

Move!

“Move aside Checkers”

Set Up

Lay Out pieces like a checker board(See in figure 1)

Place your pieces on the board on the three closest rows to you on the same color square

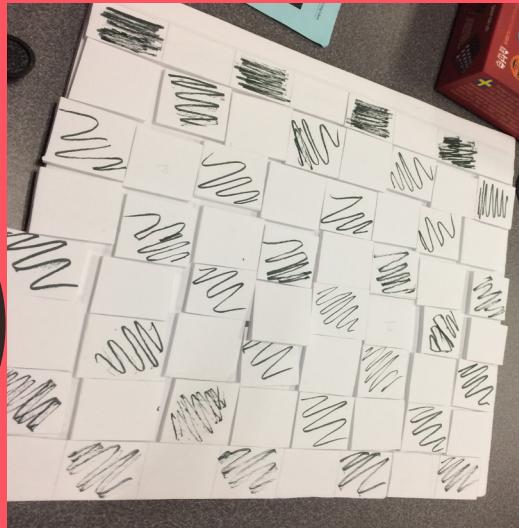


Figure 1: picture of how board is set up

Rules

- Decide who goes first (oldest goes first)
- Each turn
 - Moving
 - Move one space diagonally forward (staying on same color)
 - Sliding
 - Move right or left twice
 - Pieces slide with the square
 - Capturing
 - If the opponent's piece is diagonally one space from your piece, you can "jump" it
 - Kinging
 - If you get a piece to the other side of the board you can turn it to a king
- A king can move in a diagonal in any direction
- The other player goes
- Repeat until win condition is made

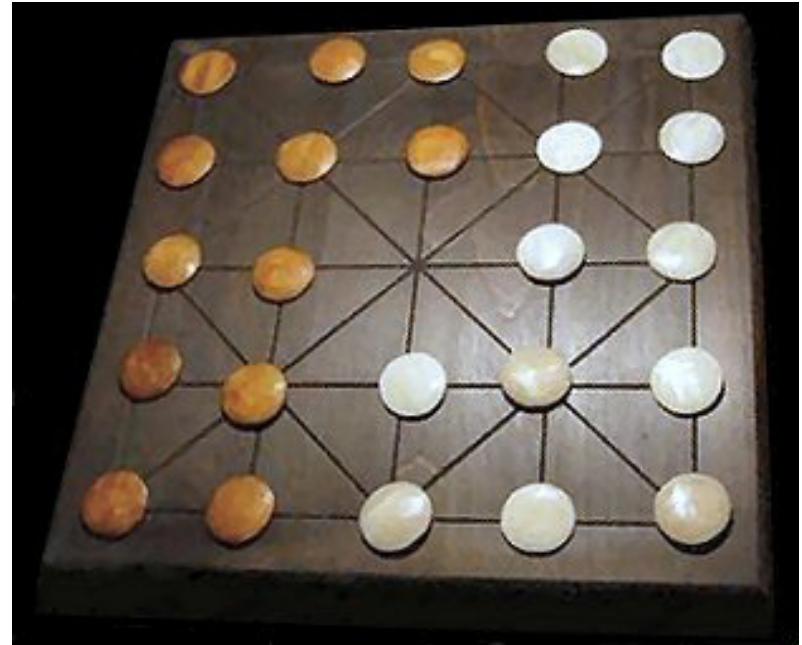
Winning Condition

The player that captures all the opponent's pieces wins

Checkers

History

The earliest form can be traced to the ancient city of Ur in southern Mesopotamia (Iraq) of 3000 BC. It has a different board and the rules are not known. A similar game that had a 5 by 5 board called Alquerque existed in Egypt as far as 1400 BC. In 1100 AD, a Frenchman played on a chess board and increased the number of pieces per player to 12 and it was called Ferses. Later it was made more challenging by making jumps mandatory. First championship award was given in 1847. Game enthusiasts noticed one side had an advantage; in response they added two move restrictions for expert players. In 1952, the first checkers program was used by a computer. Checkers programs got better as computers advanced.



