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Technical Report

Year 2, Semester Project 2
Game of Thrones Boardgame

Amalie Elise Moncrieff Strand

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1. Summary

<https://github.com/moncrieffstrand/Project-exam-01032020.git>

This Semester Project is to create a “Game of Thrones” boardgame using CSS frameworks, JavaScript and Design. The board game will have three main pages: The character select page, The boardgame page and the finale page. There should also be icons made for the game.

I was given 5 weeks to be able to complete this assignment and the final product is delivered in this report and the files in a github link.

This report will explain the project process from start to finish, looking at design choices, user testing, issues along the way and more in between.



2. Body

2.1. Introduction

We were given this assignment to show our knowlage in the previous courses in CSS frameworks, Design 2 and JavaScript 2. With this knowlage we should be able to make a boardgame, in this case Game of thrones themed. The game should mimic a board and be able to roll dices and make two players move around accordingly to the what the dice shows. There should be colors, elements and icons that are inspired by Game of Thrones.

2.2. Main section of report

Research and design

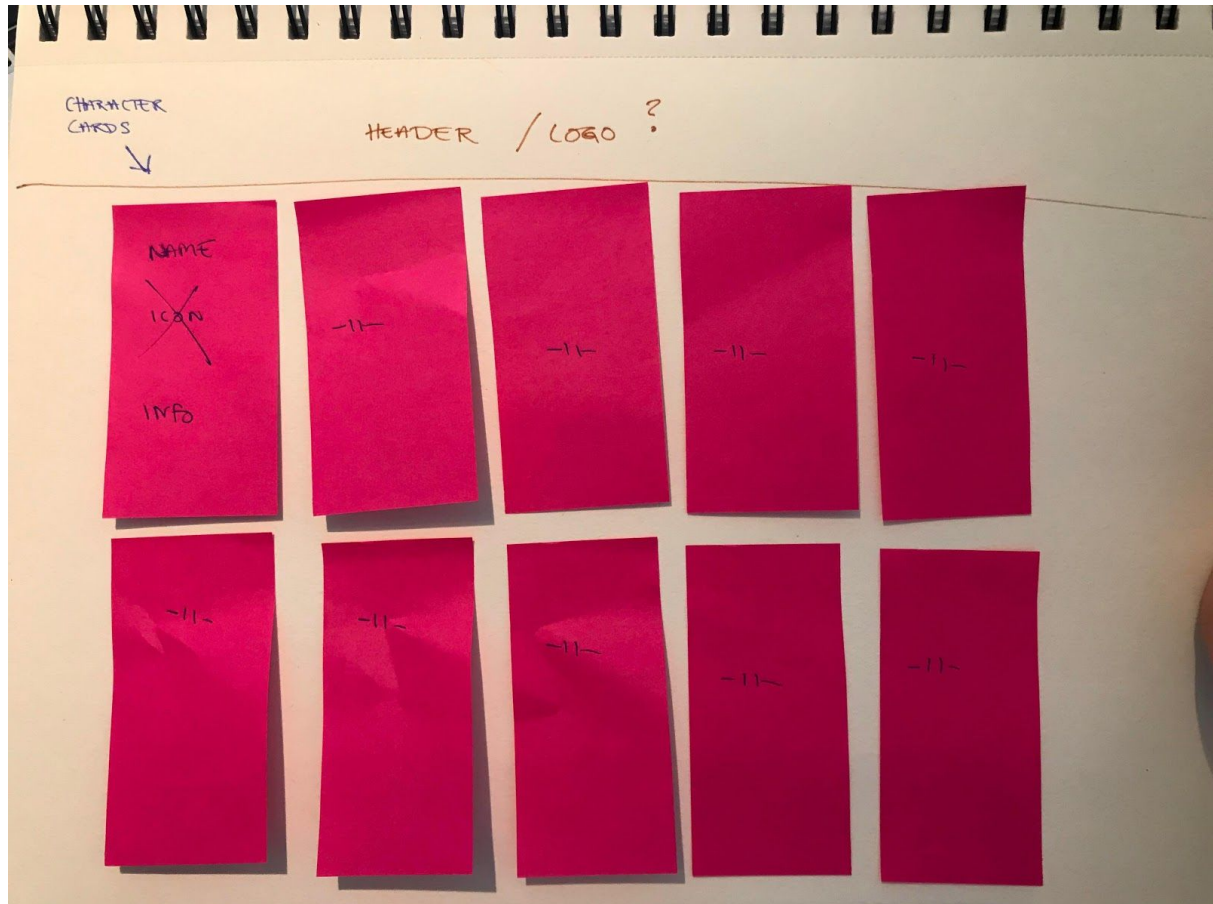
I started the project with doing research on the theme. I have personally never watched Game of Thrones and wanted to get a feeling on the look and the theme the game should have. Early on I decided I wanted to use calm and dark colors. I wanted the game to feel mysterious and cool. I didn't land on any particular colors at first because I wanted to land the background and images before went on. And before I could do *that* I had to make some design sketches for the layout of the pages.

