**10/21/21**
- The idea for the first prototype is that the game will be played on graph paper with 2 or more people
- One person designs a map for the other player using the different types of blocks available that will be color coded
- The map designer can choose the setting and ad relevant objects but certain blocks will remain the same every playthrough
  - Types of blocks
    - Walls (red)
    - Doors (blue, must be at least 2 squares)
    - Windows (green)
    - Buttons/levers (purple)
    - keys/locks (pink)
- Players get a blank graph sheet and fill out the sheet as they explore, marking walls, doors, etc.
- Players tell the map designer which way they want to travel, north, south, east, or west
- Map designers tell the player what is on all four sides of that block
- Players get randomly dealt their skills (level 1-10) which decide how well they can accomplish tasks and interactions (can be combined during interactions)
  - Stealth
  - Strength
  - Speed
  - Luck
  - Social

-Roll one die per skills used in interaction

      -If the number on the die+the players skill level in that skill is higher than the map designer's decision then the player fails
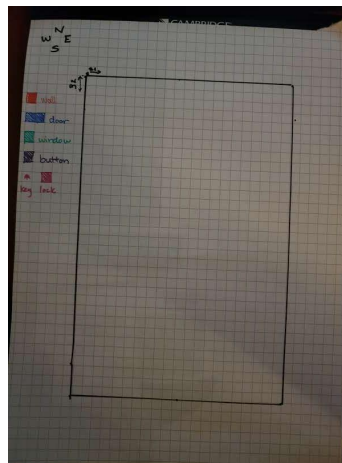
Blank map

<u>1st Playtest (Ellen)</u>
- dice roll to decide tasks is flawed, average value produces too similar results
- trying to communicate where walls are is too hard to follow
- gets tedious after a while
- getting a better story beforehand
- there needs to be a better way to move
    - make all the hallways one by one
   - simple maps
    - area name based travel?
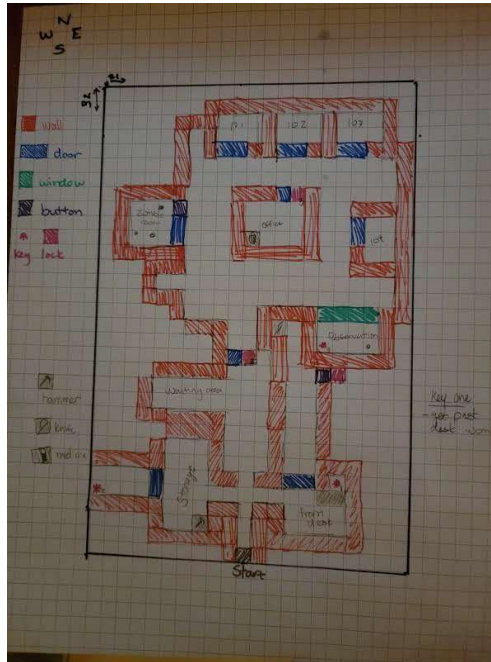
Playtest 1

11/8/21
- Since having the player not able to see the map got to confusing, the player(s) should be able to see the map
- To make the game easier to make and play (less erasing and coloring) the game should be played using a tablet
- The game currently feels too much like dungeons and dragons, so I am going to experiment with having two players make the map as they go along with only walls and the ability to build doors
- Building doors should take multiple turns
- Both players have to get to the same goal and can place walls in the other player's area to try to stop each other from getting there
- Before each turn the player rolls the dice to determine whether they will place a wall or move to a different space
- If the number is even, the player will place up to that number of wall blocks on the other player's ground
- If the number is odd, the player will move up to that number of spaces on their ground

- The first one to reach the purple goal square wins
- To break walls the player must roll even. The player can only break half the amount of walls that they roll
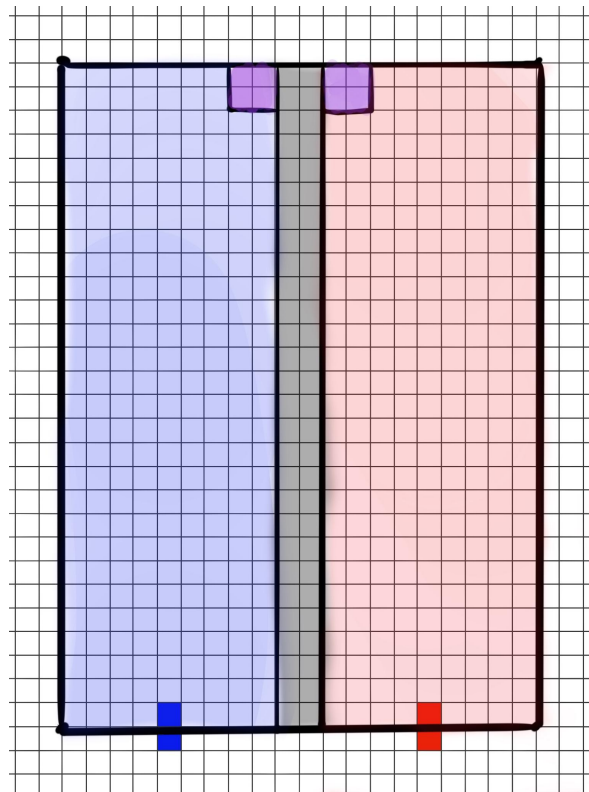
New Blank Map

Playtest 2 (Ellen and Asher)