GamePlay

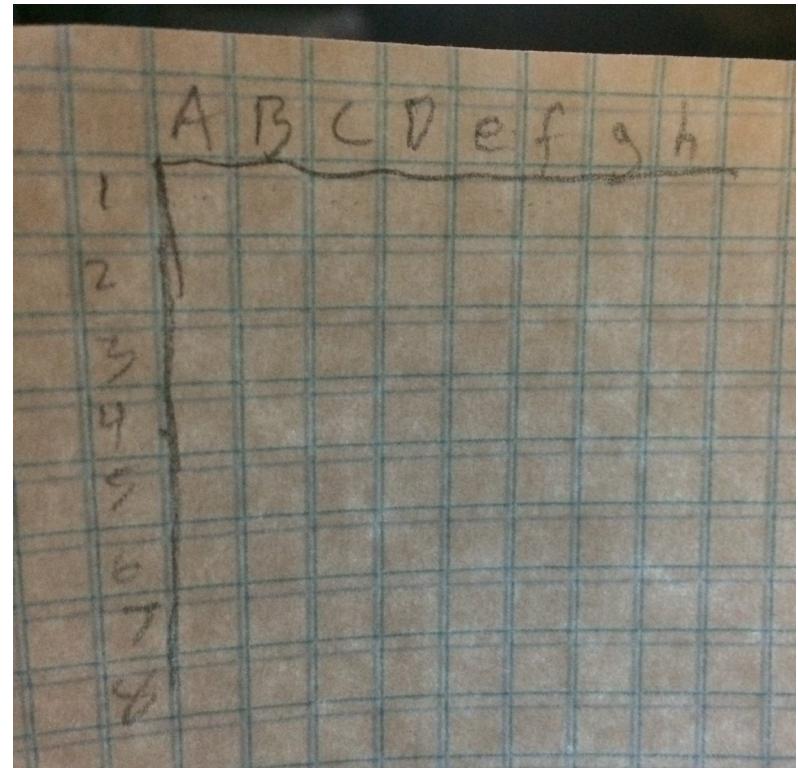
players move pieces diagonally one space on an eight by eight board to jump over the other players piece into an empty space to take the other players piece

player wins by taking all the opponents' pieces from the board or when the opponent has no moves

6+

Checkers Data

Player 1	Key	Player 2
G3 to H4		B6 to A5
A3 to B4		A7 to B6
B2 to A3	J = Jumps	B6 to C5
C3 to D4	J2 = Jump 2	C7 to B6
D2 to C3	J3 = Jump 3	H6 to G5
H2 to G3	K = King	G7 to H6
G3 to F4		B8 to C7
F2 to G3		H8 to G7
G1 to H2		F6 to E5
(D4 to H8)K, J2		E7 to F6
H8 to C7		F6 to E5
(H4 to F6) J1		E5 to D4
(C3 to E5) J1		(A5 to C3) J1
C1 to B2		F8 to E7
(D2 to D4) J1		E7 to G5
G3 to H4		D8 to E7
(H4 to D8)K, J2		C5 to B4
(A3 to A7) J2		C7 to B6
(E5 to C7) J1		B6 to A5
A1 to B2		A5 to B4
D4 to E5		B4 to A3
B2 to C3		A3 to B2
D8 to E7		(B2 to A1)K
E7 to D6		H6 to G5
(F4 to H6) J1		A1 to B2
D6 to C5		(B2 to D8) J3
(A7 to D8)K		D8 to C7
(D8 to D6) J1		



Labyrinth

History

German psychologist Max Kobbert designed and Ravensburger published a game under the name “das verruckte labrrinth” roughly translated to “labyrinth disorder”. In English speaking countries it translated to “the aMAZEing Labrynth”; the pun was dropped in latter versions.



