

Mid Term Project Board Game Design

GAME 601-Game Prototyping
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Built the City

This Game is about how you manage your resources in order to develop a city.

It's a non cooperative , strategic board game designed initially for two players.

There are a no. of resource assets cards which the players need to manage in order to develop the city, dams, cantonments or railway system for their area.

There is a factor of Luck involve in this game too that's the WOW factor in this game. It is a turn based , card/resource management game. Just roll the dice , move your player on the board anticlockwise , read the instructions , perform your task, if you don't have enough resources wait for the next turn because with every turn you will get resource cards. Choose them wisely to be in the game. Trade off and attaching your opponents cantonment are special features in this game.

Game Play Area

On the board there are a no. of cities from 1-50 with different set of requirements for each city
The Pink and blue boxes are here for placing each player's development card i.e, my city 1, my cantonment
2
Roll the dice and you are all set to go

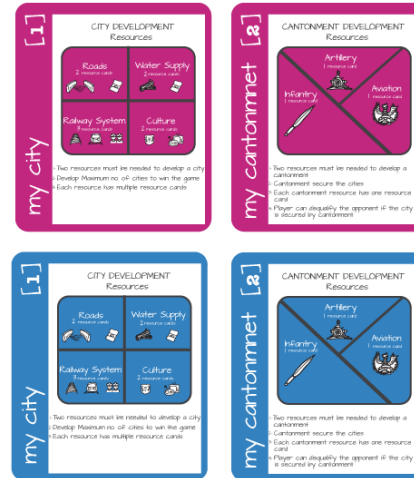
28 City needs to be developed	27 Move 5 steps backward	26 Move 61 steps ahead and pick 3 cards from Cantonment resource cards deck	25 Roll the dice for one more time Build Water supply system for your city	24 Develop a Cantonment to secure your city Roll the dice move 7 steps forward	23 Move two steps backward Develop railway system for the city	22 City needs to be developed	21 Build Water Supply System move 1 steps forward	20 Move 5 steps backward and Develop 2 Cantonment You can attach opponent's Cantonment if you have atleast 2 resource cards along with the other two Cantonment resource cards	19 Roll the dice again Secure your City
29 Attack your nearest opponent steal all your 1 city resource cards with your opponent	30 Build Water Supply System move 3 steps forward	31 Develop proper Railway system Move two steps backward	47 Secure your city Move three steps ahead	46 City needs to be developed	45 Develop a city Secure Your City	44 Pick three cards from City development resource cards deck Develop water supply system for the City			85 Pick two cards from City development resource cards deck Develop water supply system for the City
									77 Develop Cantonment Railway System for the city
									66 Develop a city Secure Your City
		48 Move two steps backward						43 Move two steps ahead	85 Move two steps backward
	32 City needs to be developed	49 Develop a city Secure Your City						42 Move 5 steps backward	14 Develop a proper Water Supply system move 5 steps ahead
	33 Move 5 steps backward	50 Develop the City Railway system						41 City needs to be developed	9 Pick 3 resource cards from Cantonment resource cards deck
34 Trade off your 1 Cantonment resource cards with the opponent or the Cantonment resource cards deck									12 Develop a City move 4 steps ahead
35 Roll the dice for one more time Build Railway system for your city									1 Roll the dice again
36 Develop the City with minimum two resources Secure your Area			97 Secure your city from your opponent Build Railway system	98 Roll the dice again	99 Move two steps backward Trade off your 1 city resource cards with the opponent or from the deck	40 Develop a City Cantonment			
1 Develop a City move two steps ahead	2 City needs a water supply system Secure your city	3 Secure your city Move three steps ahead	4 City needs proper Railway system Move two steps backward	5 Develop the City with minimum two resources	6 Roll the dice for one more time Build Water supply system for your city	7 Secure your city from your opponent Build Railway system	8 Pick 7 cards from the resource cards deck Move two steps ahead	9 Develop a City Cantonment	10 Attack the opponents If you have an ally resource card along with resource of the Cantonment

Development cards

For developing city each player need few resources Like Roads, Railway, Water Supply and Culture. Its mandatory to have those cards for developing a city. For developing cantonment each player needs resource cards like artillery, infantry and aviation.

These are the development cards for each player. On each card there is a written set of instructions for the player, also mentioned the resource and resource assets names.

