

Game Prototype

# Flee Fi Fo From

Team Meeple People

Anastasia Pomelova

Eugene Ghanizadeh Khoub

Mert Ülker

Shyam Rangarajan



# Recap

1. Digital board game
2. Game of chaos and order based on queuing strategy
3. Today: Prototyping process and results



# Prototype Motivation

1. Solidify core mechanics and gameplay loop
2. Identify challenges transitioning from physical to digital space
3. Areas for improvement over traditional experience



# Prototype Approach

- Prototype Platform:
  - o Tabletop Simulator
  - o Sandbox for rapid prototyping and refinement
- Research
  - o Existing digital board games or turn based games (Scythe, Root, Battle Brothers)
  - o Online documentation and discussion with indie studios
- Game Engine Research
  - o Capabilities of chosen game engine (Unity)
  - o Networking options and limitations





# A Game about Chaos and Order



# A Game about Chaos and Order

## 1. Create Chaos (or not)

## 2. Restore Order (or not)

### ACTION MAT

You may play up to 2 guild workers on your turn.  
You may play the same action multiple times.

---

<p><b>AUTHORIZE</b> Authorize a villager to take refuge within the castle.</p> <ul style="list-style-type: none"> <li> For authorizing elderly with 1 worker</li> <li> For authorizing lone children</li> </ul>	<p><b>SWAP</b> Swap position of two pieces in the waiting area.</p> <p>Cannot swap injured villagers</p>
<p><b>RIOT</b> Charge through the gate with your knight. Villagers will follow, or get injured if they are on the way.</p> <ul style="list-style-type: none"> <li> For starting a riot</li> <li> For every injured villager</li> </ul>	<p><b>REVIVE</b> Heal an injured villager, so they can move again.</p> <p>For helping an injured villager.</p>

**OBJECTIVE**  
Draw 1 Objective Card

### RESET MAT

Move all people up in the evacuation area as much as possible  
You must also choose 1 action from each side

---

<p style="text-align: center;"><b>GUILD</b></p> <hr style="width: 50%; margin: auto;"/> <p><b>COUNTERMAND</b> Draw 1 Objective Card. If you have 2+ Objective cards, return one.</p>	<p style="text-align: center;"><b>RELIEF</b></p> <hr style="width: 50%; margin: auto;"/> <p><b>RECALL</b> If possible, reset 1 entire action tile with at least 1 worker.</p>
<p><b>REPRIORITIZE</b> Tap/Untap 1 piece while moving pieces up.</p>	<p><b>COOPERATE</b> If possible, reset 1 opponent worker to receive glory.</p>
<p><b>RETREAT</b> Retreat 1 of your knights from the battle front to the evacuation area.</p>	<p><b>POACH</b> Pass an objective card to an opponent to poach one of their workers to your pool.</p>