Captions shall be Arial Italic, 6 pt, 70% gray. The caption can be descriptive text, or a citation (such as a web link for an image) or both. The top of the text box for the Caption shall touch the bottom edge of the image it describes. You can create one caption for each image. Or, you can caption several images in one text box by saying “Images, left to right:” or “Images, clockwise from upper left:”

GamePlay

Players move around a shifting maze to collect items, one who collects all items and return home wins

1-4 Players, all Ages

Labyrinth Data

Order of the follow the pictures from one to 22 with a, b, and c of each letter.(Figure 1)

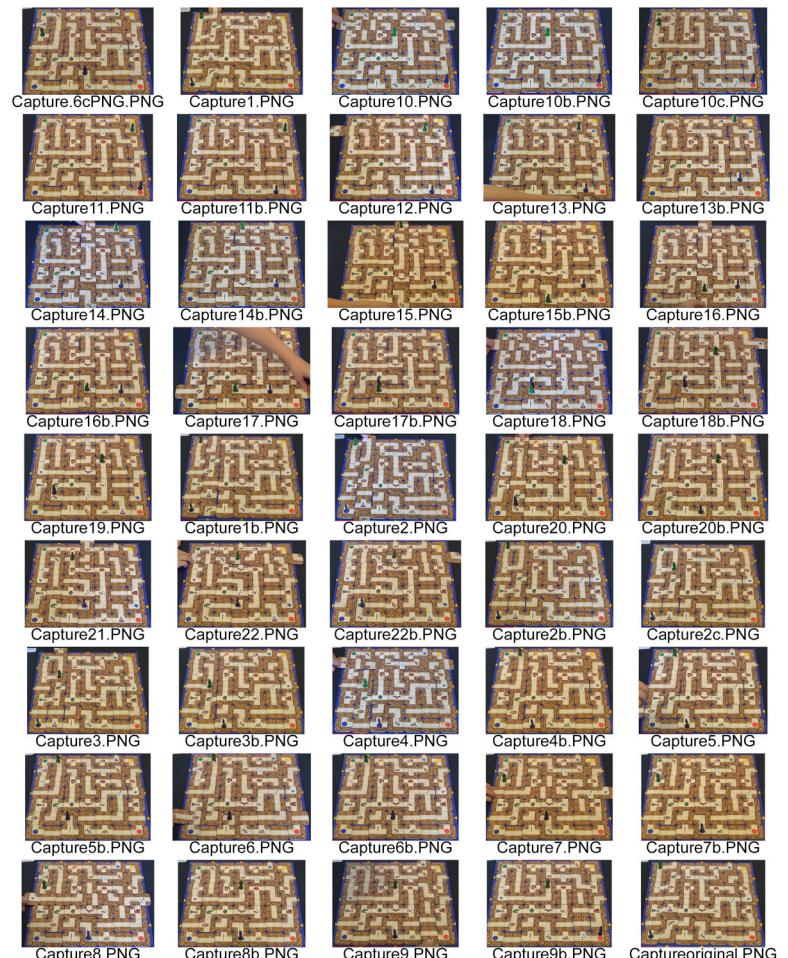


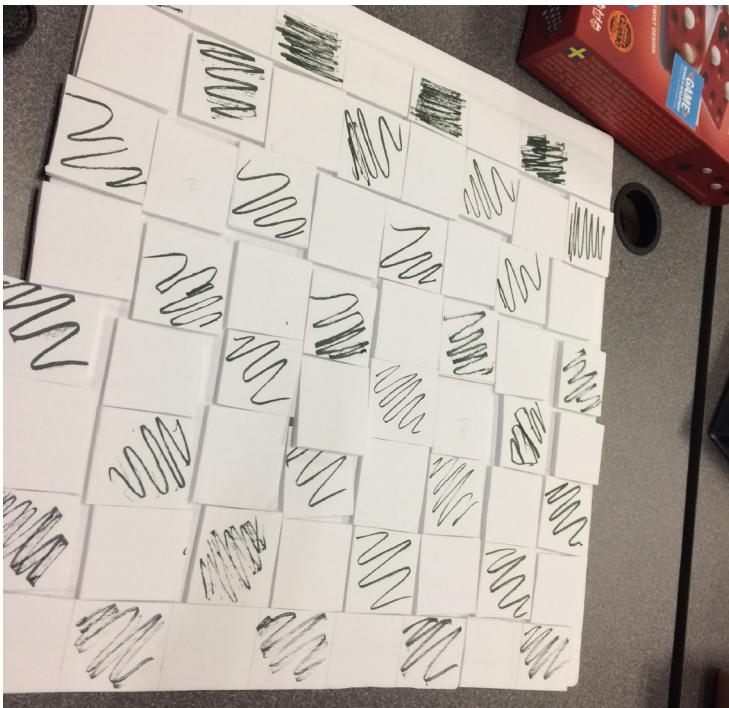
Figure 1: Data of the labyrinth

Process

First I was thinking about doing a mashup of Monopoly and Catan but I thought that was going to be excessive and over complicated.

