

INSPIRATION FOR OUR GAME



SOLO



MULTI-PLAYER

CIRCLE ANYTHING THAT INSPIRES YOU!

Who can win?	Only one person Many people Either everyone or no one
In how many ways can you lose?	Just one More than one
Who are we beating?	An external constraint (social norms, resources, ...) A common enemy Another player A group of players Ourselves (memory, desires, ...)
Who's helping us?	Allies (aka other players) Luck No one. Good luck.
Random Stuff	Roles Super-Powers Goals Rewards & Penalties
How can we make things fair/unfair?	Auctions Purchasing mechanisms Give player choices Place things randomly on board Board Position Turn Order Network Efficiency Hand Size
Who can turn the game upside down?	A card that randomly re-assigns something (secretly, or not) No one Any one player Some players, if they coordinate together All players, if they coordinate together
(A)Symmetry	Power Information Skills Goals Challenges Strength of Enemies Location of Resources
What's on the Table?	Tiles Map Cards Turned Up/Down Tokens Timer Die Artefact Stations Dials Phases board 3D constructions (ex. Village) Something that hides your pieces/resources Player Board Faction Board Treasures Player Shield
Timing	Cascading Cards Tiles that move/drop off in each round Actions that take time (block rounds)
Things that gets passed from one player to another	A Role (ex. "The Bad Guy") A Rank (ex. "First Person to start round")
Downtimes	Secondary Actions Parallel Actions Helping Current Player Cards that let you chose between 2 types of actions (ex. Getting resource or spending it)
Scarcity	Cards you can only use once Time limit Always available to purchase vs limited periods Dynamic Pricing
High Score Perks	Remove certain kinds of cards from the deck
How do we teach the game?	Turn Reference Card Setup Video

Inspiration:

- Building Blocks of Tabletop Game Design, by Geoffrey Engelstein and Isaac Shalev
- Youtube Channels:
 - No Pun Included
 - The Dice Tower
 - Shut Up & Sit Down
 - Rahdo





Playtest Feedback
Insights from Players

Inspired by Design Thinking's Observation Tool, "The Empathy Map"

Things I felt

Things I heard

Things I thought

Things I did

Additional Notes:



Playtest Feedback
Insights from Observers

From our Game Design class with Jessica Hammer, Carnegie Mellon University

Things players experienced

Things we observed

Things we hypothesize

Things we recommend/suggest
(aka : our ideas)

Additional Notes: