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Adaptation Board Game

Conceptual description:

The idea for this project is a highly asymmetrical board game for 4-10 players, simulating the expansion of human landscapes, and the ways in which nature can adapt to them. One player plays as the humans, whose goal is to build a big prosperous city. They are contending with animals stealing their food, mold damaging their buildings, and the mounting piles of trash that they create. One player plays as the mycorrhizal network (a.k.a. mushroom bois). Their goal is to nurture a large, healthy forest. They contend with humans changing the face of the landscape, and with trying to attract animals to the forest in order to maintain a healthy ecosystem. All the other players play as animals, who are trying to collect enough food to breed, while faced with a changing environment and the decision to adapt traits that are useful in the expanding urban landscape, or to instead stick with the forest.

Technical Description:

Components:

Animal pieces (9 per species, 6-8 species): cut from a dowel, laser engraved.
Animal player boards (1 per species): Printed on cardboard.
Tree pieces (~100): cut from square dowel and painted (solid green)
Building pieces (~70): cut from square dowel and painted (solid grey)
Fungus pieces (~30, all unique): printed on cardboard.
Trash (~200): tiny cubes (meeplesource.com)
Vegetables (~100): tiny light green cubes (buy)
Meat (~30): tiny red cubes (buy)
Food (~200): tiny yellow cubes (buy)
Roads (~40): cut from dowel and painted
City tiles (~30): printed on cardboard.
Farm tiles (~20): printed on cardboard.
Pesticide tokens (~6): cut from dowel and painted.
?Park tiles (2): printed on cardboard.
?Landfill tiles (2): printed on cardboard.

BOARD:

Possibility 1: AR:
requirements: Screen, webcam, frame, computer running Unity with Vuphoria plugin. Tracked objects would be roads, and corners of the board, and the board tiling would shift (smoothly?) in response to player's moves. Board would be Voronoi polygons, with centers randomly selected within a certain distance of predetermined grid centers.

Possibility 2: Lasercut wood or printed cardboard.
Board would be circles connected by lines. Allows for a bigger, but less "cool" and less detailed board. Also the space between tiles requires it to be bigger in order to not be crowded.

Gameplay:

Human turn:
collect veg/meat from farms, convert it into food.
Pay food to build buildings, farms, and roads. For each thing built, generate one trash on that tile.
Pay food to move trash.
Plant veg/meat

Fungus turn:
Activate 2 fungus. Resolve each effect in order (including chains). Each fungus may only be activated once per turn. Activation resolves the text on the tile in order, which includes at least one move and maybe a condition.
Moves:
- Growth: Move this tile and add a tile from your hand to this spot.
- Activate n fungus
- add x veg/meat
- remove x trash
- remove 1 building block/farm
- convert n veg/meat/trash/tree to f(n) veg/meat/trash/tree
- draw n fungus

Conditions:
- on n adjacent tiles with x amount of forest/buildings/trash.
- on n adjacent tiles with/without fungus/animals/veg/meat.
- per each tree/veg/meat/animal/building on n adjacent tiles

Animal turns, in order of herbivory -> carnivory:
- Remove 1 food per animal token on the board.
- Each token gets speed actions, which can be moving and eating in any ratio and order
- pay food to adapt
- resolve starvation/births

Resolve Trash:
- On all tiles with three trash, remove a tree/building if there is one, and 3 food from any animal on that tile

Resolve Forest:
- add a tree to every tile occupied by an animal and no farm/building
- add a tree to every tile with an animal and a building if the human player allows it.