I started with the character selection page. I wanted the design to be quite simple and self explanatory. No one wants to play a game with loads of unnessecary information or details, you just want to skip to the part where you get to play the game. So I started to draw out rough drawings of each page with my initial thoughts of how the design could and should look.



The first page which is the characterpage I wanted to only include a few elements. Some sort of header with text or logo, a covering background image or the background could be covered in one color, and then only the charactercards from the JSON file. There shouldn't be other options since you need to choose the characters to be able to play, and that's the only thing the user should be able to do. One could get confused if you were given multiple choices that didn't get you to the wanted goal, is my thought.

(..view drawing on next page)

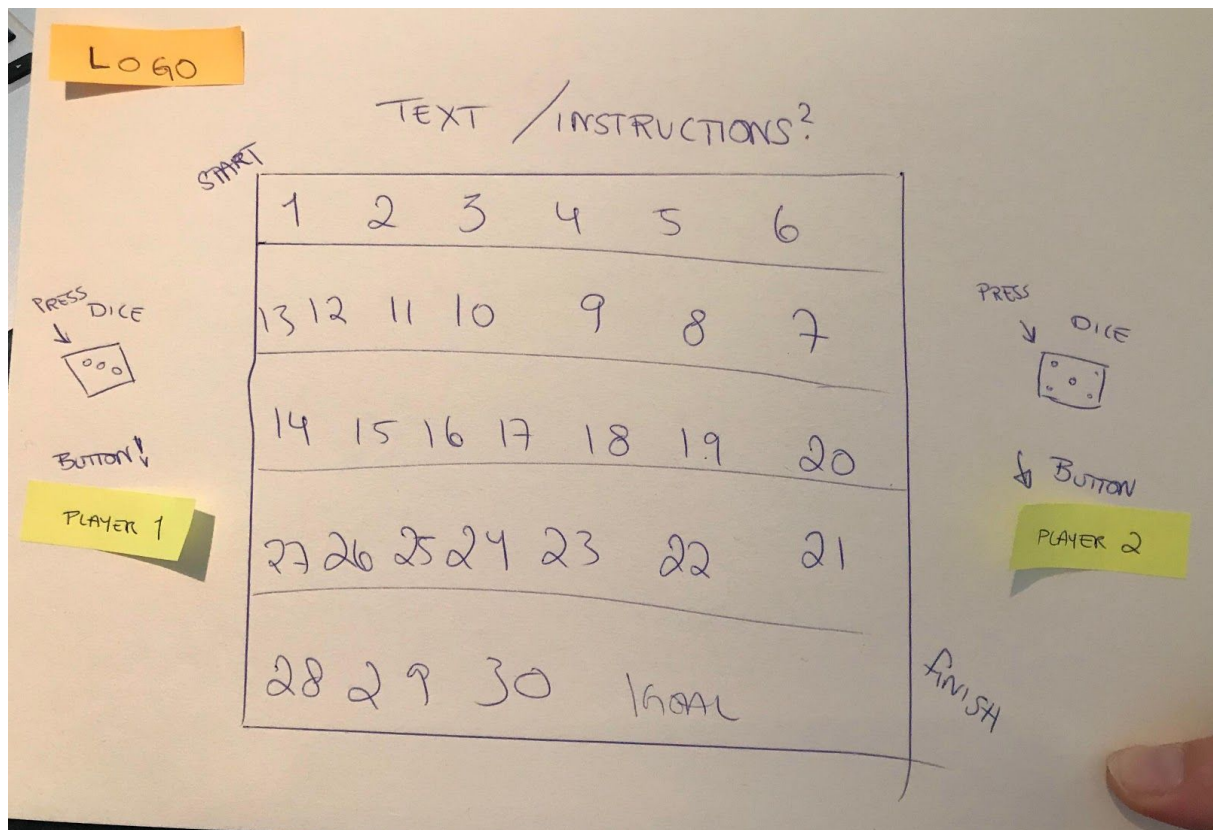


So this is the first rough drawing of the first characterpage. The cards will obviously have the simple information about each character, a header and/or a logo.

The second page is the actual gamepage. I wasn't completely sure how the game should work, or how the players should be able to move around the board but I landed on the simple design of "jump forward" and work yourself through the board and get all around the board to complete the game.

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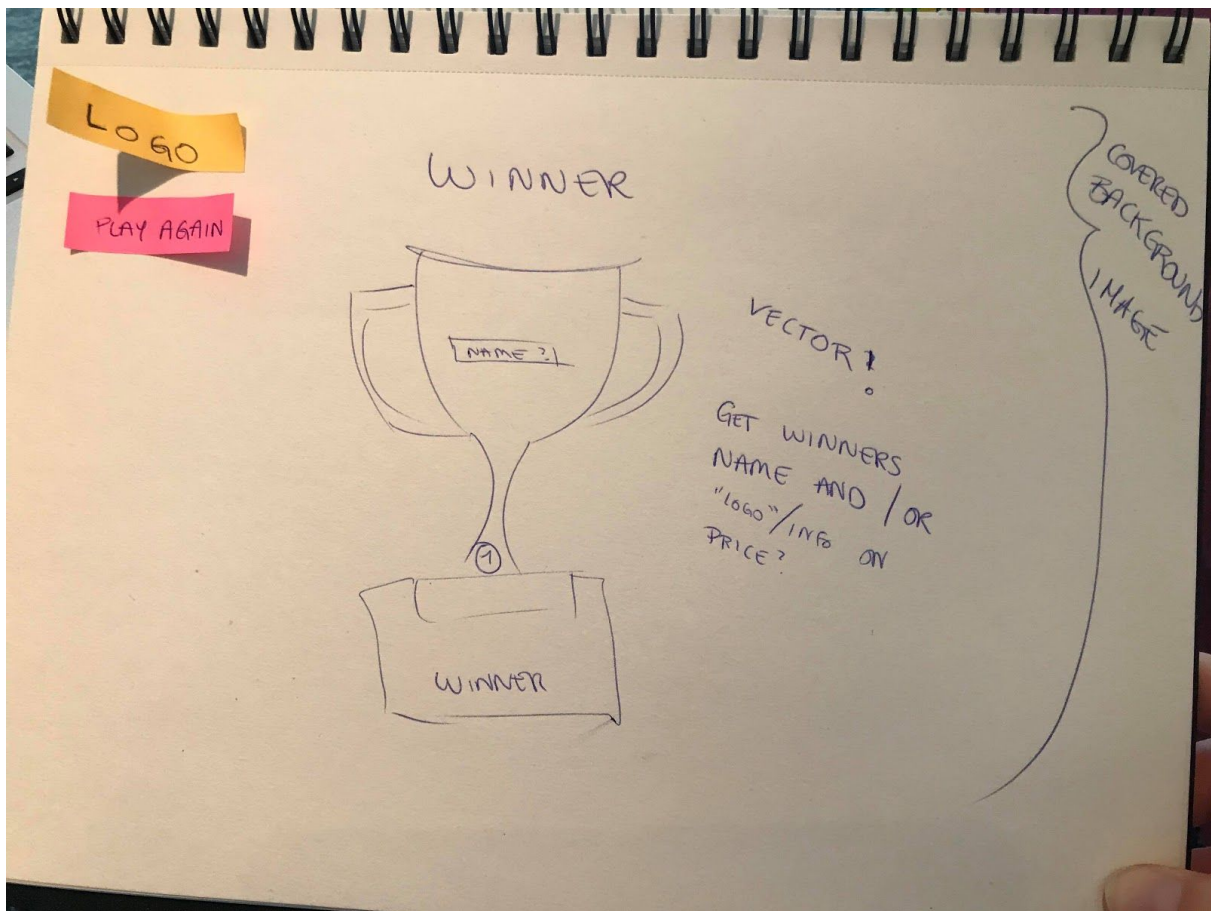


