

Course: IT265-002-S2025

Assignment: IT265 Design Treatment Checkpoint

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Status: Submitted | Worksheet Progress: 78.57%

Potential Grade: 8.00/10.00 (80.00%)

Received Grade: 0.00/10.00 (0.00%)

Grading Link: <https://learn.ethereallab.app/assignment/v3/IT265-002-S2025/it265-design-treatment-checkpoint/grading/yz34>

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

≡ Text Prompt

Your Response:

Your Response:

Alien: Terror Alien: Survival



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Task #2 (0.29 pts.) - Game Setting

Weight: 14.29%

Objective: *Game Setting*

Details:

- Thoroughly describe the setting

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Your Response:

Setting in a dark tone based spaceship, where the alien eggs have already been placed inside



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Task #3 (0.29 pts.) - Game Characters

Weight: 14.29%

Objective: *Game Characters*

Details:

- Thoroughly describe the characters

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Your Response:

Rain: crews on the ship Andy: synthetic human and brother of Rain xenomorph offspring: a human fetus that got severely mutated due to his mother Kay injecting herself with the black goo whilst pregnant



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Task #4 (0.29 pts.) - Game Theme

Weight: 14.29%

Objective: *Game Theme*

Details:

- Thoroughly describe the theme

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Your Response:

Survive the attack as crew member on the spaceship



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Task #5 (0.29 pts.) - Game Story

Weight: 14.29%

Objective: *Game Story*

Details:

- Thoroughly describe the story

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Your Response:

The game started as Rain (The main character) landed on ship with her brother andy, they were attacked by xenomorphs with the rest of the crews dying and they have to find a way out.



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

Weight: 14.29%

Objective: *Objectives and Conflicts*

Details:

- Describe the goals and challenges within the game

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Your Response:

goal: to survive all the xenomorphs attacks, avoid dangerous zones, use weapons to counter xenomorphs.



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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

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Your Response:

Objective Xenomorphs: Destroy the ship or eliminate all crew members. Crew: Repair the reactor (3 parts) and escape via the escape pod Board: Modular map of a spaceship (12x12 grid) with zones: Reactor Core, Armory, Medbay, Hangar, Air Ducts (for xenomorph movement), and Crew cabins.

Starting Positions:

- Xenomorphs: Start in the Hive (hidden zone) with 3 basic xenomorphs + 1 xenomorphs can give one crew hybrid.
- Crew: Start in Crew cabins with rain, Andy (Synthetic human), and 1 other woman crewmate (each has 1 unique tool: gun, scanner, medkit). Crew Player Turn

1. Action Points: 3 actions per turn (shared among all crew).

- Move: 1 action per 2 tiles.
- Repair Reactor: 1 action per repair attempt (roll a d6: 4+ to succeed; 3 repairs needed).
- attack: Use weapons (Pulse Rifle) to target xenomorphs in adjacent tiles (d6: 5+ to kill basic xenomorph, 6 to kill hybrid).
- Heal: Use medkit (1 action to restore 1 health to a crewmate).
- Andy's Ability: Once per game, reroll a failed repair/attack.

Xenomorph Player Turn

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:

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

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Your Response:

target audience: alien fan base, teenagers, adults. like strategic, competitive gameplay appeal to scifi , duel players fans.



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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

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Your Response:

inclusive for more languages support demographics inclusivity more accessibility features.



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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

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Your Response:

concept: a 2 duel players board game, dark scifi people who like competitive and alien themed games a balanced xenomorphs vs human game.



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

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



Rain



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

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Your Response:

Missing Response



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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

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Your Response:

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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

- 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

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Your Response:

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