

CARD GAME DESIGN DOCUMENT FINAL PROJECT

DAMK

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Design History

Our game is a game created with entirely original designs and thoughts. The game was developed by listening to and combining the different thoughts in each party group. While preparing our game, we were inspired by the fact that the cards were simple as in the UNO game and the board was similar to the game Ludo. Apart from that, the mechanics in the game and the basic gameplay loop of the game were entirely our original ideas and were the points we designed ourselves. However, examples can be seen in different places. Also, we used templates for the shapes of the cards from the internet. And we choose the card numbers inspired by the other games. Also we inspired from Monopoly for our pawns.

Game Overview

The concept of our game is created by combining the luck factor and the strategy factor, and it is easy to understand and learn, but it is based on a tactical basis. If you want to be successful in this game you have to use your intelligence properly and have a sharp mind. However, our game is not very different from a standard card game, it successfully connects people to itself with its unique mechanics and gameplay.

Our game is a simple card game that depends on luck factors and strategies. Our game is suitable for all ages.

Asset List:

- 1- 40 playing cards (1-10 x 2 (red and blue))*
- 2- 8 skill cards (4(D, M, K, A) x2)*
- 3- Game Board*
- 4- Pawn (1 for each player)*

The target audience of the game is +7 and all genders. It's suitable for +7 because the game doesn't have violent elements but the game is not easy to understand and it needs basic math skills to play, you must have a strong mind and sharp intelligence. If you don't make a strong tactic you will probably lose.

Gameplay, Mechanics, Dynamics and Aesthetics

At first impression, the game looks like a chance game. But the chance is only a part of a game. The most important one is strategy. Like every other game, the main objective is winning the game. If we want to talk about how we can win the game you have to make the minimum score at end of every round and get your pawn to the middle of the board first.

The main purpose of our game is to have fun. The most important factor to have fun is winning. To win, to pass the steps on the board as quickly as possible, to leave the other opponents behind, and to reach a first place with the points you get at the end of each round and enjoy the fun.

The flow of our game begins with each player dealing their deck and randomly revealing a card in their hand. The game starts by looking at the first random card that opens and deciding that the player who opens the largest number will start the game. The flow of our game is going counterclockwise and after the first round, the person who wins that round is also the person who will start the next round. The end of a round of our game is provided by the end of the cards in the middle and the player with the lowest score carries forward his pawn after the cards are in our hand and the points are calculated. If a player succeeds in carrying forward his pawn in the middle first, that person becomes the winner of the game.

In our game, the choices and the effects of the choices make themselves felt very clearly. Since our game is based on strategic infrastructure, every move we make has a big impact on our win rate. Decisions such as which card of which color you will collect in your hand, which card you will sacrifice in that round, or whether you want to use the joker card instead of taking the middle card are very effective in the course of the game and directly affect the winner. At the same time, trying to understand what your opponent is trying to do and collecting cards according to it or using your jokers accordingly shows us once again how important decisions are.

Cards and Distribution:

**One deck of cards is used, 48 cards.*

40 playing cards

(1-10 x 2 (red and blue))

8 skill cards

(4(D, M, K, A) x2)

1 game board

4 pawn (1 for each player)

**Firstly the dealer mixed the playing cards (1-10) and also mixed skills card and give it to the players around.*

**The dealer deals 5 playing cards to each player (1-10) and 2 skills card and 1 pawn*

**We put the rest of the cards in the ground*

**We start playing the game*

The way of playing:

The game starts by countering clockwise after that round. Before we start everybody opens 1 more card by choosing between the 5 cards that we have. The main purpose of the game is to make the minimum score end of the round. As you know we have 2 different colors for playing cards. End of every turn you must change a card between you and the middle. You have to be careful there are going to be 5 cards in your hand end of the game and you must calculate your point by using this formula (the color that you have most (addition of them) - the color that you have less (addition of them)). You cannot check the closed cards that you have. You can change them with the card that you take from the middle. If you change it, you will learn the card that you have.

Because you can see the card that you pick from the middle deck. The round finishes when the deck in the middle ends. If you have the minimum point and win the tour you will go one step on the game board. Our board, which is a very small part of the game, is only an indicator of our progress in the game. The first pawn that takes the crown wins the game. Progress in the game depends on a single rule: to advance one unit by getting the lowest score in a round. Be careful, if you have the highest score, you will have to return one unit in that round.