I didn't want the logo to be the center of attention anymore, and I pushed it to the left side in a smaller version and the previous placing of the logo should be replaced by some sort of simple instructions or text related to the actual game. The board is simple with numbered tiles, a start and a finish. On each side of the game a player with each dice and a button to roll the dice and get a number to move. Nothing too complicated on this side too, still.

The third and last page is the Winner page which should display the winner of the game. This should be simple too, as the two other pages has been as well. I wanted the page to include some sort of vector of a price with the winners name on, and then the ability to go back and play again.

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After making these simple drawings I went on to doing research on different images I could use as background and as a board. The image I ended using as my background through the entire page was originally a brown image found on www.pixabay.com. The original image looks like this



It's a great image and I loved the feeling of it (.. I am not sure if it is game of thrones related but it appeared when searching for Game of Thrones on different sites..). I loved the image but it just didn't fit the colors I imagined for the project when I added it in the site. I used this image the for the first bit of the project before i by accident found this version of the image. A colder, more mysterious and dark version which I found to be a much better fit!



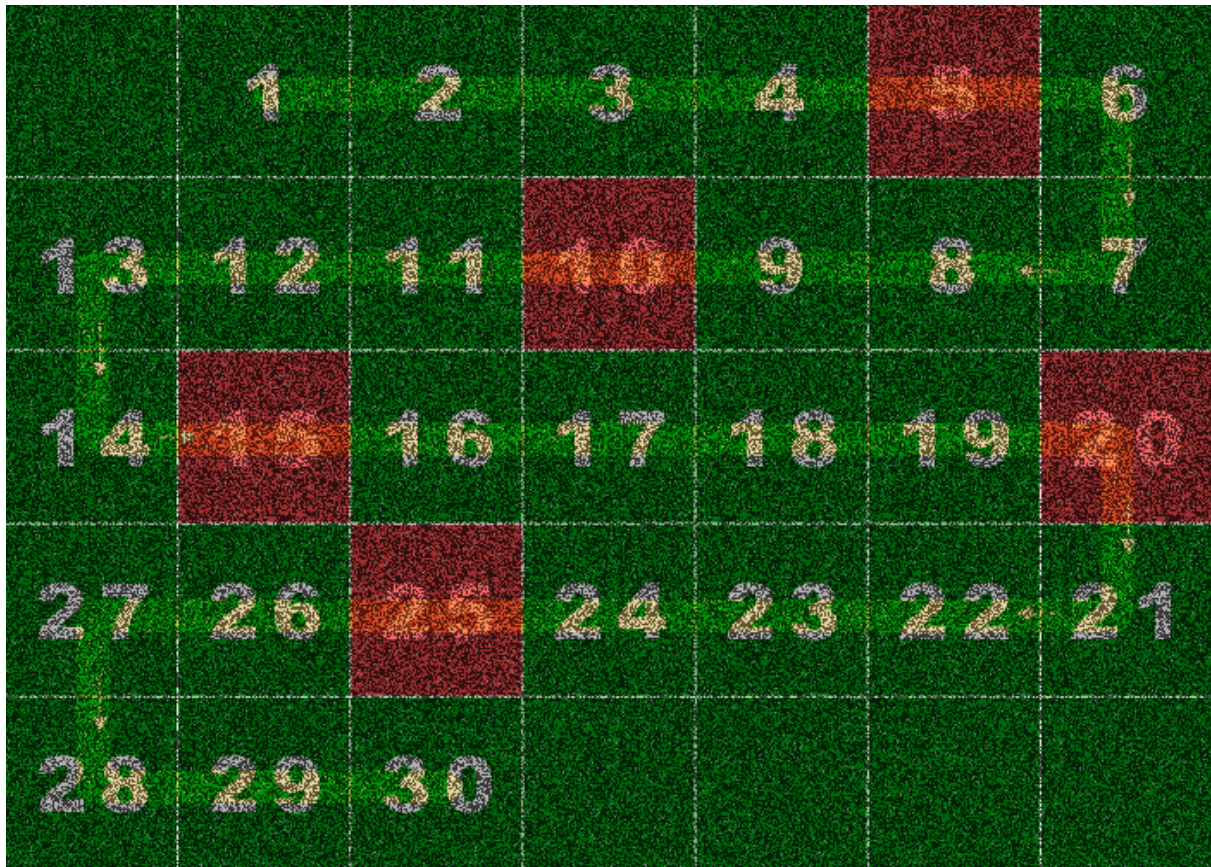


This ended up being the background for the entire project and then the other elements just found it's way after this!



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The game should mimic a board, and I found that the simplest way for me to be able to make this game is to find an image that mimics a game and then make the players move on top of what looks like a board. So I remembered I had this board image on my computer from when I actually got an idea to print out a paperversion of a game to make for my little sisters. This is a empty board with numbered tiles, and I thought the style fitted the theme as well. I ended up with this board as the game itself.



I then researched and found a price vector to use on the winner page. I designet a simple Logo for the game. I wanted a logo that was simple enough to not steal all attention on the page but still have the feeling of Game of Thrones and the elements and colors that would fit in with the rest of the page. I found a dragon vector and downloaded it and implied in the design to get that final tough of the logo.

DRAGONS

THE BOARD GAME



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After this was done I went on to designing digital prototypes in adobe XD.



