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:

Title Options: Attack of the Vampirates!, Gone Fishing, They're Biting Today, Son!

Current Top Pick: Attack of the Vampirates! I think I'm choosing this one because it captures the premise of my game and gets the main themes across, making it easier for players who are interested in spooky things to immediately see my game and gravitate towards it. It also reminds me of an old timey horror movie title so that works well.

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Task #2 (0.29 pts.) - Game Setting

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

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

This game takes place on a huge ornate pirate ship venturing through a dark and dangerous ocean. A terrible storm is brewing so it's cloudy and lightning is abundant. Throughout the ocean are tiny islands and caverns that the pirates can stop by, but vampires might be hiding within. I will have to portray this setting through the board.

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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:

First Crew:

Celia: This stoic captain is banned in 22 territories. Where she goes, legend follows, what secrets is she hiding?

Ambrose: An eccentric bartender with a selection of brews that can be used to hurt an enemy or help a friend.

Jelly: A sea monster who broke into your ship and stayed there. Turns out they're a pretty chill guy but they go crazy in battle.

Second Crew:

Lord Frederick: This disgraced noble brought his holy books with him to cast spells on the seas.

Walker: A former hunter and explorer with the best shot in the business and a love for grappling hooks. She also gardens on the side.

Maria: A known theif with a hoarding problem. Rumor has it she's hiding her expensive weapon collection somewhere on the ship. Don't tell Lord Frederick that most of her loot comes straight from the royal treasury.

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 will be spooky but fun. I want to go for a gothic look, but with some colors like red and purple mixed in. The vibe will be similar to classic scary movies in the 20th century but a little more light-hearted.

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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:

The game follows 2 crews of pirates who must sail the seven seas to deliver rare fish. They stayed up too late one night partying and ended up behind sailing schedule, so they are forced to take the riskier route, one that no man has gone through and lived to tell the tale. It's rumored that there are vampire sightings in the area, so the two crews, each with a unique cast of characters, must try to brave the route with as many of their members unchanged as possible.

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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:

The primary goal is to survive until the end of the voyage and get to the end of the board before the other player with as many of your crew still human as possible.

In the Holy game mode, you will automatically lose if one of your crew is turned into a vampire.

In the Eternal Corruption game mode, your goal will be to gain the vampires favor and try to turn all your human crew into vampires. The challenges players encounter include enemy encounters and battles, terrain traversal, and balancing speed with safety.

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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

≡, Text Prompt

Your Response:

Building relationships: As you go through the board, if you land on character tiles you will interact with different people who could help or hurt you. If you continuously talk to the same people, gift them fish, or answer their questions correctly, they will give you a variety of buffs. Some buffs include: faster move speed, reduced damage in vampire attacks, luckier fishing attempts, etc.

Fishing: In the digital game you would fish by casting your rod and reeling in a the right time. In the physical game, you will throw your character and try to make it land on a fish.

Traversing through the map: Each character goes through the board by a die roll and lands on different spaces that offer benefits/damage. Special characters might move faster than others.

Vampire battles: If you land on the same space as an enemy, a turn-based fight will start. In the digital game, it's also possible for an attack to randomly occur if you don't land on an attack space. Each character has 1 special card unique to them and 6 normal cards dealt based on their type, (magic, support, and fighter). The first character goes and must discard 3 cards (not including the special card) without knowing what cards other characters have. The next character goes and does the same thing. After all 3 characters discard 3 cards each, only those that remain in hand will be played. Cards will either be attack, defend, or heal points, with different combos possible based on matching types or numbers on the cards.

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: Casual gamers, horror fans, more dedicated gamers, fans of narrative-driven strategy

Ages: appropriate for ages 12+, target age will be teens to young adults. I think the different game modes will be able to appeal to players of different skill levels, with the main mode being easy enough for all, even beginners, to understand.

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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:

The main characters are a diverse crew of pirates which means players can have a fun time choosing who to play as. Later on in the digital prototype if I keep working on this, I will implement a colorblind mode and a spanish language mode; since both can be toggled willingly it will only enhance the gameplay.

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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

≡ **Text Prompt**

Your Response:

"Attack of the Vampirates!" incorporates character-driven gameplay and fast paced card battles for a chaotically spooky board game experience. Mini games, randomness, and 3 gameplay modes create endless fun through a different adventure every round. With it's blend of horror and humor, this strategic board game can fulfill a niche audience whilst attracting all types of players through its user-friendly rules and unique visuals.

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

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

Weight: *100%*
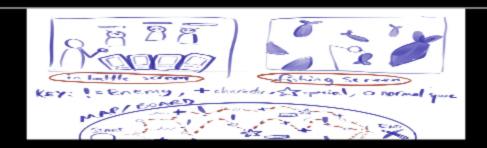
Objective: *Sketches/Storyboard*

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

Example of one of the character dialogues, would be more detailed in finished product.

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:

M - my sister (in target demographic age 15, hardcore gamer)

They liked the story and thought the characters were very interesting. She really liked the vibe and theme of the game. She wants to know more information on the card battle, like how luck would work. Talking with her helped me get it to where it is now, but there's still more work to do. I need to flesh out the battles a lot more and actually test one out to see how exactly the attacks and defenses would work.

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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:

Jessica - My Mom (Age 51, plays casual and puzzle games) She said everything was very vivid and felt like a real game. She thought that the fishing game mechanic didn't really fit with the vampire/pirate theme and said it would make more sense if there was treasure involved. The characters were her favorite part but she said she didn't know whether the third title "They're Biting Today, Son!" was a better fit for the game.

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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:

Sebastian Vargas - (My friend/Vice President of NJIT's Game Development Club, Age 20, in target demographic)

He immediately really liked the concept art and thought that character design was "incredible". His main critique was that he doesn't think the game takes advantage of being 2 player enough. He thinks there should be more opportunities for the two players to either work together or sabotage each other. Sebastian was also a little confused on the gameplay loop and wanted more information on the end goals and winning conditions.

I agree with his criticisms and will test out different winning/end conditions going forward to find a clearer, fun goal for the game. I will also work on ways for the two players to compete more to increase tension. I will also try to be clearer in my descriptions.

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