Ben Salem
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TiKi TEMPLE

AN AZTEC ADVENTURE

Design Document

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Content List Page Numbers

Our design brief was to produce a new innovative game design. This game would be a board game with all the game components including characters and pieces for the board, as well as a box to keep the game board and pieces in. To go with the game we will create a rule book for players that will be understandable for all to know how to play the game.

Another part of the brief was to create a digital game which relates to the board game and can work fully. Last components we planned to produce were promotional material including posters and a video advert for the game. The work process we used is compiled into a design document.

Required to Produce
- A Game Board, box and all game pieces
- Rule Book
- Game Characters
- Fully working digital game
- Promotional material including a video advert
- Complete design document

For this work we were put into a group of five so that we could collaborate together to produce the best game possible our group consisted of Charlotte Wainwright, Kirsty Todd, Sophie Tyler, Steven Wallace and Tamzin Ward.

Through the project we worked by starting brainstorming for the game and then going on to develop the different aspects constantly discussing with each other the work. As well we kept prototyping the game to allow us to work out all the problems. Throughout these discussing's we updated the blog andin order to keep each other informed of how the work is progressing.

First Concept

We began our process by coming together as a group and putting our heads together to generate ideas. After brief discussion we quickly agreed that we wanted a jungle theme for our game. For our game idea we took inspiration from Trivial Pursuit, applying the concept of having to collect a wedges of each colour before you can proceed to the middle of the board. We therefore decided that we would have a token from each of the 4 different sections of an island that players would have to collect and there would be a volcano in the middle of the board which you would be trying to reach first. We also wanted consequence cards, these could give you a positive/negative reaction. We wanted multiple paths for the board and you could move in any direction. We also found that a few of us had come across the Trivial Pursuit iOS application, and thought that it would be convenient for us to take inspiration for our digital game later on in the module also. We liked the shape of the board and split our game into sections, (yellow, blue, red or green).
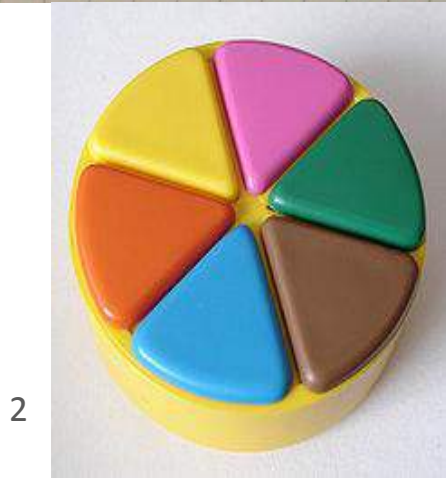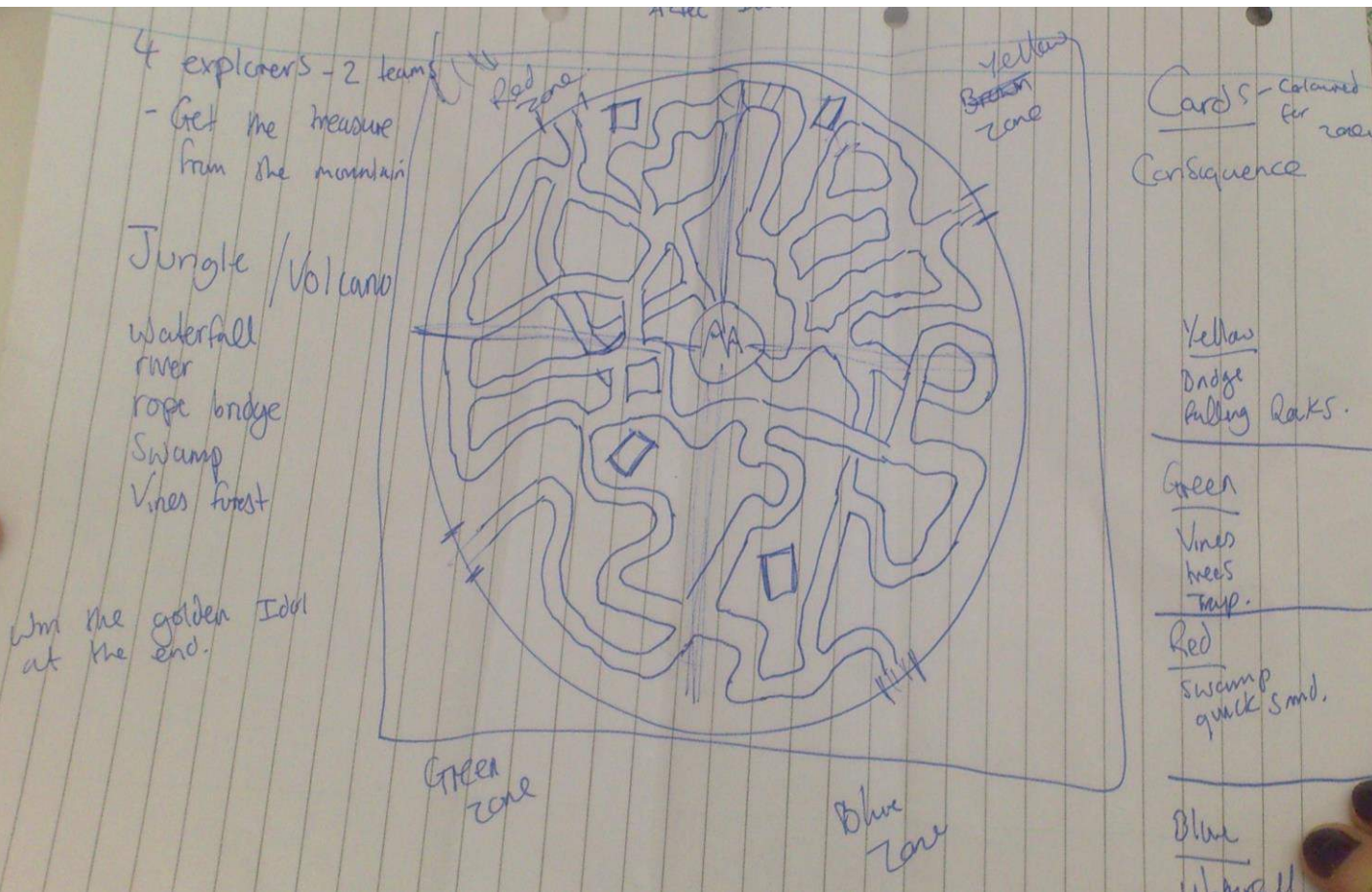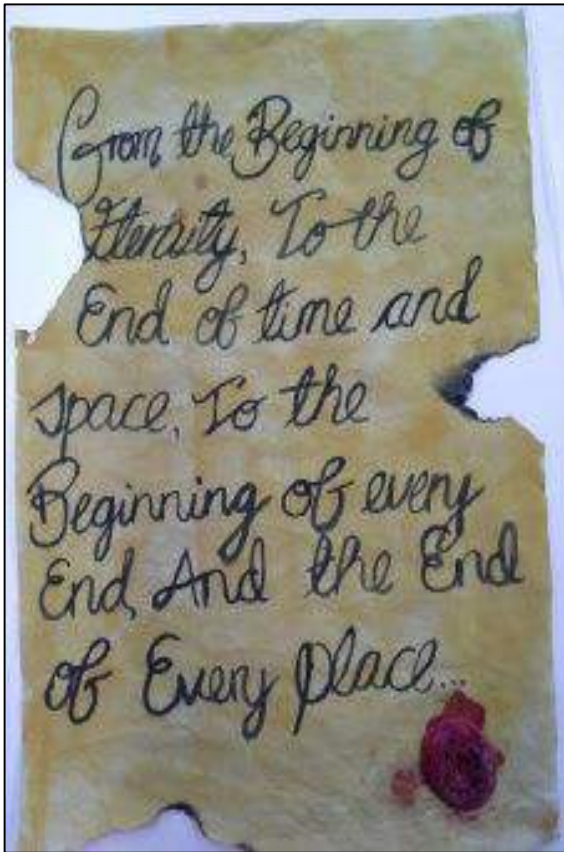
Mood Boards

