

# **CHECKPOINT**

Board game design - Airport Game

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## **➤ Game's Conceptual Design**

**Checkpoint** is a small-scale asymmetrical game based around travelers attempts to get through a security checkpoint at an airport.

Players who are playing the role of Travelers will have a game board representing their carry-on luggage, which is in the form of a 6x5 grid. Players will place any number of items, which can be various shapes and sizes, face-down on the grid. The items they decide to bring can range from mundane things like clothing, electronics and personal items, to various pieces of contraband that wouldn't be allowed on an airplane. Each item has point values attached to them. The player's goal is to pack their bags with as much stuff as they can fit in their bag, as well as possibly sneaking contraband items through the checkpoint in order to maximize their score.

Travelers are opposed by the Security Agent, who is in charge of making sure nothing against the travel guidelines makes it past their security checkpoint. The security agent is given a 'cheat-sheet' to the shapes of known articles of contraband that they can consult while scanning the passenger's bags. In order to scan the traveler's bags, the security agent flips a set number of objects within the traveller's bag that they believe might be contraband. They can confiscate the items they flip, preventing the traveler's from gaining points and earning points of their own!

Possible Game Modes:

- The travelers are late for their flight and will all need to get through the checkpoint within a designated time period.
- The travelers are required to pack specific items for their trip, likely based on a randomized set of cards.

Rounds should be relatively quick, only lasting around ten minutes total. Playable by two to five players.

## ➤ Rules of the Game

The game starts with a pile of cut-outs of different shapes and sizes, each depicting either general item or a piece of contraband. Before beginning the game, each player pulls one piece from the pile and reveal that item to the group. The player who drew the item with the highest point total will play the role of the security agent, and the other players will be travelers trying to get their bags through security. The game will then be played in three phases: The **Packing**, **Search** and **Return** phases.

### ***Packing Phase***

1. Travelers draw four items from the items pile and return two to the pile that they do not wish to bring with them on their trip. Travelers can continue to draw items in this manner, selecting items they want to pack for their trip until they have ten items total to pack in their bag.
2. Travelers then arrange their selected items in their bag face-down according to the grid.
3. Packed items may overlap, but there can only be **three** overlapping grid locations per bag. If the Security Agent notices more than three squares on the grid where two or more items are stacked, the bag is considered **Overstuffed** and that traveler will lose 100 points from their final score.
4. Anything that cannot fit comfortably into the traveler's bag is left behind. Players do not get any points for items left behind.

### ***Search Phase***

5. After bags are packed, travelers draw two special ability cards from their deck. They may play one of them at any time when the security agent is scanning their bag.
6. The security agent may slide a maximum of two pieces either horizontally or vertically in order to get a better look at items inside the bag, but the security agent cannot flip over any items.
7. The security agent then selects two items and removes them from the player's bag, keeping them face-down.

### ***Search Resolution***

8. Travelers may play special ability cards before the First Search phase is resolved.

9. Whatever is left in front of the security agent after any cards are played are items that are considered confiscated. They are then flipped and the point cost for the confiscated items are added to the security agent's point total.
10. The points for the remaining items in the bag are calculated for each player.

### ***Return Phase***

11. Travelers may pull three more items from the item pile at the start of the return phase, selecting two that they want to bring with them. They may then move around the contents of their bag and place the new items inside, following the same restrictions as the initial packing phase.
12. The same searching procedure occurs on the return trip, except that the security agent can only select two items from each traveler's bag.
13. Travelers may draw two and play one special ability card in this phase.

### ***Return Resolution***

14. The return phase follows the same scoring system as the initial search.
15. Scores for both rounds are calculated and the player with the highest final score is the winner!

## **➤ General Items**

ITEMS	SIZE	SHAPE	POINTS
Clothes	4x4	Square	20
Food	--	Z-Shape	5
Passport	2x2	Square	50
Laptop	3x2	Rectangle	40

Cell Phone	1x1	--	30
Toiletries	2x3	Rectangle	30
Headphones	--	U-Shape	10
Chargers	1x2	Rectangle	15
Blanket	2x3	Rectangle	5
Books	2x2	Square	10
Swim Trunks	--	Z-Shape	10
Makeup	2x3	Rectangle	15
Prescriptions	--	Z-Shape	20
Sunscreen	2x2	Rectangle	5
Skates	--	Z-Shape	10
Cake	2x2	Square	20
Underwear	--	T-Shape	50
Jewelery (not stolen)	2x3	Rectangle	30
Hand Sanitizer	1x2	Rectangle	5

Pillow	2x3	Rectangle	5
Camera	--	T-Shape	40
Shoes	--	Z-Shape	40
Jacket	--	T-Shape	30

➤ **Contraband Items**

ITEMS	SIZE	SHAPE	POINTS
Dynamite	2x4	Rectangle	600
Stolen Jewels	4x4	Square	1000
Cigarettes	1x1	--	100
Fireworks	3x4	Rectangle	400
Tear Gas	--	Z-Shape	400
Gun	--	L-Shape	300
Alcohol	2x4	Rectangle	200
Nunchucks	--	Z-Shape	150
Pocket Knife	1x1	--	100
Scissors	1x2	Rectangle	100
Sword	1x6	Rectangle	300
Crowbar	--	L-Shape	400

Axe	--	L-Shape	150
Baseball Bat	1x5	Rectangle	300
Bow and Arrow	--	T-shape	250
Maple Syrup	1x2	Rectangle	100
Pepper Spray	--	L-Shape	200
Hammer	--	T-Shape	400
Liquids	2x3	Rectangle	300
Big Bag of Money	4x3	Rectangle	800
Small Bag of Money	3x2	Rectangle	400

### ➤ **Special Ability Cards**

NAME	EFFECT
Safer with You	Move one item from your bag to another passenger's bag during the search phase.
I'll Take That	Move one item into your bag from another passenger during the search phase, gaining 2x the number of points if it passes scanning.
Bribery	Can flip one item in the bag and offer it to the TSA Agent in exchange for not flipping a scanned item.
Sleight of Hand	Can swap two same-sized pieces between the bag and the scanned items before they are flipped.
Distraction	TSA Agent can only scan 3 items instead of 4.
Create a Panic!	Put one randomly-selected scanned item back into your bag.