- Rule change: too many walls, you can now destroy the same amount of walls as the roll
- Rule change: still too many walls, half the dice roll
- Broken walls cannot be replaced
- Ellen won the game
- Before the changes the walls were too much
- Possibly you could have an even amount of breaking and building power if you can't rebuild walls
- The main issue was the balance between even and odd was too random
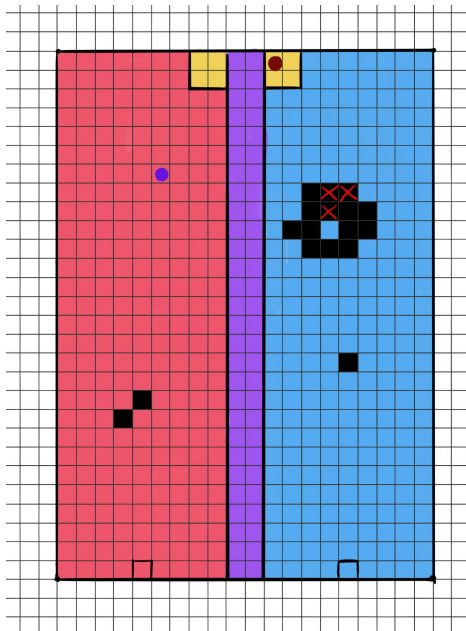- New idea: 1-4 on the die for building/breaking down, 5-10 for movement
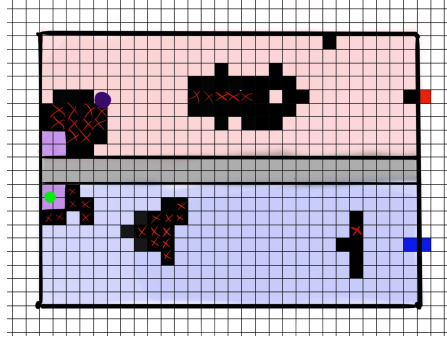
Playtest 2

11/22/21

Playtest 3 (June and Carson)
- Too easy
- Movement needs to be less easy
- Not enough walls
- The game needs something else to balance it because right now everything is too simple

Playtest 3

12/2/21
- Laser cut board for final prototype

12/6/21
- Finished painting the board for the final prototype

  Playtest 4
  - Each player rolls a D4 twice
  - The first roll equates to the amount of walls you can build OR break down on each turn. You can either build or break walls, not both
  - The second roll allows you to move that amount
  - Each player gets 25 walls to use
  - The game is still too luck based and whoever starts first gets an advantage

  Results
- The game moved too quickly
- There was not enough strategy involved
- The first player always wins

New Dice Roll (two D6)
Doubles: Build or move 4
Higher Odd number: build or move 3
Higher Even number: build or move 2

12/12/21
  Final Playtest
  - Roll two D6, the lower number is the number of walls you get to build, the higher number is how much you can move
  - If you roll doubles, you move backward the number that you roll doubles of
    - If you have to move backwards over a wall, the wall does not count towards the amount you move back
  - You cannot build an enclosed wall or close of the ending square
  - If you run out of wall tiles, start taking walls from the bottom most part of the board to reuse

  Results
- This version works the best, either player can win and there is enough strategy and luck involved
- Players both experienced different types of fun from building and moving
- The game was much less tedious and easy to understand
- Gameplay moved quickly and efficiently while still allowing players time to think about how they wanted to move or place walls

12/13/21
- Finished laser cutting and painting the wall tiles and player tiles

Elevator Pitch
- This game is a strategy board game about building walls. Each player gets to build walls in order to stop the other player from progressing as much as possible, and the first person to make it to the end wins.

Rules
- Each player starts in their bottom corner of the board
- On your turn, roll two D6, the lower number is the number of walls you get to build on the other player's side, the higher number is how many spaces you can move on your side towards the goal
- If you roll doubles, you move straight backward the number that you roll doubles of
    - If you have to move backwards over a wall, the wall does not count towards the amount you move back, only blank tiles count
- You cannot build an enclosed wall or close off the ending square
- If you run out of wall tiles, start taking walls from the bottom most part of the board to reuse
- The first player to reach the yellow square at the end of their side of the board wins

Results from final playtest
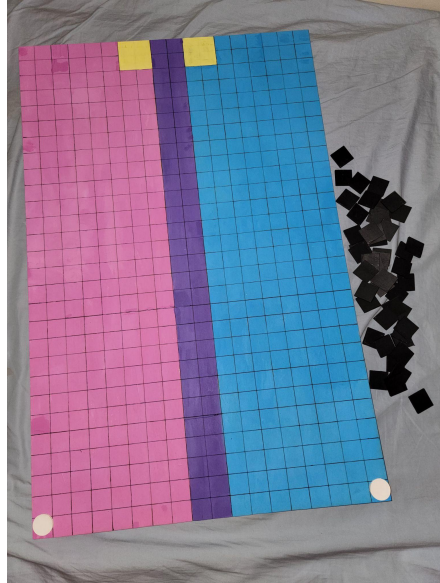
Final Prototype

Next Steps
- The game definitely needs more wall tiles, possibly twice as much
- I would like to be able to have different colored player pieces so players can choose what color they want to play as
- I would like to add another mechanic to the game that makes it more interesting and less repetitive to play that can also add another layer of strategy to the game
- I plan on trying to polish this game in the future to be part of my portfolio