Here are the Moodboards that Kirsty has created. We wanted to create a mood board that showed the genre of the game. Our game is an Adventure game and with this information we all came up with ideas and thoughts that related to this. We came up with the idea of maps and riddles. Kirsty was given the opportunity to create the Moodboards herself and how ever she thought seemed best. Kirsty wanted to create the effect that they are old so she used Tea bags and a lighter to create the effect that they have been burnt and that the paper looks how it is because of the dust, dirt and age. The maps didn't originally connect but when showed to the group we all came up with a decision that they should all connect. She has created one which is a Riddle, where the answer is E this can be related to East. The two other maps have different X's on them and different parts of the island on them. We related that you would read the riddle, find the answer East and then you would continue to use this information on one of the maps

where you would find the last x that show you the volcano. You then go to the volcano on the last map and can go left or right to go and try to find the treasure. You end up east of the map again to where the Tepees are and this is where you would find the treasure.

Mood Boards

This is the second moodboard we came up with to help develop our game. After talking to Ben though we found that our mood board didn't show in detail what sort of game we were going for.

You can tell that there is a jungle aspect to the game but you don't really see adventure side to it. So the mood board doesn't show fully the idea that we see for our game. So we decided to create more mood boards in order to convey the meaning of our game.

This was a group mood board relating more to what our game will consist of. Kirsty collected all the images for the top left and the middle, the part that's inside the box. This consisted of quicksand, volcanoes, fire and swamps.

Mood Boards

The original mood board was created by other members on the group, which were colour co-ordinated and associated with the Aztec theme. Charlotte was then given the task of working with the original mood board and creating one, which associated with our game ideas.

To do this she created a pathway and a centrepiece, which represented the game board path, which the players would navigate around, and the centre in which the temple would be placed. She then applied each of the four colours that would be used in the game as the "zone colours" and blended them into four quarters in order to represent the four zones.

Moreover, to make the path more distinct against the colour background she then embossed the pathway to make it look like it was engraved in the mood board which gave it a 3D look.

Idea Development
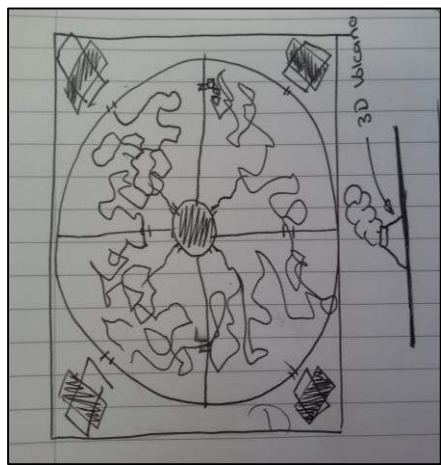
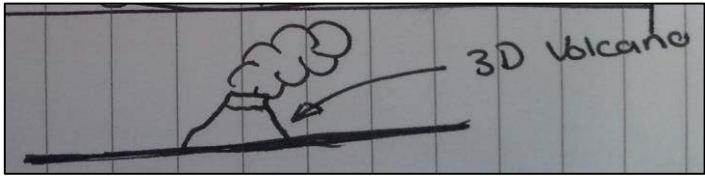After creating our moodboards as a group we started discussing how the game will be played and first ideas of how the board will look the image to the left shows a first sketch we created during our meeting. the sketch shows a simple square board with a maze like path for the player and 4 places for game cards. The sketch below also shows how there would be a 3D Volcano