Nexted I thought of sliding checkers, I could not remember the game that had the sliding, later to remember it was Labyrinth.

I thought that I would have to block moving up and down because of the way that could make it way to easy to get a king so I made the outer row of the up and down not able to move



DAMIAN LINK



Figure 1: rails of the board

After making the Basic parts of the prototype, I play tested it and found out that the pieces are very hard to slide. So I made two more rows not able to move shown in figure 1.

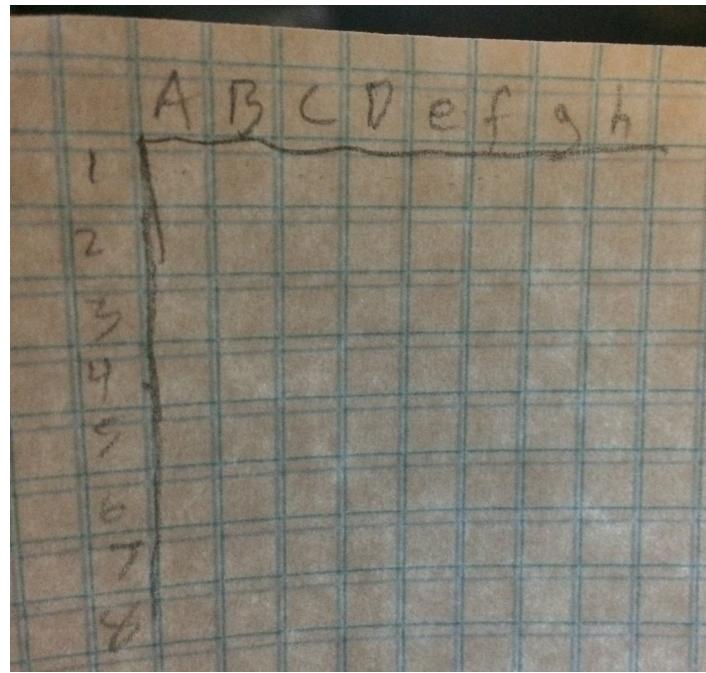
Move! Data

Player 1

B6 - A5	7->	
H6 - G5	5->	
5->	(E5 - C3)	J1
(C7 - A5)	2->	J1
(A7 - B6)	<-4	
E5 - D4	<-7	
D6 - E5	5->	
B4 - C3	7->	
B6 - A5	7->	
C7 - G3	<-2	J2
7->	G7 - E5	J1
F3 - G2	5->	
E5 - F4	4->	
H8 - G7	7->	
H4 - G3	5->	
G7 - F6	2->	
G3 - H2	5->	
F6 - G5	7->	
B8 - C7	5->	
F8 - E7	7->	
D8 - C7	2->	

