Project 1: Board Game Modification

Project 1: Board Game Modification - Taylah Frederick

Mid-Project Reflection:

When approaching this project and managing time to achieve outcomes, our class material and content was a major assistance in doing so. Knowing what each lesson would entail and how it would relate to our project was motivating, as I wanted to ensure I was up to date with my project work so our team as a collective could make the most of the in-class time together.

A class reading that was integral to our approach for this project was MDA: A formal Approach to Game Design and Game Research (Hunicke et al., 2004). This resource helped in understanding how we, as the developers, understand and interpret the game. It also helped us to understand that players experience the game from a different perspective and how we need to take this into consideration when designing our modifications.

Outside of class, time management as a collective group was very important to the success of the project. Communication was made through several avenues, firstly we created a group channel in slack wherein we could communicate about our project, set up study sessions etc. We also have several collaborative Google Documents, which have been a great way for us to communicate ideas and suggestions for the project.

In terms of making this project a reality, we are utilising knowledge of how the existing game functions, its rules and mechanics, to ensure that the expansion is cohesive with the existing aesthetic of the game. With help from programs such as Photoshop and InDesign, we are replicating the art style in an attempt to seamlessly blend our expansion in with the existing cards.

References:

Hunicke, R., Zubek, R. and Leblanc, M. (2004) 'MDA: A Formal Approach to Game Design and Game Research', AAAI Workshop - Technical Report, 1. doi:https://www.researchgate.net/publication/228884866_MDA_A_Formal_Approach_to_Game_Design_and_Game_Research.