I added the background image and the logo to the page and mimicked the character cards, added a simple button and a text that says “choose two players”. In my opinion these two options are the only ones you need to be able to play the game, and that’s enough for the user. The user will then first see the logo then see the Header which says “choose two players” and then move on to clicking on the player the user wants to pick. “player 1” will appear on the card the user just picked, and the user will then understand that he/she has done the correct move, and then click on a second player to pick one more. After choosing two characters one would start the game by clicking the very visible button that says “start game”. When clicking this button one will be taken to the gamepage.



As shown in the sketch, the logo is now moved and shrunk to the left making room for a short description. Here I chose to have “player 1 VS player 2” to make it more clear to the user that the two characters that was chosen is now playing against each other. One on each side, buttons that clearly says “roll” and when rolled, dices appears rolling on the current players side. The background image is still the same and makes a “red thread” through out the site when being consistent. My thought was that the red tiles could be some sort of traps. I did not really know what types of traps and how to make them but that was what I wanted to make.

When one player wins the user is sent to the third and last page, the winner page.



A oversized “price” vector and the heading displaying that there is now a winner. Ultimately I would like the name of the winner on the vector and then also some sort of effects or animations displaying fireworks or other “winner” related effects. A simple button to go back and play again and then the same shrunk logo on the top left side.

I quickly realise that these three sites are going to be quite simple in the design and the work will be in making the animations and doing the JS work.

I did not land on the colors of the elements before making these prototypes, and therefore I created a few color combinations to see how I wanted to combine these.





The colors extracted from the background image is a beautiful cold blue and a darker blue. I used this and the colors extracted from the boardgame background to create one combined colorscheme.



The final colorscheme is a variety of the cold and calm blueshades from the background (which I would like to use in the buttons and/or other calm elements that aren't going to stand too much out), and the more colorful vibes of the green and faded red from the boardbackground which I would like to use for call to actions and stronger elements.