incorporated into the game board.
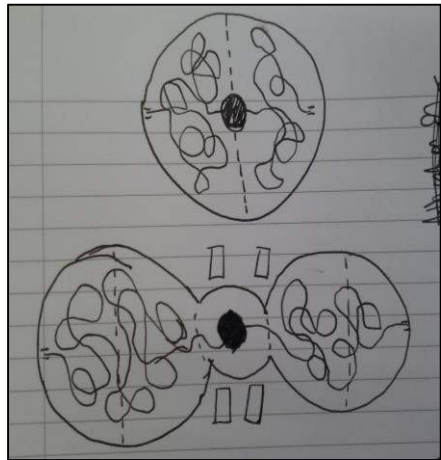
The sketch the the left shows another concept for the game board this went on drawing inspiration from the trivia board which can be folded into a smaller game board if necessary. The board game play is the same concept as the other though with 2 starting places and maze to the 3D volcano in the middle then with 4 packs of cards.
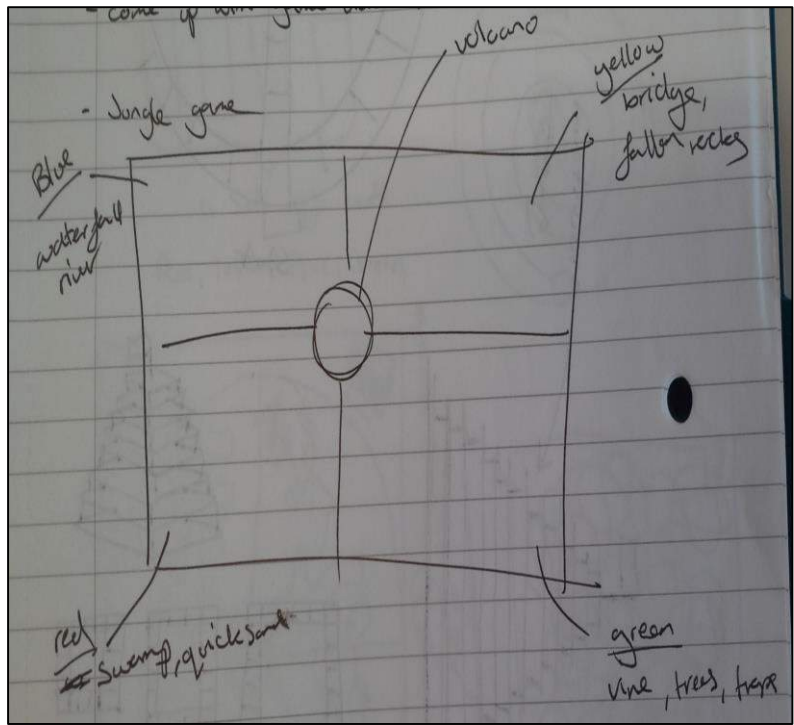
The two sketches above outline are main concept for the board game very well. The board will be a simple rectangular with the 3D volcano in the middle. The board would then be split into 4 sections blue (waterfalls, river), yellow (bridge, fallen rocks), red (swamp, quicksand) and green (vines, trees, traps) each section would have a corresponding set of cards which would prevent challenges for the game players in each section.