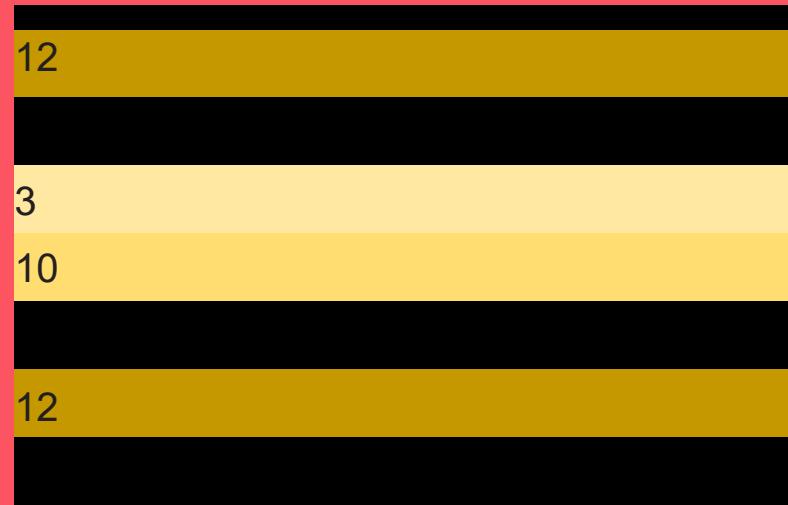
Player 2

G3 - H4	2->	
C3 - D4	2->	
D4 - B6	5->	J1
B2 - D4	2->	J1
F4 - G5	5->	
H2 - G3	<-7	
<-4	F4 - D6	J1
B2 - F6	5->	J2
5->	G3 - F4	
D2 - C3	4->	
G5 - F6	2->	
E5 - D4	7->	
F4 - G6	7->	J1
F6 - G7	5->	
G7 - H8	<-7	K
<-2	C3 - D4	
G1 - E3	5->	J1
H8 - G7	2->	
A1 - C3	2->	J1
H6 - F8	2->	J1, K
F8 - B8		J2



Coordinates are based on this chart

Info Graphic



Mashup - Playtester Feedback

Note to designers: *Neat photos of at least 2 playtesters' comments are required in your PDF submission.*

Note to playtesters: Turn in this paper to professor at end of class.

Game Designer Name: Damian Link

Playtester 1: Andrew Friedman
Playtester 2:
Playtester 3:

Game Genre:

Word / Numeric / Sequential / Spatial / Resource Management / Simulation / Other: _____

Source Game #1: Checkers

Source Game #2: Labyrinth

- I know both source games
- I know one source game
- I am not familiar with either source game

Playtester description of game, ideally in 10 words or less:

(What is the objective? What are the constraints?)
Checkers with screen wrapping

Clarity: Do you think you would've understood the Rules without Designer's explanation?

Yes Mostly Yes Mostly No No

Balance: Select the one that best applies.

- Inventive Solid Wobbly Way off Starting Conditions
- Inventive Solid Wobbly Way off Variables
- Inventive Solid Wobbly Way off Dynamics
- Inventive Solid Wobbly Way off Winning Conditions

Elegance of mechanics: At least one comment addressing the BLEND of mechanics from the source games:

Sliding elements stolen more of checkers, keeps game interest

Additional comments: At least one constructive critique:

Could use screen wrapping for the sides to like chess.

eliminate just using the side to keep alive.

Additional comments: At least one compliment:

The sliding really is a cool mechanic

Designer-specific question:

Did you have board with pieces move or without
Playtester answer: Moved them

odd More variables, and keep things interesting.

MashUp - Playtester Feedback

Note to designers: Neat photos of at least 2 playtesters' comments are required in your PDF submission.

Note to playtesters: Turn in this paper to professor at end of class.

Game Designer Name: Damian Link

Game Name: move!

Game Genre:

Word / Numeric / Sequential / Spatial / Resource Management / Simulation / Other: _____

Source Game #1: checkers

Source Game #2: labyrinth

I know both source games

I know one source game

I am not familiar with either source game

Playtester description of game, ideally in 10 words or less:

(What is the objective? What are the constraints?) Win a game of checkers, with horizontal screen wrapping

Clarity. Do you think you would've understood the Rules without Designer's explanation?

Yes

Mostly Yes

No

Balance. Select the one that best applies.