Icons

There were also going to be made 5 different icons to use in this page. I decided the icons I were going to create was going to be some shields for the characters to be identified with. I wanted this to be shown on both the charactercards and also on the game page when the two players are chosen and then their spesific chield would be shown. The third place I wanted to use this is on the winner page. I wanted the winner price to show both the name and the shield of the winner. I created these icons to have something to identify the



different players by other than just their names. I decided to create these instead of for example navigation icons because I wanted everything to be clear and simple, and then I decided it was easier if the navigation was in clear writing.



Fonts



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For the fonts of the pages I wanted it to have that “game of thrones” look, and since I didn’t really know what that meant I had to do some research. I found that the GOT logo is quite memorable and unique

GAME OF THRONES™

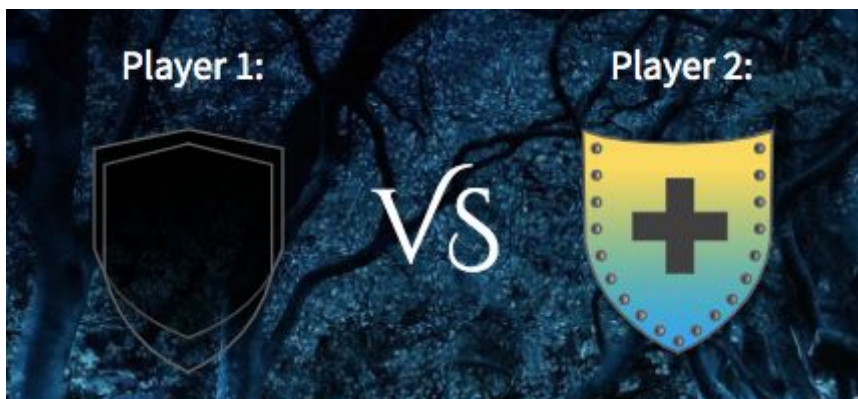
It’s rough and cool and has a distinct feeling about it and that’s what I as well wanted to create. I didn’t want to just copy the font and create the same one with my name on the game but make a “new” distinct look.

So I decided to combine a more creative and decorative font with a basic one. I landed on the “cinzel” typeface which is inspired by the roman inscriptions. It’s based on classical proportions but it’s still not boring or too simple, which is what I loved about it. Clear reading but decorative enough to be memorable in a theme like this.



Character Map

^A A	^B B	^C C	^D D	^E E	^F F	^G G	^H H	^I I	^J J	^K K	^L L	^M M
^N N	^O O	^P P	^Q Q	^R R	^S S	^T T	^U U	^V V	^W W	^X X	^Y Y	^Z Z
^a A	^b B	^c C	^d D	^e E	^f F	^g G	^h H	ⁱ I	^j J	^k K	^l L	^m M
ⁿ N	^o O	^p P	^q Q	^r R	^s S	^t T	^u U	^v V	^w W	^x X	^y Y	^z Z
^o 0	¹ 1	² 2	³ 3	⁴ 4	⁵ 5	⁶ 6	⁷ 7	⁸ 8	⁹ 9			
[.] .	[,] ,	[;] ;	[:] :	[@] @	[#] #	['] '	[!] !	["] "	[/] /	[?] ?	^{<} <	^{>} >
[%] %	^{&} &	[*] *	⁽ (⁾)	[□]	^{\$} \$						



For the two examples over I chose quite large scales on the fonts. These are in focus on the pages they are used on and are some of the only text shown on the pages, therefore I found



it to be logical that there was some size to them. The weight for the “choose two players” header is therefore 45px, and the “VS” example is 55px.

For the buttons through out the game I chose 18px so that the buttons are clear and easy to read but still not over dominating the rest of the elements. The “Roll” buttons has a hover effect going from blue to grey when clicked.



The navigation buttons are in the same style and colors through out the pages, white or blue and with the Cinzel decorative font. The smaller informative text elements on the page both on the charactercards and “player 1, player 2” text, have the font “ source sanse pro”, a simple and clear font to get the message out easily and is a suitable typeface for user interfaces. I chose the “normal” style so the text wouldn’t dissappear or be to vague in between the other elements.

