he could see the influence it took from other games. He helped me to organize my thoughts and establish more clear rules and statements that helped get keywords accross. I used his feedback to establish card's text. James also pushed towards me using animals as they are an easy thing to characterize and would help sell the game's marketable assets.

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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:

> Toby - Life long friend
>
> Toby was interested in the game's foundation and unique manaless system. He and I both play Yu-Gi-Oh and having a simliar lack of a mana system but with a turn based restriction and an action ecomony rather then a turn one captured his attention. Toby mainly wanted me to define what the game's content update and end of game rules would be. Establishing ways to errata or ban cards. While I might not dip too much into his advice on that, he spoke about the game's win condition and reminded me that decking out was a concept. I will take decking out to be a loss condition to put more preassure on people who abuse draw mechanics.

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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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