

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

Student: Rockwell R. (rmd2)

Status: Submitted | Worksheet Progress: 76.79%

Potential Grade: 7.50/10.00 (75.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/rmd2>

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:

- Bowl Champs
 - Game is bowling themed; try to become the champ
- Big Bucks Bowling
 - The game revolves around trying to win the most bowling bucks
- League Bowlers
 - The role you play in this game is a league bowler



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Task #2 (0.29 pts.) - Game Setting

Weight: 14.29%

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

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Your Response:

The game is set in a high-stake competitive bowling league. Players compete in a three-game series to earn the most in-game currency and claim the title of League Champion. Matches take place in a lively bowling alley environment, to capture the feel of a real tournament with structured turns, strategic decisions, and intense competition.



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Task #3 (0.29 pts.) - Game Characters

Weight: 14.29%

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

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Your Response:

Each player represents a bowling league competitor with one goal: earn the most in-game currency and win the championship. There are no fixed characters, though roles are naturally taken up based on playstyle. Some may focus on rolling high numbers and maximizing plays, some might work on precision by playing it safe with cards. Some might gamble and like to take big risks for big payoffs. There can also be a balance of all of the strategies.



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Task #4 (0.29 pts.) - Game Theme

Weight: 14.29%

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

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Your Response:

The theme of Strike League is a fun and competitive bowling league, where players compete to win big bucks and become the League Champ. It captures the energy of real bowling leagues, where players show off their skills, take risks, and try to stay ahead of the competition. Each game builds up to an exciting finish, with everyone aiming for the League Champ crown as a symbol of victory. The game brings out the friendly rivalry and excitement of league nights, making every roll and decision feel important.



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Task #5 (0.29 pts.) - Game Story

Weight: 14.29%

Objective: *Game Story*

Details:

- Thoroughly describe the story

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Your Response:

There really isn't a story to this game.



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

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

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Your Response:

The goal of this game is to earn the most currency over three full games of bowling, to claim the title of champion. Players earn bucks by striking, sparing, and overall just scoring well, with a system that ensures consistent play and strategic risks. The main challenge is balancing when to prioritize skill and luck, as players must decide the most optimal time to use certain shot cards and ball choices.



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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

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Your Response:

- Bowling Format
 - Traditional bowling rules: 10 frames per game
 - Each player takes turns rolling a D10 to determine pinfall
 - Any non-strikes (10 pins) allows for another roll for a chance to spare
 - Scores are recorded on real bowling score sheets (likely a whiteboard for reusability or maybe paper)
- In-game Currency
 - Players earn "bucks" (for now) rather than bowling for highest score
 - Strike earns 3 bucks, spare earns 2 bucks, open frame earns 1.
 - 1 buck earned per 10 points of their final score each game (score of 100 gets you 10 bucks)
 - Player with most bucks at end of three games wins the league title and crown
- Shot Cards
 - Player starts with hand of 3 shot cards and can play one per frame before rolling
 - Cards modify roll, affecting accuracy, power, or re-roll chance
 - Power Shot (+2 to roll, but 1 = gutter)
 - Controlled Spin (Re-roll if first roll is 4 or less)
 - Risky Hook (+3 to roll, but -2 on spare attempts)
 - Used cards get discarded and new card is drawn each frame
- Ball Selection
 - Players choose a bowling ball at the start

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

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Your Response:

This game is designed for more so casual gamers, though can pertain to some competitive individuals. Fans of bowling, board games, and light strategy games will likely enjoy this game. This game could be played by all ages (probably older than 10) making it great for families, friends, and game nights. Easily graspable mechanics will allow beginners to jump in quickly, though the strategic elements like shot cards, ball selections and risk-reward decisions can still offer depth for experienced players. Mixing luck and skill by

selections and risk-reward decisions can still offer depth for experienced players. Mixing luck and skill by using dice rolls and player decisions, keeps each game fresh and thrilling for any bowling, board game enthusiast, or friendly competitor.



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

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

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

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Your Response:

The game uses simple mechanics, relying on straightforward shot cards and a dice rolling system, keeping it approachable for players of any experience level. Score tracking uses normal bowling rules, so many people will already be familiar with it, without any additional complex calculations to remember. Turn-based structure keeps the game calm and collected, while still exciting, so that nobody feels rushed. Allowing multiple different ball types and playstyles will make players with different risk tolerances and strategic preferences all able to enjoy and engage with the game in a way they like. This makes the game fun, fair and engaging for everyone.



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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

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Your Response:

Bowl Champs (tentative) is a fun, fast-paced card-and-board game that captures the excitement, high-stake setting and competition of a real bowling league. Designed for players of all ages, the game combines classic bowling mechanics with strategic decision-making, allowing players to choose between unique bowling balls and tide-turning shot-modifying cards to compete for big bucks over a three-game series. Unlike typical board games that rely on pure dice roll, Bowl Champs adds a layer of strategy through ball selection, risk-reward choices, and a fair scoring system, ensuring that skillfull players are rewarded. Combining authentic bowling atmosphere with engaging decision-making and player interaction, this game is perfect for casual gamers, bowling fans and strategy game lovers alike, providing a one-of-a-kind and replayable experience.



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

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

Weight: 100%

Objective: Sketches/Storyboard

Details:

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

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Your Response:

Missing 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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