Source Sans Pro ExtraLight AaBbCcDdEeFfG

Source Sans Pro ExtraLight | 1942 Glyphs

Source Sans Pro ExtraLight Italic AaBbCcDdE

Source Sans Pro ExtraLight Italic | 857 Glyphs

Source Sans Pro Light AaBbCcDdEeFfGgHh

Source Sans Pro Light | 1942 Glyphs

Source Sans Pro Light Italic AaBbCcDdEeFfG

Source Sans Pro Light Italic | 857 Glyphs

Source Sans Pro AaBbCcDdEeFfGgHhIiJjK

Source Sans Pro Regular | 1942 Glyphs

Source Sans Pro Italic AaBbCcDdEeFfGgHh

Source Sans Pro Italic | 857 Glyphs

Source Sans Pro Semibold AaBbCcDdEe

Source Sans Pro Semibold | 1942 Glyphs

Source Sans Pro Semibold Italic AaBbCcD

Source Sans Pro Semibold Italic | 857 Glyphs

Source Sans Pro Bold AaBbCcDdEeFfGg

Source Sans Pro Bold | 1942 Glyphs

Source Sans Pro Bold Italic AaBbCcDdEe

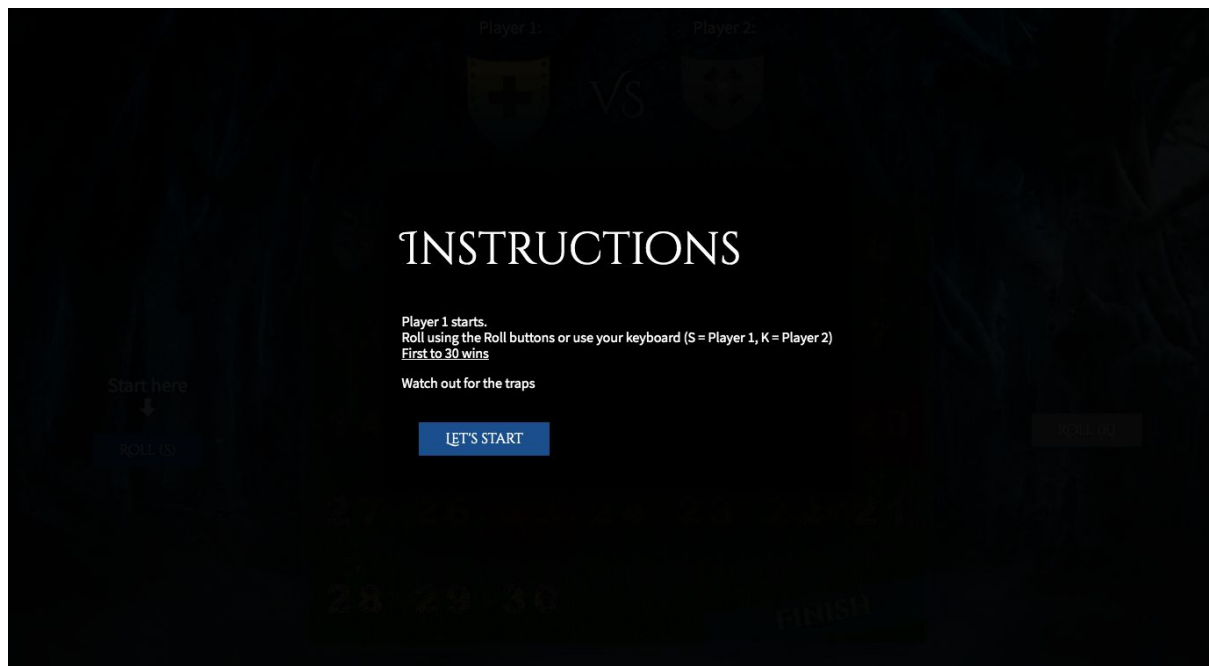
Source Sans Pro Bold Italic | 857 Glyphs



After all the elements was implied in the project and it felt complete, I conducted 4 different user-testing with the final product 12 days before the due date. one of the usertestings of the product was by two men in their 30's who are great fans of Game of Thrones. They played against each other and enjoyed the game quite a lot.