The dynamics of the game are based on rewarding your strategy. It is possible to advance the game and reach the pleasure of winning by winning the rounds with the help of appropriate strategy and a little luck. Making the lowest score at the end of the round creates the progression dynamic of our game. The game is designed to last a

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minimum of 5 rounds. The player whose cards finish first gets 1 points per round. Then other get 0. The game ends when the rounds are over and the player with the highest score wins the game. We also have a simple formula that we use to progress through the game. In this formula, we can understand how to calculate our score at the end of the round and shape our moves accordingly.

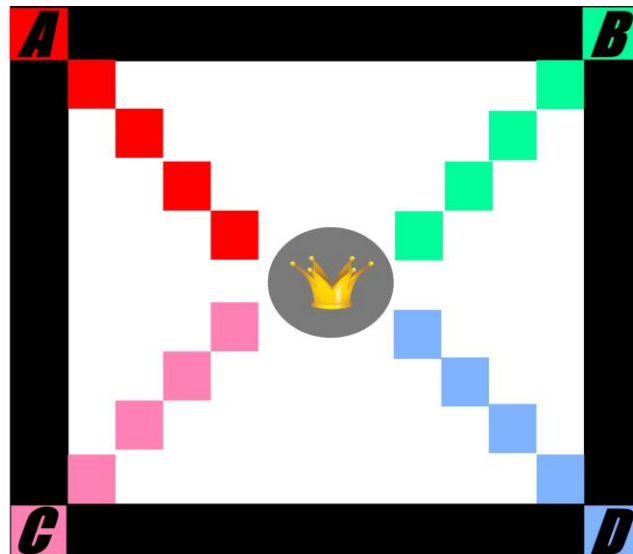
The Formula:

((the color that you have most (addition of them)) - (the color that you have less (addition of them)))

One of the aesthetics of our game is that when a person opens two of his cards, he does not know the rest of his cards, so he feels confused and curious in order to know the rest of his cards, and also the rest of the players feel the same feeling, and also in terms of the design of the cards, it is beautiful and simple, as well as the colors the designs are consistent with the existing shapes, as each skill card matches its design with its function within the game. Also, the board game design is beautiful and simple, as each opponent starts from a specific area with its own color.

Level and Visual Designs

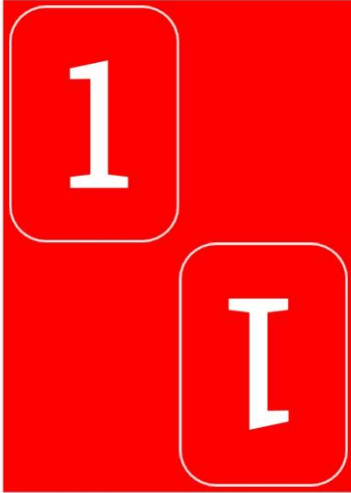
Board Design



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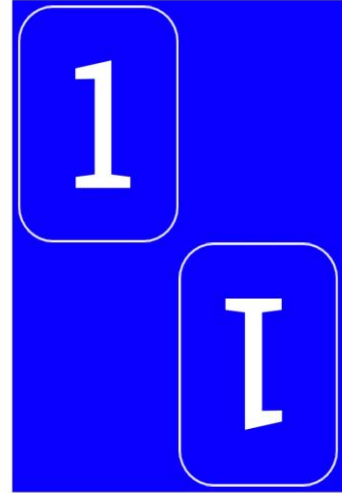
Playing Card Designs



