## Design Rules

We aim to keep the design process professional and consistent throughout by co-ordinating game development efforts. To do so, we set a base of design principles to keep all teams aligned to the design process.

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| **Graphic Design** |
| Graphics Rules | * **The graphic design must be modular to prevent bottlenecks.** * The graphic design shall have illustrations **that touches on our stakeholder analysis interest of our natural world.** * The graphic design must appeal to the inner child desire to explore with have visually appealing cards with attributes such as glow/glitter and stats visualization similar to games our Target audience plays (eg Pokemon, Minecraft). Ultimately, we seek to bring out the inner child desire for adventure and helps to immerse the user into our natural world. * The graphic design will encompass more sensory experiences by creating physical parts (such as players gemstones representations chips) through mediums like laser cutting. * The graphic design shall be easy to read and aid players to achieve better gameplay through simple visual inspection. * The graphic design images for the cards (mostly gemstones) shall be sourced from Wikimedia Commons where they have a wide variety of images mostly under Creative Commons License. |
| Principles | * The game design shall be standardized with only relevant information to reduce clutter and aid rapid iteration. * The game shall be bright and attractive, to appeal to the inner child desire to explore more about the game. * The gemstone cards shall feature the gemstones on a plain or glitter background, this will enable visualization even when printed monochromatically. * Text must be short, no longer than 15 words and can be easily inserted into the board. Use of arrows, colours numbers and symbols are recommended to facilitate compare between cards. * The following fonts will be used: Latin script, Latin script with accents, Cyrillic, Arabic, CJK. * **Realisations Cards shall be 85.60 mm × 53.98 mm in size with a corner rounding (fillet) radius of 3mm.** * Shadow effects on work are discouraged as they increase iteration time, adding time between iterations. If necessary to create a sense of depth, a 45-degree hard shadow should be used as opposed to a diffuse shadow. * Use of negative space is encouraged to different scenarios. * Vector art is used for rapid iteration and production so images are easily transferrable between cards or on the board. * **Major differentiations shall not use red/green to distinguish themselves (see: colourblind accessibility)** * **Need to work on this, for now subjected to the colour of the other cards eg quiz/condition. (Ask Rainer, also make sure to that our game to a colour blind person to act on this point.)** * **A 3mm border shall be placed around all physical assets for design.** * **Cards shall be made of cardstock of minimum 200gsm** |

| **Game Design** |
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| Power Card System | **Points provided by each scenario shall not have a deviation of greater than 50 points\*** |
| Trivia Cards | Questions will be phrased in a straight forward way following the 5W1H principles and not be greater than 15 words |
| Scenario Logic | Scenarios shall only include information that can be found in the fact cards |
| Scenario Logic | Scenarios will not include derivative scenarios (e.g. smelting = melting + heating) |