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| **Game Production**  Diploma in IT  Year 2 (2023/24) Semester 3 | Week **4** |
| **4** hours |
| **Board Games** | |

Part 1

Board games are a great way to start designing and conceptualizing games. They are a common sight in many game studios. Pick at least 2 board games to play with your friends in class.

* Incan Gold
* Avalon
* King Of Tokyo

In your Portfolio website, write a mini-review for each board game that you played. Pay special attention to the game mechanics involved, and what made the game fun (or not fun).

Incan Gold is an exciting and fast-paced adventure game that challenges players to make quick decisions while exploring a dangerous temple. The game is easy to learn and can be played by 3 to 8 players, making it a great option for a group game night. The game revolves around players exploring a temple and collecting valuable treasures while avoiding dangerous traps and creatures. Each turn, players must choose whether to stay in the temple to collect more treasure or leave to keep what they've already found. If a player stays too long and encounters a hazard, they lose all their treasure for that round. Overall, it is a very fun, thrilling, and high suspense game which requires a bit of luck.

What makes Incan Gold a fun and exciting game is the constant tension it creates as players must make quick decisions about whether to continue exploring the temple or to cut their losses and leave with the treasure they've already collected. The gameplay is simple and easy to learn, which allows players to focus on the thrill of adventure and the excitement of the unknown. Incan Gold also has a strong element of risk vs. reward, which adds to the excitement of the game. Players must weigh the potential rewards of staying in the temple against the risk of losing everything if they encounter a hazard. This creates a sense of anticipation and excitement as players must make split-second decisions about whether to stay or go.

King of Tokyo is a fast-paced and fun board game that puts players in the role of giant monsters battling for supremacy in the heart of Tokyo. The game is easy to learn and can be played by 2 to 6 players, making it a great option to play with friends and family. In King of Tokyo, players take turns rolling dice to determine their actions. The dice allow players to attack other monsters, heal themselves, gain victory points, or even become the King of Tokyo itself. The game also features a variety of special powers and upgrades that players can purchase to gain an edge over their opponents. Overall, this is a competitive and fun game to play with friends and requires a bit of luck with the dice rolls.

What makes King of Tokyo a fun game is its fast-paced gameplay and the various ways in which players can interact with one another. The game encourages players to attack each other and compete for control of Tokyo, which creates a sense of tension and excitement throughout the game as the person in Tokyo can attack everyone on the board but at the same time get damaged by players outside of Tokyo. The dice rolling mechanic allows for a degree of unpredictability, which keeps players engaged and on their toes.

What makes the game not fun for me is that I was being targeted by my friends and they all wanted to eliminate me.

Part 2

Design a board game concept that requires players to explore a map.

Suggested progression:

1. Determine the theme and the goal; identify the target audience
2. Identify probable mechanics
3. Identify how players will interact with each other

Describe your game concept on your Portfolio website.

Theme and Goal:

The theme of my game will be a high-stakes heist where players take on the role of a team of thieves who must work together to rob a heavily guarded museum. The goal of the game is to successfully complete the heist and escape with the most valuable artifacts.

Mechanics:

To play the game, each player will choose a thief character with unique abilities that will help them navigate the museum and overcome obstacles. Players will take turns rolling a dice to move around the board, which will consist of a map of the museum with different rooms and corridors. As players move through the museum, they will encounter obstacles such as locked doors, security guards, and alarm systems that they will need to overcome using their abilities and tools.

Players will also have to work together to solve puzzles and overcome challenges that require the collective effort of the team. For example, one player may need to hack into a security system while another player creates a distraction to keep the guards from catching on.

Throughout the game, players will be collecting artifacts and cash that they can use to buy tools and upgrades that will help them overcome future obstacles. The game will escalate as it goes on, with tougher challenges and more guards patrolling the museum.

Player Interaction:

While the players are working together towards a common goal, there will still be opportunities for competition and player interaction. Players can choose to either share the wealth or keep their loot for themselves, and there may be scenarios where one player can betray the team for personal gain.

In addition, players can vote on certain decisions, such as whether to take a risky shortcut or to use a diversion tactic. This adds an extra level of strategy to the game, as players will have to weigh the benefits and risks of each decision.

Part 3

Create a free account on the website <http://www.boardgamegeek.com>, which is the world premiere resource on board game information. It contains news on latest and upcoming games, written and video reviews, instructional videos and much more. You are encouraged to browse the website for inspiration for your upcoming Assignment 1.