Get rewarded/penalized  
**DISGRACE / HONOR**

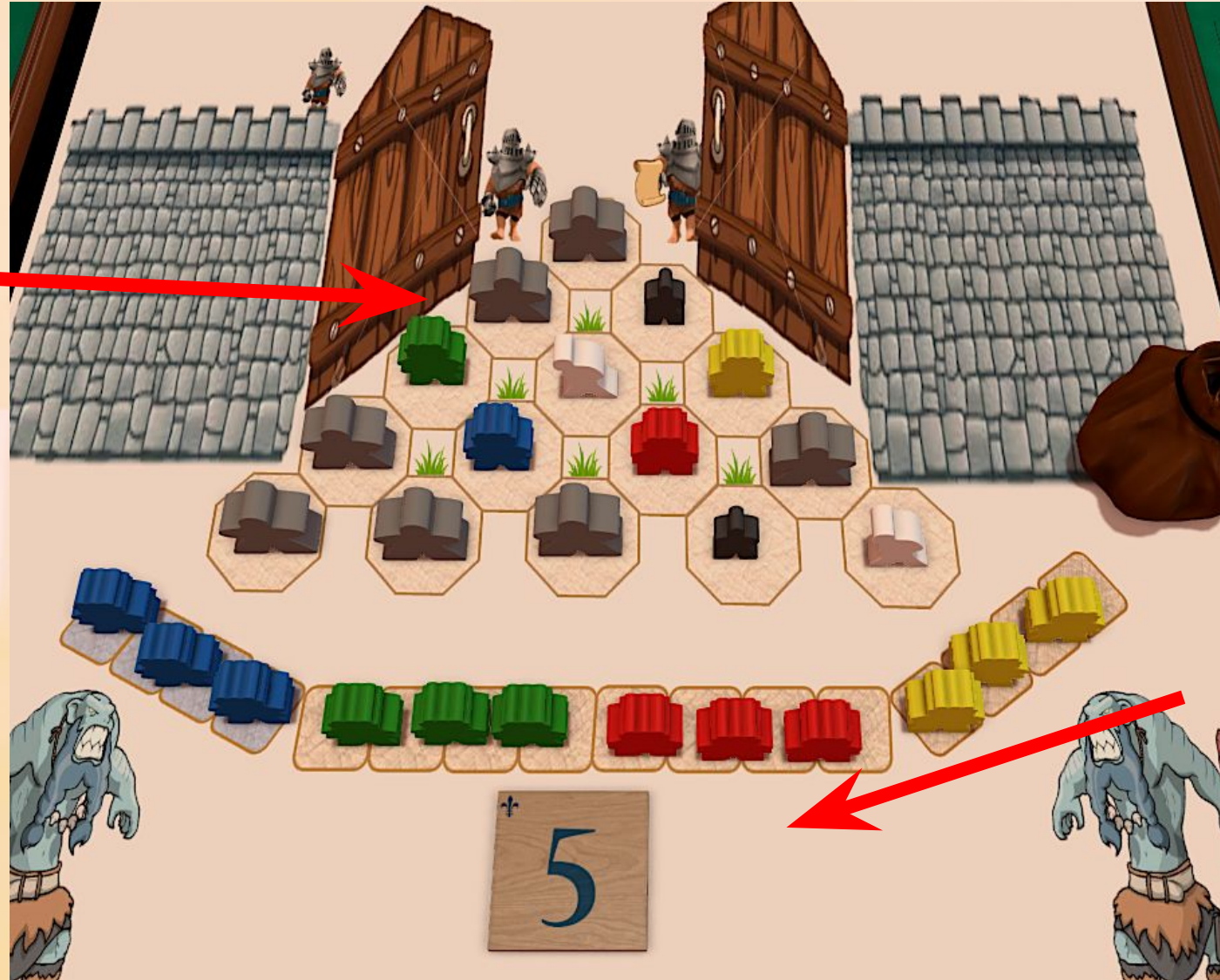


# A Game about Chaos and Order

## Crisis Area

End Condition 1: Bring all villagers to safety

Action Player has control



## Battlefront

End Condition 2: Number of remaining knights lower than giant strength

Reset Player has control

# Scoring

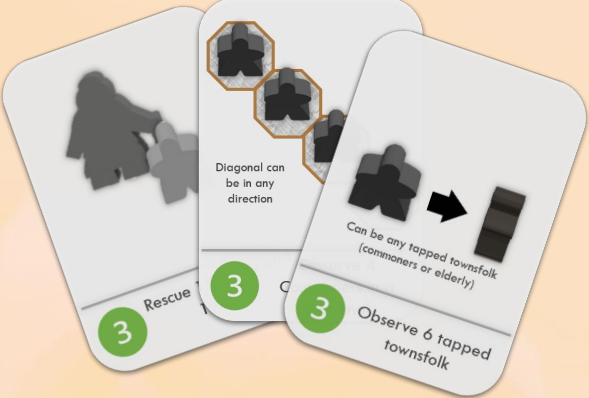
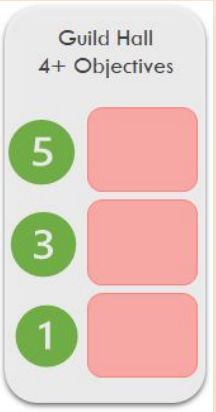
- Gain most Influence Points (IP)

## Desired Target




**Villagers** + **Glory**

## High Target

+ **Objectives** + **Inner City**



**Final Score**





# Prototype Motivation

1. Solidify core mechanics and gameplay loop
2. Identify challenges transitioning from physical to digital space
3. Areas for improvement over traditional experience



# Learnings and Revisions

Goal 1: Solidify core mechanics and gameplay loop

- Abstract queue not intuitive  
Solution: Thematic changes with gates forming funnel
- Gameplay loop breaks in a few edge cases  
Solution: Relax a few reset options to prevent this
- Further strategy potential utilizing the queue  
Task: Exploring further incentives (Objective cards)



# Learnings and Revisions

Goal 2: Identify challenges transitioning from physical to digital space

- Objective cards and inner city rewards are complex to code  
Solution: Move to high target, after rules engine is stable
- Drag and drop is clunky  
Idea: Change UI elements to click and select
- Game logic != rules  
Idea: Splitting core game logic into two parts:
  - Performing the actions  
game is playable assuming the player know the rules and do viable actions (replaces drag & drop in our prototype)
  - Checking if rules are maintained  
checks if an action a player is about to perform is actually viable





# Learnings and Revisions

Goal 2: Identify challenges where board games can't be rivalled easily

- Tactile experience cannot be easily replicated  
Idea: Add satisfying sound effects for tactile interactions
- Social experience:  
*Cannot be fully replicated!*  
Idea: Good networking is our goal to help substitute for this



# Learnings and Revisions

Goal 3: Identify areas for improvement over traditional experience

- No one reads the rulebook (unless you are THAT person)  
Solution: Learn as you go tutorials
- Admin tasks such as setup and cleanup are cumbersome  
Benefit: Flip the table!
- FIFO Tapping and rules are complex in board game  
Benefit: Game system does rules enforcement and tracking
- Rule-checking after an action is performed  
Addition: Perform it before the turn on all fields to highlight viable options





Questions?

# Moodle Questions

- Glory Tracker (Honor/Disgrace):
  - o Exponential to help set it as a path to victory
  - o Makes it harder to snowball via negative actions such as riots, in contrast to linear which is a not a decision point
  - o Thematically someone builds up trust over time or is a repeat offender
  - o Easier to get disgrace than honor - Similar to real life too where easy to lose face with people?
- Asymmetric abilities?
  - o Potentially, but hard to balance. Might consider later as extra
- Objectives same for all?
  - o No, hidden objectives per player, so no idea what each person is going for
- Long turns/what to do between turns?
  - o Primary aim of the action/reset turn to reduce downtime
  - o Involved at least half the time in a 4 player game, or all the time in a 2 player game
- Challenging rules to implement?
  - o Potentially, hence staggered approach via target levels