1. will assign teams after the Add/Drop period.

¡ Refer to the Announcements section for your team assignment, which tells you which team # to sign up !

¡ All team members should document their contributions to the board game project in a cloud-based folder with time-stamped documents to demonstrate their equitable contribution, in the event that it is challenged by other team members. Team issues should be flagged early via an email to the instructor !

With this assignment, you are submitting a URL to full board game documentation, which can be to either of the following two kinds of media:

- a **website or blog post** (e.g. Medium.com, Wix, SquareSpace etc.) presenting a world-facing game documentation
- either **a single PDF or** well-organized files in a **.zip file** with the first file at the top (alphabetical or numbered) being a Content Guide to the submitted materials. Please compress any PDFs to a small size! You can do this with an online tool such as https://www.ilovepdf.com/compress_pdf
- Links to an external site.
- . This .zip file should be hosted in a cloud space, such as SFU Vault, Google Drive, DropBox etc. Test the link in Private/Incognito mode to make sure it is a public link that does not require a login to acc/,ess it.

Invalid URL submissions will make your assignment considered to be late.

Assignments:

Sarah-yellow

Taylor-green

Gabi-red

Nikki-purple

June-blue

- ☐ The **structure and order of the submission content** should be as follows
  - ☑ A large banner image showing the game board#
  - ☑ The game's title $
  - ☑ A short and succinct core statement (one sentence) (email prof)

- ☑ A board game trailer (search for examples on YouTube to emulated), under 3 minutes long. The video can be as simple as a TikTok style video, and doesn't need to be highly produced. Do the best you can with your team's video production skills.
- ☑ A short paragraph contextualizing the game in terms of similar games you drew inspiration from.
- ☑ A statement of your three game pillars (for example: What, How, Why), one sentence per pillar.
- ☑ Thematic backstory (characters, storyworld, premise of the action etc.).
- ☑ A visual gallery of all the game components other than the main playing board (e.g. cards, dice, pieces representing players, etc.). It is ok to use generative AI platforms to produce visual elements for your board game.
- ☑ The Rule Book (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- ☑ Group meeting log: this should show minutes and summaries of each group meeting (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page). The first page of each meeting's minutes is sufficient for this document.
- ☑ Playtesting log: this should show what you learned during playtesting and how you revised the game based on insights gleaned (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- ☑ Flowcharts (please look ahead to the Flowchart lecture in Week 11 for an understanding of how these are made) showing game the primary mechanics outlined as a logical structure tree (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- ☑ Game cards
- ☑ A quantitative analysis of game balance, showing how probabilities and other design factors were used to achieve a balanced outcome (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page). For example, in play testing the game, you may have made discoveries about probabilities that had to be adjusted to make for more fair or interesting gameplay, so you can discuss intentional changes made to the quantitative aspects of the game. You can also discuss other quantitative items, such as how long a full game play takes (e.g. start to win), average time taken per turn, ranges of scores (high-to-low), probabilities for certain cards to be drawn compared to die rolls, etc. Every game will be a bit different, so the goal here is to present a quantitative profile

~~of your game, and how you used quantitative information in your design process to make a better game.~~

- [ ] tokens/icons
- [x] ~~Finalized boardgame~~
- [x] ~~A description of the main game Dynamics (i.e. successful strategies that emerged).~~
- [x] ~~A description of trade-offs and dilemmas that emerge in gameplay.~~
- [x] ~~A description of how long a typical play session lasts.~~
- [ ] The last part of the submission needs to detail exactly what each team member contributed to the project, beyond general ideas or conversation. A record needs to be produced of exactly which game deliverables were worked on by who and by approximately what percentage, in case a dispute arises as to the fair assignment of the grade to each team member (if you are submitting a world-facing website, this can be a link to a separate downloadable PDF from the web page).
- [ ] Your game must be designed within the following constraints:
  - [x] ~~there should be a randomness component~~
  - [x] ~~there should be a strategy and skill component~~
  - [x] ~~there needs to be some kind of background narrative premise/storyworld aspect~~
- [ ] Your goal is a preproduction prototype, which means that it doesn't have to be quite ready to be shipped as a final product, but should be more or less 'good to go' for either of the following scenarios:
- [ ] • a print-to-play game
  • a prototype from which a real board game can be produced
  • a prototype for a digital board game.
- [x] ~~The Website~~