

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

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Status: Submitted | Worksheet Progress: 100.00%

Potential Grade: 10.00/10.00 (100.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/swk5>

Instructions

Objective: Individually create a detailed design treatment for an original board game, covering the concept, gameplay mechanics, visual style, target audience, and inclusivity features. This foundational work will lead to further development phases.

1. Work on the below tasks (recommended to do in the order provided). 2, After you have the core concepts/sketches seek external feedback from 3 different people, preferably people from your target audience
2. Once all items are filled out, ensure this worksheet is saved and explore the PDF
3. Upload the PDF to a branch called `DesignTreatment` on GitHub
4. Create a pull request to main, and complete the merge
5. Upload the same PDF to Canvas

Section #1: (2 pts.) Crafting The Game Treatment

Task #1 (0.29 pts.) - Possible Title(s) of the Game

Weight: 14.29%

Objective: *Possible Title(s) of the Game*

Details:

- Propose fitting title(s) reflecting the game's essence
- Explanation of title(s) choices

Your Response:

The title that I decided on for my game is ***Shadow Syndicate: The Game of Deception and Power***, which can be shortened to ***Shadow Syndicate***.

I decided on this title as it reflects the game's core themes of **secrecy**, **intrigue** and **manipulation**. To be more precise, the title can be broken down to the following:

- "Shadow" refers to the hidden nature of the players' roles, covert operations and the constant veil of uncertainty in the game. It also alludes to the cyberpunk aesthetic, where much of the action takes place in the dark underbelly of society.
- "Syndicate" conveys the idea of a powerful, secretive organization where players compete for dominance through strategy, alliances and betrayal.
- "The Game of Deception and Power" serves as a tagline to reinforce the core game mechanics—players must use deception to outmaneuver opponents and ultimately seize control.

The title essentially encapsulates the tension and psychological warfare at the heart of the game, making it instantly intriguing and thematically fitting.



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Task #2 (0.29 pts.) - Game Setting

Weight: 14.29%

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

≡ Text Prompt

Your Response:

Shadow Syndicate is a **cyberpunk metropolis** ruled by powerful underground organizations, where deception, espionage, and shifting alliances dictate survival. The city is a sprawling, neon-lit dystopia filled with towering skyscrapers, dark alleyways, and hidden data hubs where clandestine deals are made.

This setting has the following key elements:

- **The Syndicate:** A secretive and fractured organization that controls the city from the shadows. Players take on the roles of operatives within this network, each with their own agenda.
- **Neon-Lit Underground:** The game's world is filled with smoky speakeasies, abandoned corporate towers, and high-tech hideouts where secrets change hands.
- **Digital Warfare:** Hackers, informants, and assassins manipulate power structures, using advanced technology and misinformation to gain the upper hand.
- **Corporate Corruption:** Mega-corporations pull the strings behind the scenes, funding factions within the

Syndicate while working toward their own interests.

- Unstable Alliances: Trust is fleeting in a world where information is currency, and betrayal is always a possibility.

This setting provides an immersive backdrop for a game built around **social deduction, manipulation, and power struggles**.

Task #3 (0.29 pts.) - Game Characters

Weight: 14.29%

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

≡ Text Prompt

Your Response:

Each player assumes a secret role within the Syndicate, each with unique abilities and motives. These roles influence gameplay, alliances, and strategies.

These "secret roles" can be separated into the following:

- The Phantom (Mastermind)
 - Abilities: Can manipulate turn order, redirect actions, and plant false intel.
 - Personality: Mysterious, calculating, and always three steps ahead.
 - Goal: Maintain control by influencing key players while remaining undetected.
- The Broker (Influence Expert)
 - Abilities: Can trade resources, forge alliances, and manipulate voting outcomes.
 - Personality: Charismatic and ruthless, willing to sell out anyone for power.
 - Goal: Amass the most influence and ensure others rely on them for survival.
- The Assassin (Eliminator)
 - Abilities: Can remove key players under specific conditions but must act carefully.
 - Personality: Cold, precise, and highly disciplined.
 - Goal: Eliminate high-value targets while remaining undetected.
- The Informant (Spy)
 - Abilities: Can uncover secret roles, track resource exchanges, and expose betrayals.
 - Personality: Inquisitive, manipulative, and always gathering leverage.

Task #4 (0.29 pts.) - Game Theme

Weight: 14.29%

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

≡, Text Prompt

Your Response:

Shadow Syndicate revolves around **power, deception, and survival in a cyberpunk underworld**. Players navigate a world where trust is an illusion, alliances are temporary, and only the most cunning will emerge victorious.

