**CSCI/ISAT B145 Fall 2024 - Final Project Game Description Template (for Project Proposal)**

*Note:* if you are a Mac user and you are using Pages instead of Microsoft Word as your word processing application, ***please* export this document to Microsoft Word format** (\*.docx) before submitting.

* In addition to a completed version of this **gameplay description document**, you’ll be expected to provide additional deliverables that comprise the remaining elements of your final project proposal:
* A complete **noun/verb list** derived directly from your gameplay description (you may use the example shown in class as a *template*)
* **Clear photos of your** **handwritten CRC cards** — please make sure they are scaled and rotated properly so that they are easy to read. I recommend you embed your CRC card photos in a Word document so that you can organize them nearly and logically — do not simply upload a bunch of JPGs or PNG files.
* A **complete set of anticipated** ***user stories***, written from the standpoint of the *player* of your game and from the standpoint of the *developer/artist,* so that all planned game features are “covered*.”* Please organize your user stories into *categories* — you may use the example shown in class as a template to follow, but please write all of your individual user stories “from scratch” rather than simply copy-pasting those found in the example shown in class.

**Name:** *Connor Floyd*

1. **Title**: In the space below, write the proposed title of your game. It’s possible you might change this later, but try to come up with something original and appropriate.

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| *The Echoes of Ur* |

1. **Summary**: In the space provided below, write aone-sentence overall general description of your game that could potentially be used for marketing or advertising purposes. *[For example:* ***Crabs vs. Lobsters*** *is an exciting two-player race game with elements of luck, strategy, and action — reach your goal zone first while capturing your opponent’s pieces and navigating safe spaces]*

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| *The Echoes of Ur is an immersive adaptation of the Royal Game of Ur, where players navigate a board marked by temporal “echoes” that alter their moves, blending strategy with historical exploration of Mesopotamian events.* |

1. In the space below, specify which set of existing rules for the original *Royal Game of Ur* you are using as the starting point for your modifications. You don’t need to write out those rules here, but please provide a URL (a link to a website) that provides a description of those rules.

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| *Irving Finkel vs. Tom Scott* |

1. In the space below, describe your **rule modifications**. Remember, you need to make one (1) to three (3) modifications to the rule set you specified in question #3 above. Keep your total word count in the space below to **no more than 200 words**. If you go over this limit, not only are your proposed rule modifications probably too complicated for the scope of this project, but your score on the proposal will be penalized.

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| *In The Echoes of Ur, each time a piece moves from a space on the middle line (the path of conflict), it leaves behind an "echo." When a player lands on an echo, they roll a d6; the result determines the number of spaces they move forward or backward based on its proximity to the middle of the range (1-6). On a special middle space, echo effects are amplified: rolling a 1-3 moves the player backward to the end of the beginning safe zone, and 4-6 moves them forward to the beginning of the end safe zone. Landing on another echo after a roll does not trigger another roll, and that echo is removed.* |

1. **Gameplay Description and Instructions:**
   1. In the space provided below, write 1 to 4 paragraphs, **totaling no more than 600 words**, which describe the *gameplay*. Be sure to include, in whatever order makes the most sense to you:
      1. Establish a visual context (so someone can easily picture the game in their heads): Provide a brief description of the characters, obstacles, and other scenery that appear on screen
      2. Briefly describe how you interact with the game (keyboard controls, mouse, etc.)
      3. Provide clear rules for how the game is played. What happens at the start of the game? What happens during a given player’s turn? How does a player’s turn end? Does the game transition to a new “scene” during gameplay? If so, what condition “triggers” this transition, what happens during this additional “scene,” and what conditions are needed for the “scene” to be over so that gameplay is returned to the original “board game” screen? What information needs to *persist* or be *maintained* between scenes? How does the game end (i.e., what are the conditions that need to be met for one player to be declared the winner)?
         * **NOTE #1:** As noted previously, do not assume that the player is familiar with “The Royal Game of Ur” (or any other game), so please don’t reference the rules for that or any other games in your gameplay description. Write out your gameplay description completely, as if you were the original creator of the game.
         * **NOTE #2:** Please avoid modern gaming jargon (like the words “buff” and “nerf”), because not everyone who plays or judges your game is necessarily a “gamer.” If you need a “glossary” of gameplay jargon to help describe what’s happening in your game in alternative terms, please use this resource: <https://www.makeuseof.com/tag/learn-the-lingo-common-gaming-terms-you-should-know/>

