**FEASIBILITY STUDY**

**Game Concept**

A board game is a table-top game that involves players to move pieces on a pre-defined board by following the set of rules. There are several type of board games in which some of them are based on the player’s strategy whereas others involving the element of chance. In the board games players aim to achieve the goal defined by the rules of the game.

One of the ancient board games invented by Indians is Snakes and Ladders. The game is known as a classic in the modern days. It can be played by two or more players. Each player moves on a numbered gameboard according to the die rolls. Snakes and ladders that are placed on the gameboard connects two distinct board squares and helps or hinders the player, respectively. The game can be considered as a race to reach the goal based on pure luck of the player. Even tough game invented by the ancient Indians, it become widely popular after the game released in 1943 with the name of Chutes and Ladders in United States.

Modern market expectations drive table-top games to be available on digital platforms due to fact that many people are spending more time on the computer every day. Chutes and Ladders is one of the games that has been digitalized in 1999 by Hasbro Interactive and after that many different versions of the game have been published. Even tough the game was so popular as a table-top game for children it could not catch the same popularity on the computer due to static game board design and lack of new rules.

Our game is taking its root from the very well-known Snakes and Ladders in the gameplay style where players would move along the game board according to the dice rolls which made the game popular throughout the history. As an improvement to the original game, the game board will not only follow the ordered board tiles, but game board will contain levels for players to progress one by one to reach the goal. Also, with the addition of different game rules, lack of variation on the gameboard will be prevented to give more exciting gameplay to the players.

To widen the target age market, game board is planned to be designed as a 3D pyramid where every level on the board is visibly representing a different layer of stones in the pyramid. Since the board is planned to be designed as a pyramid Egyptian mythology selected as visual concept. For that reason, each tile that represents a different game rule is visualised with a different Egyptian mythological icon.

To overcome the problem of static gameboard, players can generate their own game board in different sizes. They can place the game rules as their desire on the board or play in the game board that is created randomly in each gameplay.

With the all additions that is added to the base Snakes and Ladders gameplay, it is believed that our board game *Gates of Duat* will target bigger market and become a good successor for the original game.