Key Themes:

1. **Deception and Misdirection:** Every player has a secret role, and the key to success is manipulating others while concealing your true intentions. Bluffing, misinformation, and hidden agendas create constant tension and psychological warfare.
2. **Power Struggles and Betrayal:** Players compete for influence within the Syndicate, forging alliances while preparing for inevitable betrayals. Power is never static—unexpected betrayals, shifts in control, and last-minute plays ensure a dynamic experience.
3. **Cyberpunk Espionage:** The world is a neon-lit dystopia filled with hackers, assassins, and corporate spies fighting for dominance. Technology plays a role in subterfuge, with hacking, surveillance, and cybernetics affecting gameplay mechanics.
4. **Morality and Survival:** The game presents ethical dilemmas—do you uphold loyalty or sacrifice others for personal gain? Each player's approach to manipulation, honor, and risk-taking determines how the game unfolds.
5. **Emergent Storytelling:** No two games play the same—players create their own narratives through strategy, deals, and betrayals. Dynamic role interactions lead to evolving stories that feel unique every

Task #5 (0.29 pts.) - Game Story

Weight: 14.29%

Objective: *Game Story*

Details:

- Thoroughly describe the story

≡, Text Prompt

Your Response:

In the neon-drenched sprawl of Nova Omnis, the world's most advanced cyberpunk metropolis, power is not held by governments or corporations—it belongs to the Shadow Syndicate. A vast underground network of rival factions, rogue operatives, and digital warlords battle for control, using deception, assassination, and hacking to shift the balance of power in their favor.

The Central Conflict:

- The Syndicate Council, a secretive ruling body that once maintained order among the factions, has mysteriously collapsed. With its leaders missing, the city plunges into chaos as rival forces race to seize control. As a high-ranking operative, you must navigate this treacherous web of deception, using your unique skills to manipulate events and outmaneuver your adversaries.

Player's Role:

- Each player takes on the role of a powerful operative within the Syndicate, each with their own hidden agenda. Some seek to restore order, others aim to seize power for themselves, and a few have mysterious personal goals that could change everything. With shifting alliances and betrayals at every turn, survival depends on your ability to outthink and outplay your rivals.

Factions at War:

Task #6 (0.29 pts.) - Objectives and Conflicts

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

≡ Text Prompt

Your Response:

Shadow Syndicate has unique goals and challenges that make the game interesting to play.

Primary Goals:

- **Ascend to Power:** Players must maneuver their way into the highest ranks of the Shadow Syndicate, using strategy, deception, and alliances to outlast their rivals.
- **Uncover Hidden Identities:** To gain the upper hand, players must deduce the true roles and intentions of their opponents while concealing their own.
- **Control the Syndicate's Fate:** Players influence key events that shape the organization's stability, leading to different endgame scenarios.
- **Survive Betrayals:** Trust is fragile, and alliances are temporary; only the most cunning will endure.

Core Challenges:

- **Navigating Deception:** Every interaction carries risk, as players must decide when to trust, lie, or manipulate others.
- **Adapting to Unpredictable Events:** Power shifts constantly, requiring players to think several steps ahead.
- **Managing Limited Resources:** Intel, influence, and power tokens must be carefully allocated for maximum impact.
- **Surviving Assassination Attempts:** Players with too much influence may become targets, forcing them

Task #7 (0.29 pts.) - Game Mechanics

Weight: 14.29%

Objective: *Game Mechanics*

Details:

- List each mechanic with supporting details to clearly portray the mechanic

≡, Text Prompt

Your Response:

Shadow Syndicate has the following primary mechanics:

- Hidden Roles: Each player assumes a secret identity with unique abilities.
- Resource Management: Players manage influence, power, and intel cards.
- Bluffing & Deduction: Misdirect opponents while uncovering their motives. Action Selection: Players take turns performing covert operations or forging alliances.
- Voting & Betrayal: Players can vote on critical decisions, but trust is fragile.

The game has the following objectives:

- Become the Syndicate leader by outmaneuvering rivals.
- Survive betrayals and eliminate opposing factions.
- Uncover and manipulate allies and enemies.

The game features the following in terms of progression:

- Players gain power and new abilities as the game advances.
- The Syndicate's stability shifts based on players' actions.
- Advanced rule sets introduce deeper strategic layers.

The game operates on the following rules:

Section #2: (1 pt.) Target Audience Analysis

Task #1 (1 pt.) - Identify and analyze the game's target audience

Weight: 100%

Objective: *Identify and analyze the game's target audience*

Details:

Details:

- Clearly identify the target audience
- Include analysis of demographics, interests, and gaming habits
- Justification of appeal to target audience

≡, Text Prompt

Your Response:

Shadow Syndicate is intended to be a game targeted at an audience that exhibit the following characteristics:

- Demographics:
 - Age: 14+ (teens and adults)
 - Gaming Profile: Ideal for fans of **social deduction, strategic board games and role-playing experiences.**
 - Skill Level: Appeals to both casual board gamers and seasoned strategy enthusiasts.
 - Player Groups: Designed for **friend groups, tabletop gaming communities and family game nights.**
- Interests & Gaming Habits:
 - Fans of Deduction & Bluffing Games: Players who enjoy games like *Coup*, *Secret Hitler* and *The Resistance* will find familiar mechanics but with added strategic depth.
 - Cyberpunk & Espionage Enthusiasts: The game's futuristic underworld setting appeals to players who love cyberpunk aesthetics, hacker culture, and political intrigue.
 - Narrative-Driven Gamers: The emergent storytelling elements attract those who enjoy shaping the game's narrative through deception and shifting alliances.
 - Competitive and Social Players: The mix of strategy and negotiation makes it appealing to both highly competitive gamers and those who enjoy social interactions in games.
 - Tabletop Gaming Fans: Those who regularly engage in board game nights, role-playing experiences, and social party games will find it easy to integrate into their collections.