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| Players navigate a 20-square board against a CPU opponent, both starting from the longer end, where they each have to go up to get onto the middle line from their side, which is the safe zone. For this game, you use mainly your mouse to interact with each of the buttons, like selecting a piece to move where and/or rolling dice. Each player rolls to advance their pieces across a path marked by potential conflicts, as per the Irving Finkel vs. Tom Scott rules. On reaching the center line, each piece leaves behind an "echo" that interacts with any piece that lands on it. If a player lands on an echo, they roll a six-sided die (d6) to determine how far they move forward or backward, based on how close the roll is to the average value (3.5). Rolls on a middle reroll space with an echo lead to extreme movements: rolling 1-3 moves a player to the start of the safe zone, while 4-6 moves them to the end of it. The game continues until a player successfully moves all their pieces off the board. |

1. **Enabling tangential learning**:
   1. In the space below, briefly describe what “tangential learning” actually *means,* **in your own words** (watch the Extra Credits YouTube video on “tangential learning” if you need a refresher. You’ll find a link to this video in the Final Project Announcement PDF previously shown in class and posted on Blackboard.)

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| Tangential learning is the facilitation of learning inside games, which promotes the player to learn more about the topic. |

* 1. In the space below, describe how the gameplay can ***implicitly***(i.e., ***passively***) enable tangential learning. That is, what elements of the *gameplay* *experience* itself might want to make the player want to learn more about the historical inspiration or underlying historical theme for your game? Be creative and thoughtful here, but be aware that some players might not always recognize what you believe to be an implicit “catalyst” for enabling tangential learning — consequently, you need to explain how you believe the design or presentation of your game can *potentially* *draw attention to the underlying historical inspiration or theme* for your game **without** explicitly pointing it out to the player. [NOTE: You’ll provide more *explicit* or “active” mechanisms for tangential learning in part (c), as noted below.] Just make sure you are referencing something real and factual — you can still do “world-building” in your game if you like, but there must be a *clear connection* to some actual, factual, historical element. **Please provide citations in the form of short descriptions and URLs (web links) so that I know what historical sources you are referencing.**

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| https://www.ancienthistorylists.com/mesopotamia-history/events-ancient-mesopotamia/ I would like to have positive or negative rolls on echoes to be the trigger for Mesopotamia-era events to pop up, and hopefully in the future, it will be very specific events that may sound interesting to the player and lead them to want to learn more about these unfamiliar events that they knew nothing of before. The link provided is basic in complexity, but in the future, the events will be more specific stories or results that only historians would know of. |

* 1. In the space below, provide a description of how additional game features can ***explicitly***(i.e., ***actively***) enable tangential learning. That is, how can the use of additional “non-game” elements (such as your game’s title screen, an intro screen, ending screen, intermissions, cutscenes, etc.) provide **just enough information** to get the player interested in exploring your topic? For example, you can use these information screens to explicitly state how the various elements of your game are inspired by real historical events, archaeological artifacts, references in literature, and so forth. As noted in part (b) above, please make sure you are referencing something real and factual — you can still do “world-building” in your game if you like, but there must be a *clear connection* to some actual, factual, historical element. **Please provide citations in the form of short descriptions and URLs (web links) so that I know what historical sources you are referencing.**

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| The title screen will have some background images or effects that give off the aesthetic of a Mesopotamian/ Egyptian hybrid. I also plan to have small cutscenes for the rolled events on the echo dice. I may change dice or board tiles to that of more Mesopotamian features or terrain.  https://www.worldhistory.org/Mesopotamian\_Art\_and\_Architecture/ I have attached this link to show off my vision of it’s aesthetic. |