Red Cards



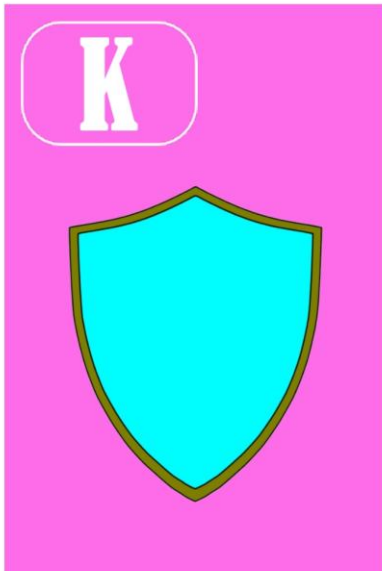
Behind of The Cards



Blue Cards

Ability Card Designs

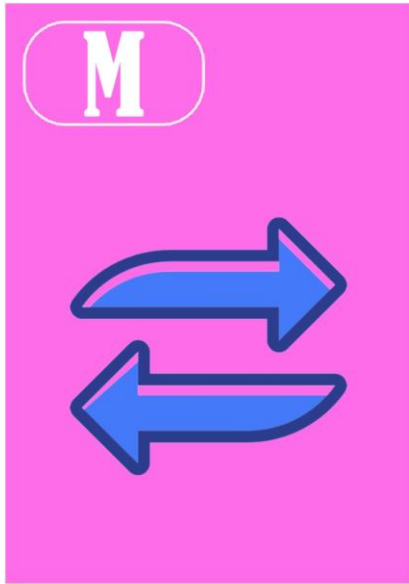
K: This card disables all the attacks using against you.



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M: Force one opponent to switch their one card from the card in the middle.



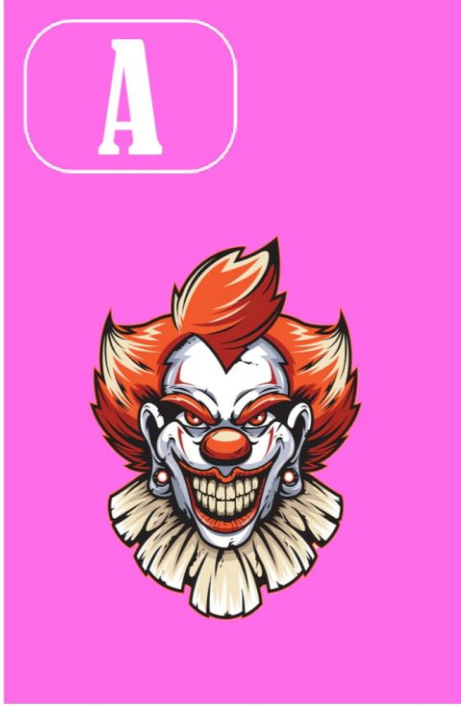
D: Change your one card with your opponents one card.



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A: Switch your one card with the last card thrown middle.



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Playtest Results

Playtesting Feedback Form

Thanks for testing our game! This form is to be given to each playtester to fill out and describe the experience they had playing the game.

Playtesters' Names: Kerem Baran, Kuter, Enes Yonar, Emin

Playtesting Host: Kutay Esikbaki

Playtest Date: 04.01.2023

Number of Players: 4

First Impressions

Please write down the first three words that come to mind after playing the game:
Math, Logic, Equals

Would you like to play this game again? (Circle One)

Absolutely Not 1 2 3 4 5 Yes! Definitely

Would you buy this Game? (Circle One)

Absolutely Not 1 2 3 4 5 Yes! Definitely

Please write down three other games that the game most reminds you of:
Uno, Scrabble, Upwords

Deeper Thoughts

What did you like most about the game?
Game's Logic

What didn't you like about the game?
Random Factor

What was the most enjoyable thing that happened to you during the game?
Try to remember words

What was the most frustrating thing that happened to you during the game?
Someone used yoker word and stole my word

What errors or confusing points did you see in the rules?
I did not. Everything has a logic in even rule.

What would you change about the game?
I would change yoker words

Please share anything else you think might help us improve this game.
Game is overall fun. I think don't need to add anything.

Thanks for helping us make great games even better!



Playtesting Feedback Form

Thanks for testing our game! This form is to be given to each playtester to fill out and describe the experience they had playing the game.

Playtesters' Names: Beyaz Gelik, M. Furkan Tazarslan, Burak Gander

Playtesting Host: Anil Göl

Playtest Date: 4/1/2023

Number of Players: 4

First Impressions

Please write down the first three words that come to mind after playing the game:

Maths, Strategy, Luck

Would you like to play this game again? (Circle One)

Absolutely Not 1 2 3 4 5 Yes! Definitely

Would you buy this Game? (Circle One)

Absolutely Not 1 2 3 4 5 Yes! Definitely

Please write down three other games that the game most reminds you of:

—

Deeper Thoughts

What did you like most about the game?

Its easy to understand

What didn't you like about the game?

Its too short

What was the most enjoyable thing that happened to you during the game?

Trying to calculate the points.

What was the most frustrating thing that happened to you during the game?

—

What errors or confusing points did you see in the rules?

—

What would you change about the game?

The playing board is not required I think.

Please share anything else you think might help us improve this game.

I liked the way it plays.

Thanks for helping us make great games even better!