Idea Development
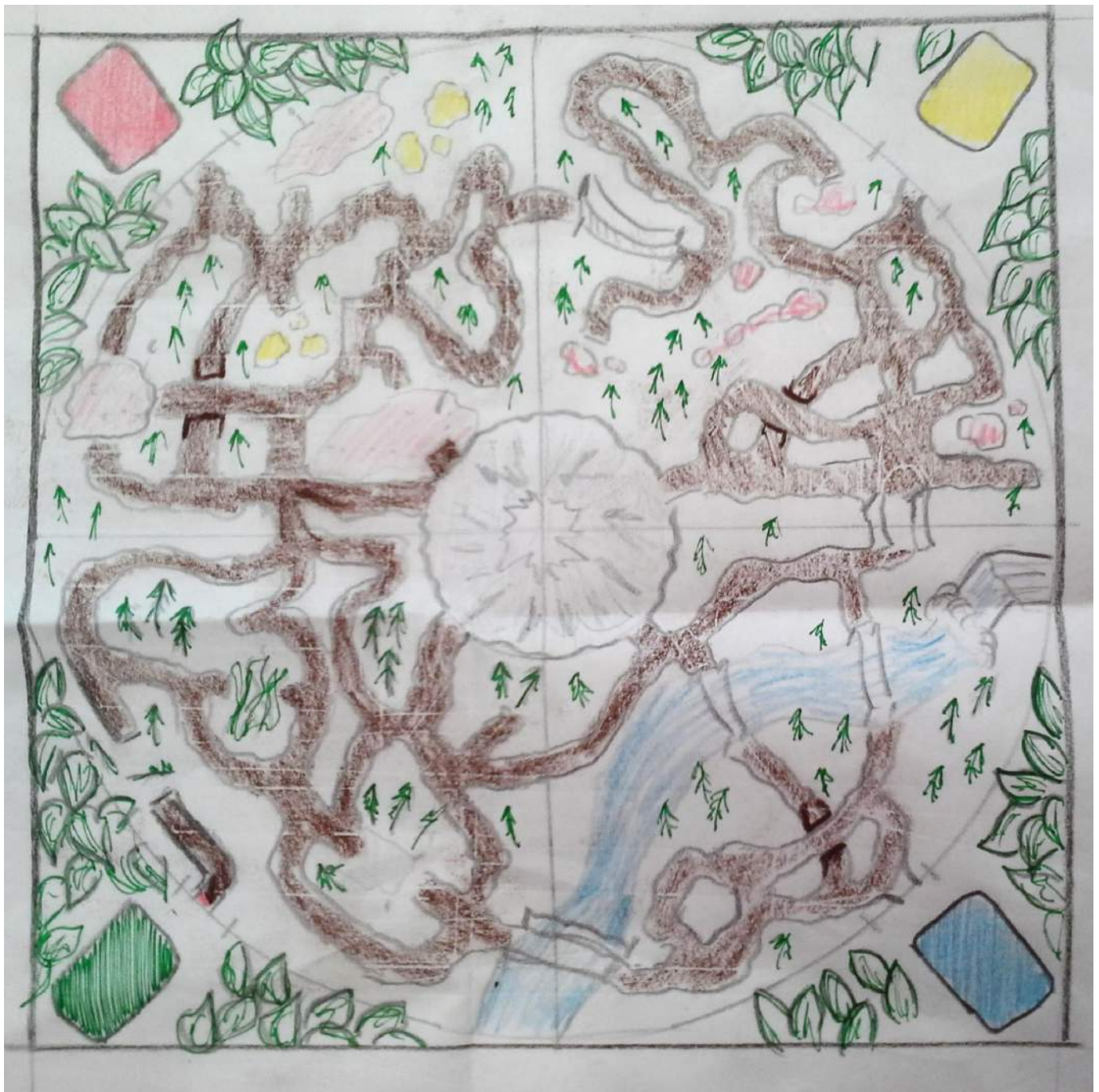
This is a more developed and colour coordinated design drawn by Steven. By taking all of our ideas on board this concept was created to illustrate our desires. We have decided that this is what would like the board to look like. In each corner there is a coloured square, this is to represent the different set of cards that we will supply for the four different areas of the game. There are bridges, rivers, swamps, quick sand pits etc. that are dispersed around the board, these are some of the tasks that the gamer as an explorer will have to face and cross and we have illustrated these accordingly. Currently the board has more than one path and 4 different starting places, 1 for each player. We decided that you could move around the board in any direction, but then also thought that it would be good if there was a token system, whereby you would have to collect all of the tokens while going around the board.

Game Story and World

Game Story

Deep in the jungle lies an old Aztec temple which holds a precious treasure, a solid gold Idol lost for centuries. Now, 4 brave explorers are testing their abilities, and luck, braving the wilderness to find the temple and take this golden treasure. But the winding paths are treacherous and many obstacles stand in their way!

