

Project Group 28 Members: Gabriel Sofekun(Gabi), Sarah Grods, Taylor Blenkin, June Diao, Nikki Hadidi

October 2nd 2025 minutes

Gameboard Brainstorm:

-Blend of narrative and strategy

- bakery
- society
- fantasy
- dictatorship
- **monarchy**
- murder mystery/impostor

For next meeting:

Each group member fills in 2 task squares for each character in the quest chart on tab 5.

Guidelines/context/examples: Each region of the board has their own respective tokens which can be earned by the players while fulfilling their tasks. For example: a player with the princess character could have the task to gather materials for a new dress, therefore they'd need to visit the mining region as well as the farm region to gather wool (farm token) and rubies (mine token). These tokens can then be turned into the market/bank in return for 1 point earned. When coming up with greater point quests be sure to keep in mind that the tasks should either require visiting a more rare to land on region/multiple regions across the board.

OCT 2

- first meeting

OCT 9

- Bring your own game design with the theme of monarchy

-Decide on which we like best

-delegate roles for game completion

-read through criteria & have a good understanding of the assignment

OCT 16

-check in

OCT 23

-finalize

DUE OCT 26

 **Kingdom of Keys Pitch**

egMeeting minutes Oct 9, 2025. Group 28.

Meeting at 5:30 commons room 305

Sarah, taylor, gabi, june

Niki absent,

gabi attending through discord call

1. Each brought a game design idea with the theme in mind
2. discussed and ultimately chose Taylor's game as the base to build off of, incorporating bits and pieces from other ideas.
3. The majority of the meeting was about flushing out and asking questions about the fundamentals and the pillars of the game moving forwards.
4. Ended with plans to finish figuring out the details of the game for next week's meeting.

Meeting minutes Oct 17, 2025. Group 28.

Meeting at 5:30: remote

Taylor, Gabi, Nikki

Sarah and June absent,

gabi attending through discord call

1. Nikki was brought to speed on the last meeting
2. Gabi presented a mechanics to make the adopted idea from last meeting work
3. Nikki suggested some variations to Gabi's idea. The group discussed how such additions to Gabi's idea can work. Taylor suggested the addition might not work because the game should be limited to 4 players, while G
4. Gabi suggested we make the game mechanics expandable
5. Gabi posted the mechanics in groups google doc and the meeting was adjourned till next week..

Meeting Minutes – October 23

Main Goal:

Settle on a final outline for the board game concept.

Key Decisions

- **Simplification:**
The group decided to remove discussion/social deduction and the imposter role in order to conform to a more standardized board game format and simplify the mechanics.
 - **Player Count:**
The game is designed for **4 or more players**.
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Game Concept Overview

- **Theme:**
A competitive adventure-style board game set across multiple regions, involving travel, resource collection, duels, and strategic blocking of opponents' progress.
 - **Core Mechanic:**
Players move across a **linear board** divided into regions, completing **tasks** and gaining **points** through various actions.
The first player to reach 10 points wins.
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Gameplay Features

Board and Regions

- The board is a single map with incorporated regions in the artwork.
- There are **four main regions** plus **rare regions** in between:
 - **Main Regions:** Mine, Farm, Port, Village
 - **Rare Regions:** Apothecary, Church, Castle/Noble

- Players travel across these regions to complete actions and tasks.
- **Region effects:** The area where a player lands after their roll influences available resources.
- **Board layout:** Maze-like design with designated **duel squares**.

Actions and Cards

- **Action Cards:** Provide resource formulas to accomplish specific tasks
- **Examples:**
 - A player who is a Farmer needs to gather materials from specific locations.
 - Traveling to a region lets players collect necessary resources for tasks.

Duels and Coins

- **Duels:** Occur when landing on duel squares; winners can earn resources.
- **Village:** Players **cash in coins**.
- **Thief Squares:** Steal coins from players. Stolen coins go into the “thief pot.”
- **King’s Favour Mechanic:** Coins stolen go into a “thief pot.” When the pot reaches 5, the coins are redistributed to areas on the board.
- There are **8 duel squares** total.

Tasks and Goals

- Each player has **6 personal tasks** to complete.
- They are worth different amounts of points.
- They do not all need to be completed and can be reused infinitely.
- **Tokens and Points Examples:**
 - You are a princess and you need a dress. You can do this by gathering 1 Farm Token (Wool) and 1 Mine Token (Ruby). Cash in at the village to earn 1 point.

- You are a Princess and you must visit both the Church and Castle to meet the Prince and complete the wedding task.
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Characters

- Prince
- Princess
- Knight
- Merchant
- Farmer

October 30th meeting:

Rules:

- Shuffle character cards to start
- Everyone draws a card for a character
 - Based on social hierarchy, players will start. Ex. Prince goes first, then princess, knight, merchant, and lastly farmer.
- Each character card has all the quests on the beach
- The only way to cash in tokens is if you have acquired all the necessary tokens for your quest
- 3 bridges on the board for the apothecary, church, and noble regions. Players can choose to cross the bridge, forfeiting the chance to pass “go” in the larger regions, along with gaining their respective coins. If they choose to cross into the rare region they have to flip a coin to be allowed entry. If they are they can collect their token and travel quicker to the next region. if not they carry on moving forward.

Further brainstorming for playtesting:

- play test direction changes (potentially an option for players in the playbook)
- play test with one or two dice
- play test thief squares
- play test task cards

For next week:

Everyone fill out one more task square

Pieces

Board

Cards

Chart