Section #3: (1 pt.) Accessibility And Inclusivity Strategies

Task #1 (1 pt.) - Outline strategies to make your game accessible and inclusive

Weight: 100%

Objective: Outline strategies to make your game accessible and inclusive

Details:

- Include considerations for diverse abilities
- Outline inclusivity strategies for a wide audience
- Discuss implementation of noted inclusivity strategies without compromising gameplay

≡, Text Prompt

Your Response:

Shadow Syndicate aims to be a game that is accessible and inclusive to all players, regardless of their abilities. This is achieved through the following:

- Considerations For Diverse Abilities:
 - Colorblind-Friendly Design: Use of distinct symbols alongside colors to ensure all players can easily differentiate cards and game elements.
 - Readable Fonts & High Contrast: Text elements are designed with clarity in mind, using legible fonts and high contrast to aid visibility.
 - Simple and Intuitive Iconography: Reduces reliance on text-heavy mechanics, allowing players of different literacy levels to engage equally.
 - Physical Accessibility: Large, easy-to-handle cards and tokens make the game comfortable for players with limited dexterity.
- Inclusivity Strategies For A Wide Audience:
 - Diverse Character Representation: The game features characters from various backgrounds, cultures, and identities to foster inclusivity.
 - Gender-Neutral Roles & Language: Roles and mechanics are designed to be inclusive, ensuring that all players feel represented.
 - Multiple Rule Variations: Different modes cater to varying skill levels, making the game accessible to beginners and experienced players alike.
- Implementation Without Compromising Gameplay

Section #4: (2 pts.) Pitch Preparation

Task #1 (2 pts.) - Pitch

Weight: 100%

Objective: Pitch

Details:

- Summarize concept and theme
- Compellingly highlight target audience and unique selling points
- Emphasize how the game stands out in the current market

≡, Text Prompt

Your Response:

In the neon-drenched underworld of a cyberpunk metropolis, power is fleeting, and trust is a dangerous illusion. *Shadow Syndicate* is an electrifying social deduction and strategy card game where players become

inclusion. *Shadow Syndicate* is an electrifying social deduction and strategy card game where players become covert operatives, each with a hidden agenda. Will you manipulate, deceive, or forge alliances to seize control of the Syndicate?

What Sets It Apart? Unlike other deduction games, *Shadow Syndicate* seamlessly blends deep strategic gameplay with high-stakes psychological warfare. With shifting allegiances, hidden identities, and emergent storytelling, every session unfolds like a cinematic espionage thriller—no two games are ever the same.

Who Will Love This Game? Designed for **strategy enthusiasts**, **social deduction fans**, and **tabletop gamers** who thrive on mind games and power plays, *Shadow Syndicate* delivers an intense, replayable experience. Whether you enjoy the intrigue of *Coup*, the deception of *Secret Hitler*, or the tension of *The Resistance*, this game will keep you on the edge of your seat.

Why Now? In a market saturated with predictable mechanics, *Shadow Syndicate* stands out by **elevating deception into an art form**. Its accessibility options, diverse character representation, and modular game mechanics ensure inclusivity without compromising depth. This is more than just a game—it's an experience of cunning, suspense, and betrayal at its finest.

Are you ready to embrace the shadows and take control of the Syndicate?

Section #5: (2 pts.) Visualizing The Game Concept

Task #1 (2 pts.) - Sketches/Storyboard

Weight: 100%

Objective: Sketches/Storyboard

Details:

- Provide at least two sketches
- Sketches should accurately represent the game's concept and theme
- Sketches/storyboards should be coherent with game's style and theme

Image Prompt



This is one of the concept sketches for Shadow Syndicate.



Section #6: (2 pts.) External Feedback

Task #1 (0.67 pts.) - Feedback 1

Weight: 33.33%

Objective: Feedback 1

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡ Text Prompt

Your Response:

Name/Relation: Collin - Fellow peer in another course I'm taking (IT 286 - Foundations of Game Production)

Comments: He likes the concept, mechanics and style of the game, but would love to see the idea working out (especially in terms of overall mechanics).

My Reflection On Comments: I'm relieved that he likes the concept. I will take that into consideration to make a good game with great mechanics and the like.



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Task #2 (0.67 pts.) - Feedback 2

Weight: 33.33%

Objective: Feedback 2

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡, Text Prompt

Your Response:

I could not get a second person to feedback.



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Task #3 (0.67 pts.) - Feedback 3

Weight: 33.33%

Objective: Feedback 3

Details:

- Note the person's name and relation to you
- Summarize feedback focusing on concept, mechanics, and style
- Reflect on how the feedback will be used to refine the design

≡, Text Prompt

Your Response:

I could not get a third person to feedback.



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