# 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:

**Dream Walker**

> • Original idea for the game name, just meant to represent the exploration of dream. Already exists

**Ego: Invaded**

> • Representing the story of invading a person's mind, finding artifacts and escaping before they wake up.

**REM**

## Task #2 ( 0.29 pts.) - Game Setting

**Weight:** *14.29%*
**Objective:** *Game Setting*

**Details:**

> • Thoroughly describe the setting

### ≡ Text Prompt

Your Response:

The board explores the mind of **The Dreamer**, an entity between reality and fiction whose R.E.M. induced hallucinations serve as the foundation for the Dream World that you players will be trying to escape. Between lavender-filled clouds, dark Victorian mansions, a field of cosmsos, an ocean of stars, and many other worlds, you must find artifacts which allow you to open **The Door** to escape the Dream World. Avoid the nightmares that spawn from **The Dreamer**'s mind, which seek to keep you inside.

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## Task #3 ( 0.29 pts.) - Game Characters

**Weight:** *14.29%*
**Objective:** *Game Characters*

**Details:**

- Thoroughly describe the characters

### ⌲ Text Prompt

Your Response:

There are 1-4 players in the game that can choose several types of avatars to represent themselves. Their icons represent their favorite desserts (because that's what I could find at DAISO).

- Chocolate Biscuit:
- Pink Macaron:
- Strawberry Creme Donut:
- Chocolate Frosting Donut:

Character choice has no affect on the game.

Chasers:

- Shadow Lady: a woman in black dressed in victorian clothes with red eyes. They will chase a player through the map based on aggro.

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## 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 one of collaboration to escape the **Dream World**. There are several themed-areas as described in the setting. The mood of the game should be one of tension, planning, and silly effects.

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## Task #5 ( 0.29 pts.) - Game Story

**Weight:** *14.29%*
**Objective:** *Game Story*

**Details:**

- Thoroughly describe the story

### ≡ Text Prompt

Your Response:

After falling asleep, you dreamers are caught within the space between reality and fiction. Trapped, you must collect fragments scattered throughout the map to escape through **The Door** before the sun rises. Failing to open **The Door** will cause you to be trappped within the space for good, with no hope for escape. You will need to explore through a world of different styles of dreams, being chased by nightmares, while trying to remain sane enough to see the exit.

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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

### ≡ Text Prompt

Your Response:

GOALS:

- Escape the Dream World

CHALLENGES:

- Do not go insane
- Collect the artifacts before the sun rises

• The game gets more intense as it approaches morning.

## 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:

Sanity Mechanic

• Characters keep a total of 5 sanity points to begin with
• Being caught by a chaser is not the end, it simply greatly injures your sanity
• After losing a majority of your sanity points, (on 3 sanity points) you become **deranged** Deranged
• Receive negative and some positive effects which make the game more chaotic
    ◦ i.e *imparnumerophobia* - all odd rolls are reduced to 0.
    ◦ i.e *deal with the devil* - can purchase at shops for free.
• Can be helpful in some ways, but negative to other players and yourself
• Losing too much sanity will mean a bust (trapped) Time Mechanic
• The game will play for 8 turns (8 hours).
• Nighttime (1-4 hours)
    ◦ Brain is still deep in sleep, game progresses normally
    ◦ Meant to allow a slower pace start
• Daytime (5-8 hours)
    ◦ Brain is in deep sleep and REM begins
    ◦ Chasers become more chaotic Dream Powerups (hold two at most)
• Found on specific tiles on the map or bought in shop (for cost of sanity).
• can create traps, improve chances, help with chasers, or increase speed
    ◦ Bike effect: Allows you to double your next roll

## 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:

Target Audience: Those who stay inside and want a fun way to spend an hour. Those who enjoy surrealist or niche board games. Demographics: Young Adults - Teenagers The game theme is that of dreams and surrealist settings. Certain aspects of the setting are given meaning, but others are left to the imagination of the players. Young Adults and Teens who like to stay indoors may find that this game provides a way to create their own experience while adding some tension to their boring lives.

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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:

for blind players:

- Play with friends.
- pieces have unique shapes and are easy to identify. Board spaces can be given texture or be raised to allow maneuvering. Colors will be unique for color blindness (trying to avoid using red and green).

# 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:

How often do you find your forgetting dreams and wishing you could remember them? Ever wanted to go back to your dreams? Well forget all of that, because here you will be escaping from dreams. Play with your friends as you explore the Dream World in search of artifacts to open the gate to the outside. Run from nightmares, shoot penguins at other players, and try not to go insane before the night ends. Failing to leave the dream world means being trapped for good!

USP:

- Chaser mechanic and possible expansions to dream map
- Ability to compete or collaborate based on player choices

Not many games are targeting the dreamspace and I think R.E.M. is a good way to play with friends who enjoy surrealism.

# 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**



A banner using a more realistic style.



# 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:

Jean - Friend Felt that shops were lackluster, and was very confused on what to do. Liked the surrealist style but also didnt really very attracted to the idea (not enough story). Only sort of understood when I explained it in Mario Party terms.

Rules should be more rigid, shops need to be more fun, and I need to include more focus on the story behind the world to attract players like her.

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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:

Melvin - Roommate

Did not seem interested by theme. Was confused by goal and would prefer a more visual demonstration. Felt

like game would be boring in the sense that there is not really a reason to play with other people

Include more player interaction, whether it be forced cooperation or a motivation for competing with one another (benefits).

## 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:

Derrick - Friend

Liked the idea of the effects, but felt they could be made more complex. The different maps are a good idea, but current plan for board is probably too small. Liked the surrealist theme, but felt that I was not using it to my fullest advantage.

Add more interactions for effects, create a larger map, or use same map in different ways based on theme created. Think more freely about how to add wackiness to certain aspects of the game.