The other two users that tried it out was a girl aged 14 and her mother aged 44 years old. They also played against each other and also enjoyed the game. The usertesting revealed that in both the usertesting the users found the logo to be too much in focus. I initially placed it in the center and the details of the logo was too eyecatching and took too much of the attention. It also revealed that the users wanted more instructions on the game and that they had too many questions while playing. They also found it difficult to play a two player game with only being able to share mouse.

The actions I took after the user testing was to actually research how to create a way for the players to use the keyboard when playing so that each player can have their own key to press for rolling the dice. I then added instructions before entering the game so that each player would have to read and enter the game manually before playing, ensuring everyone has the information they need to be able to play the game easily.



I then made an animation on the logo to make it move to the left when hovered and then not being in the way when playing the game.

After doing these changes 2 new usertestings was conducted. This time by two young men aged 16 and 18, and then by a girl aged 20 and a man aged 22, both game of thrones fans. They didn't have the same comments as the first usertesters had, when it comes to the instructions and the problem with playing two at one time. They enjoyed the game even though it obviously is simple and easily played. Overall good feedback and I decided I didn't



ned to do any more changes to the game as it now had gotten good feedback and the changes I wanted to make was completed and good.

In the end I decided to try and add some soundeffects to some of the moves and It added another element to the complete package of the game, in my opinion and I wanted to try it out with a user to hear some feedback on just that detail and the feedback was positive and so I decided to keep it even though it might be slightly “overkill”, but still a fun detail.

2.3. Conclusion

This is definitely the most complicated project I have worked on, and I enjoyed the process of making the design and the animations in a new way than I have done before. I learned how to add soundeffects to a project for a more “complete” feeling of the game, and I also learned how to make firework as an animation on the winnerpage. I learned the importance of usertesting and the feedback I get from it. It helped me improve the game and also it made me see the game in a new light which I wouldn’t have been able to see by myself. One can get quite “blind” when looking at the same product you have made yourself, for too long and the inputs and feedbacks from outsiders are so important to be able to deliver a good product, and that is something that I felt very strongly in this project.

I felt like I chose the right fonts and colors for the project, as well as background image and boardbackground but if I could change an element I would have chosen to have the logo with a see through background and then have the font a lighter color so it would show better on the dark background. As of now it doesn’t fit in the design and it looks like it doesn’t belong there. I also am not happy about the hover effect I added after the usertesting revealed the logo was in the way, but as I didn’t have time to prioritice to re-design the logo and make it from scratch I had to be creative and that’s why I decided to have that animation and the users responded OK to it I decided to keep it, even though it wasn’t optimal.

If I had the time I would also like to do the level 2 process with two players being able to play live. I just didn’t have the time and it was just a little too complicated for me as I really worked so hard to be able to do level 1 as good as I possible could do and I am glad I didn’t try to do level 2 and then having done both halfway.

I feel like I used just as much, or more time just researching, reading and learning about the process of making a game more than the actual design and coding and that is because my knowlage on these types of animations was limited and it isn’t like anything I have ever done. I am happy to have used my time wisely by watching tutorials, reading books and getting tutoring through linkedIn Learning and other platforms. Using this time to break



down the different parts of making a game like this made it so much easier to connect the dots and actually make a product. I also got a new understanding of Sass when using it in a big project like this and seeing how much more effective it is than using regular css.

Overall I enjoyed the process and it was very learningful for me and I look forward to creating more products like this one and developing my knowlage in both JS and Sass even more.



3. References

Boardgame making

https://www.youtube.com/watch?v=Cl_w9RGTIC4&start=608s

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Firework template credits to Scott Schiller

<http://www.schillmania.com>

Creating firework animations

<https://www.youtube.com/watch?v=CKeylbT3vXI>

<https://www.youtube.com/watch?v=h75MK8g8Xfg>

<https://www.youtube.com/watch?v=baR91KIDGvc>

Sound effects

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<https://stackoverflow.com/questions/43743570/adding-sound-effects-in-javascript-html>

http://www.boogiejack.com/add_sound.html

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Keyboard controls



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Javascript

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