Valid Permit	Cancel one contraband find, receiving the full point value for the item as if it was not discovered.
VIP	Skip the Return phase.

### ➤ **What works with the Game?**

The goal of the game was to make the experience of going through a security check at an airport a fun and adventurous. There are several positive elements in this game that bring the playfulness experience for the players, for instance, the special ability cards create a sense of competition against the security agent and the players have to strategize their moves in a way so that they can get their contraband items pass the security check to be able to score the maximum points in the game.

We did find that the quirky element of random selection on the security agents part lead to humorous situations, specifically when contraband was let through while mundane items were confiscated.

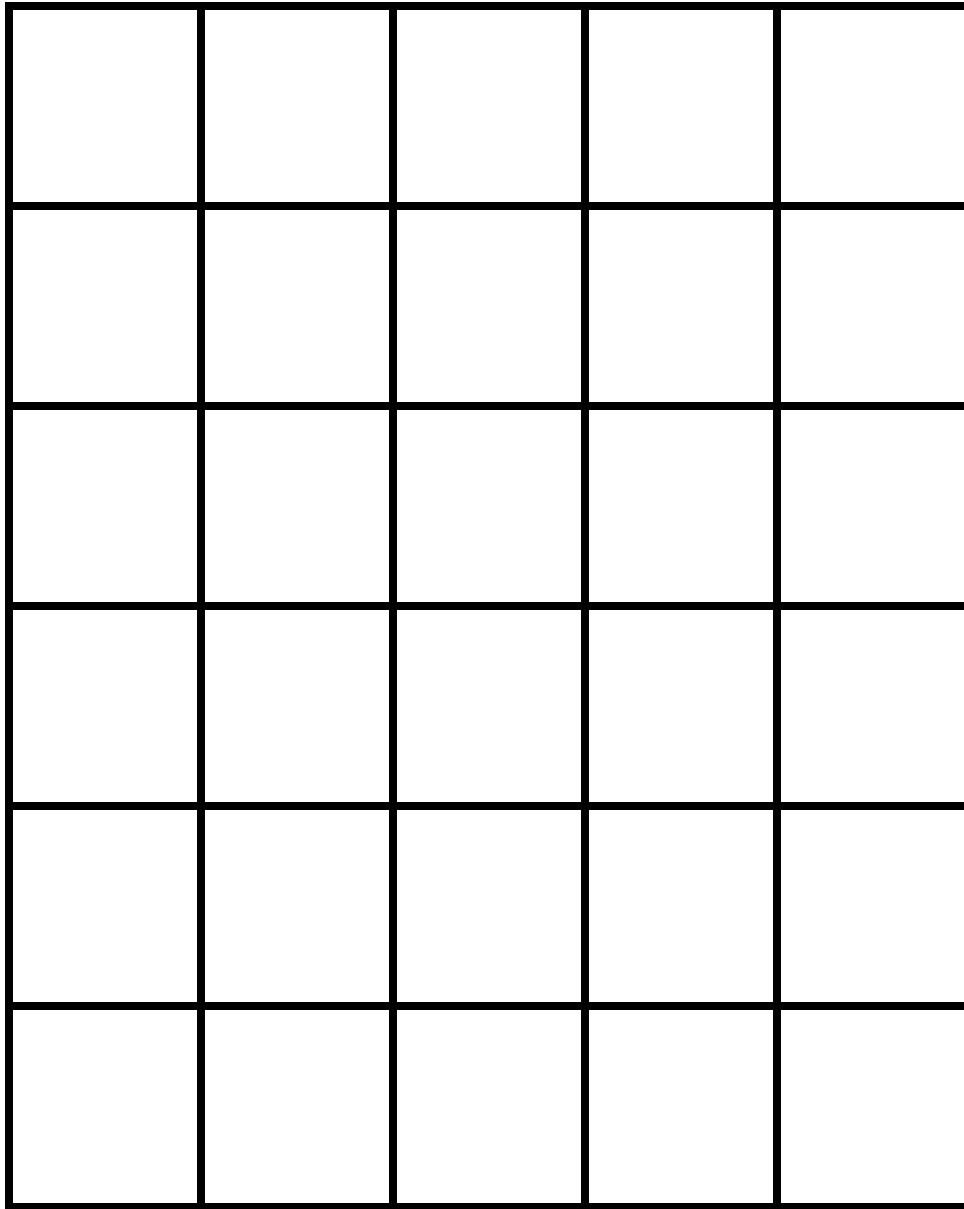
### ➤ **What didn't work with the Game?**

The game lacks in certain aspects such as there is unequal power division and imbalance among the players (travellers and security agent). At some points, the security agent is not able to make any choices due the special ability cards. Also, the game is not incorporating the elements of bluffing into its core mechanics which makes the game weak in its design. These problems can be frustrating for the player and has to be re-worked through design changes.

Mechanically, it appears as though the security agent does not have the same amount of agency as the players, especially when the special ability cards are taken into account. The players also rush through when deciding what they are going to pack, meaning the items that were packed were basically random. Ideally, we would want to redesign the initial packing stage in order to make players more aware of what they were selecting, so that they can then make informed decisions..



# GAME BOARD



## For Pieces