Player need to place these cards my card 1, my cantonment 2 on the designated area of the game play board



Resource Asset Cards

These are cards that need to be managed in order to survive in the game. Before the start of the game we shuffle cantonment resource cards and city development resource asset's cards and then give each player 10 cantonment resource cards and 10 city development cards.



Rules

There are set of rules for this game

- If players are short of resource asset cards then wait for next turn because with every turn player will get 1 cantonment and 1 city resource development card
- Player will trade their resource cards ,if they get to that set of instruction on the game board
- Players can attack their opponent or can secure city by developing cantonment
- Final motivation is to reach to the maximum level i.e , 50th box or to develop more cities
- When player is developing any resource, city or cantonment he ll get a token thats has to be placed on the game play area on the board, at the same time the resource cards will be placed back.



Build Your City Board Game

Rules

It's a two player game. Every player has 10 resource cards from City development resource cards deck and 10 cards from Cantonment development resource cards deck before the start of the game.

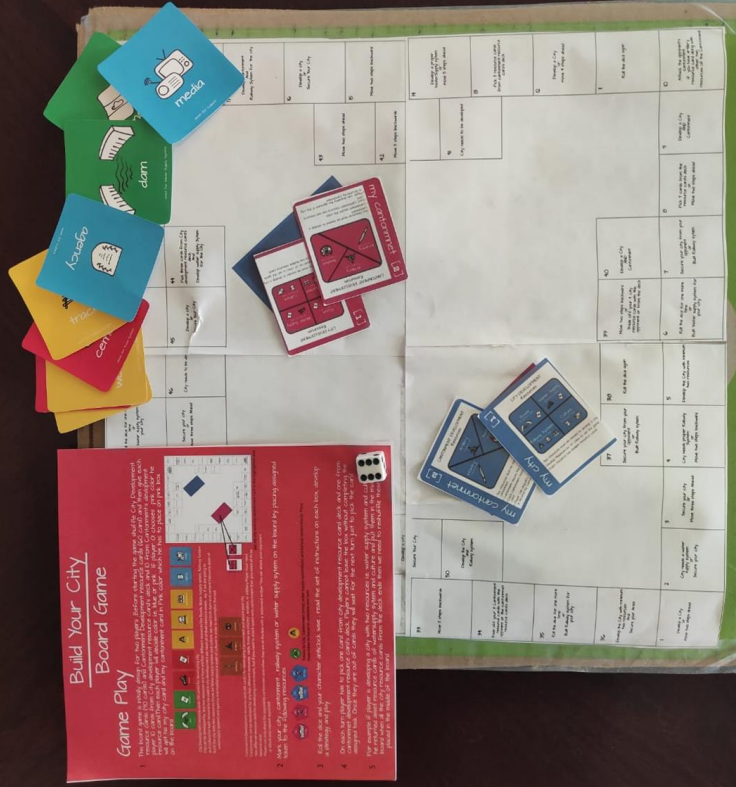
- Roll the dice , let say it's 2 on the dice then move your player antlock wise on box with no 2 on it
- On each box there are a set of assigned tasks related to city development or developing a cantonment to secure the city
- For developing a City Player must have atleast two different resources i.e. Roads, Water supply system, Railway system, cantonment, culture are the development resources. Each resource has 2 or 3 resource card
- For developing a Cantonment Player must have atleast two different resources i.e. Infantry, aviation and artillery
- Players secure their city by developing a Cantonment but if the opponent is on a box that states player can attack opponent cantonment then player must have aviation resource card along with the other two cards from the cantonment resource card i.e. artillery and infantry
- A player can win the game by three means either to reach the highest level i.e. 50th box or kill the opponent i.e. secured city with cantonment or to attack the cantonment if he is on that box that states attack your opponent cantonment
- If both players reached to the 50th box at the same time then winner will be decided by the maximum no. of cities developed by the player
- Players can trade of their resource cards
- On each turn each player must pick one card from Cantonment resource deck and one card from City development resource cards deck.



Tokens

Tokens need to be placed on the board to get an idea about player's accomplishment.
Player's will get that token once they have those resource asset cards





During the testing phase I wasn't sure that the game play comes to an end just after two to three turns because of the instructions written there. Secondly it's not a game that totally based on luck or strategy so i need to create balance in it that's the fun part while designing the set of instructions on the game board.

Game Play Testing