Inventive Solid Wobbly Way off Starting Conditions

Inventive Solid Wobbly Way off Variables

Inventive Solid Wobbly Way off Dynamics

Inventive Solid Wobbly Way off Winning Conditions

Elegance of mechanics. At least one comment addressing the BLEND of mechanics from the source games:

Very good, increase the spatial strategy of checkers to a chess-like [redacted]

Additional comments. At least one constructive critique:

Board size poorly could be fixed by being slightly smaller to fit.

Could include ability for pieces to screen wrap, if empty hypers or column wrapped.

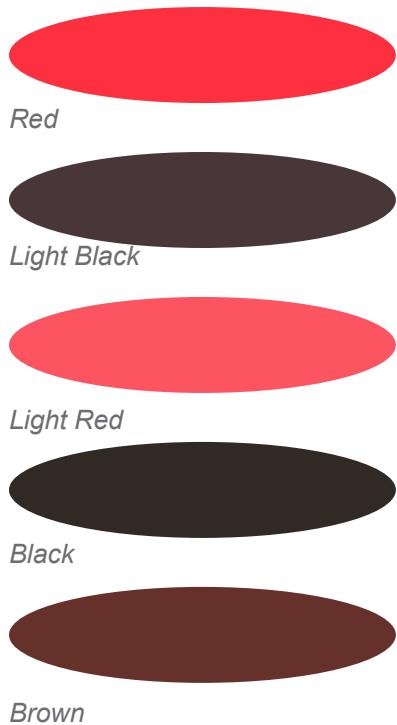
Additional comments. At least one compliment:

Love the feel of play, like solving a rubix cube! Good fun word play

Designer-specific question: Did you

Playtester answer: Yes, I slide pieces more frequently and used sliding or without factors

Brand Identity



Fonts:

Arial

Branding

Move is designed to be a new intiative way to play checkers that makes it more fun. It is appropriate for the ages six and up. The range is big enough to make it for the general public even though younger ages may get bored or try to eat the pieces.

The brand Move is a fun and a simple feel for a fun, ___ game. The Color Cheme was chosen to reflect normal checkers. The black and the red make you think of checkers. The lighter colors of bllack and red are to give contrast to the bright and darknwss of the original colors.

The font that I used was arial because it is clean and is used in a few checkers marketing.

Demographic

The overall feel of Move appeals to any one of the age six or higher that likes to challage their mind but not too much. The game is not hard to pick up and you have to be activily stratigizing throughout the play.

Shapes

The main shapes that the brand identifies withs are circles and squares. Circles were chosen to reflect the pieces in the game.

Conclusion

The first idea that I thought of was Monopoly and Catan, but that seemed too complicated so I put that idea in the back of my mind. I decided to combine Labyrinth and Checkers to make a Sliding checkers game. I had to add rails to make the board easier to slide and there was the final physical and the rules was just like checkers but with the rule of every turn the player has to slide the board. The play testers liked the idea and they grokked the rules. The sliding was a little hard still. The dynamics and variables of Move! were liked and considered inventive or solid to the play testers. They thought that the winning condition and starting condition is solid.

Bibliogogy

Checkers Picture

<http://board-games-galore.wikia.com/wiki/Checkers>

Labyrinth Picture

<https://www.amazon.com/Ravensburger-Labyrinth-Board-Game-Adults/dp/B00000J0JF>

Checkers board labels Picture

<https://www.vectorstock.com/royalty-free-vectors/checker-board-grunge-vectors>

alquerque Picture

<http://www.abstractstrategy.com/alquerque.jpg>

Checkers history

<http://www.checkersh历史.com/>

Checkers Demographic/ gameplay

<https://boardgamegeek.com/boardgame/2083/checkers>

Labyrinth History

https://en.wikipedia.org/wiki/Labyrinth_%28board_game%29#History_and_related_games

Labyrinth Demographic/ gameplay

<https://boardgamegeek.com/boardgame/1219/labyrinth>

Labyrinth Gameplay for data

https://www.youtube.com/watch?v=hEx_aTMM8X4

Checkers cover

<https://eacpds.com/what-ever-happened-to-checkers/>

Playtesters

* Andrew F.

* Joshua E.

* Erin D.