Their mission is to find the four Tiki Tokens which will allow them access to the temple, each to be discovered hidden in the jungle. Risking the dangers of waterfalls and river rapids, high cliffs and falling rocks, swamps with quick sand and the entwining jungle vines they will set forth. This exhilarating and dangerous adventure brings challenges for even the bravest of explorers!

Game World

The world in which the game is set is an Aztec temple which is surrounded by an old dangerous jungle. The old Aztec ruins combined with the trees, vines, rivers, waterfalls, swamps, quicksand and cliffs of the jungle mean this is a perfect adventure game setting with obstacles on every corner.

Target Audience

After discussing as a group we decided that our target audience is a young family. The game will therefore have an age range of 5 and up this means that the game has to be suitable for children aged 5 years old and up. Having the game for young families means that it will be made bright and engaging for young children as well as simple enough for them to play.

Name: Kate and John Smith
Age: 34 and 33
Family: Mia 7 years old
　　　　　Charlie 9 years old

Target Audience Persona

- Kate and John want a good family game that they can play with there kids.
- They want a game which both would agree on.
- A simple game there kids can play by themselves if they want would be best.
- An attractive game which is child friendly.

Logo Development

Kirsty created the first mock ups of the logo. Here is the first digital mock up of the logo that we all decided to go with. This was the start of the basics and the sort of colour scheme we wanted to go with. We decided in an earlier stage that we were no longer going to have a volcano in the middle we decided to have a temple instead.

We then thought as a group that the idol that you win at the end of the game needed to be in the logo. We didn't want it to take the focus point off the name of the game so Kirsty made it into a silhouette. The group also wanted to test if a brighter yellow would look more appealing but we thought it didn't look as good as the paler yellow so Kirsty changed it back.

The temple on the box that Steven had designed was detailed, to make the logo fit with the box and vice versa Kirsty has designed the temple to be detailed too. Kirsty changed the yellow back to a paler yellow, Kirsty has also put a emboss effect on the text to make it more visually appealing and to make it look like it has popped up from the screen.

Kirsty thought that the "Tiki Temple" needed a texture on it. At first she repeated the word 'Tiki Temple' but this didn't look right. During this Tamzin had bought the idol for the prize that you win at the end of the game and Sophie has created a sketch of it. Kirsty got this sketch off Sophie and repeated it as a pattern inside the words. This gave off a more Aztec feel.

These three designs were Kirsty playing around with the idol, seeing what looked good? What colours were best? After all this the group decided together that the design didn't really fit in with the idea we wanted for the overall game. We then went onto other designs and went with a sketch that Steven had created.

Logo Development

The revised logo was drawn by Steven and mocked-up digitally by Tamzin. We found that it improved on the previous logo due to the fact it fitted with our overall theme better and is more similar in style to the box design. We wanted typeface to be in an Aztec essence but legible at the same time as we felt the previous logo didn't work due to the typeface being a bit rough and it came across with a bit of an unprofessional finish due to the lines being rugged and not clean cut. We wanted our logo to tie together all of the elements of our game and also have a strong element of our brand identity. Steven chose to use these particular leaves to represent the jungle theme of the game. The idol was placed behind the text as it is the end goal and an important feature of the game. The colours were chosen as they were similar to the flowers on the box design. We also felt that they complimented the green tones well.

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Tamzin used the same method as used with the border of the rules. She used similar technique to colour the logo as she felt that it was aesthetically appealing. The initial drawing was scanned in and image trace on Adobe Illustrator was used, to begin with the gaps in the text left by this process were the only ones coloured in. After discussion, the group decided that the colour of the text would be orange and when receiving further feedback from the group, it was said that a the logo with more colour on the text was preferable. Tamzin also included our tagline within the logo as she felt that it would further enhance the purpose of the logo. After adding further colour the logo was completed in a similar style to Tamzin's previous designs.

General History

The Aztec empire used to be where the Gulf of Mexico (see Image 1) now is and was a vast empire which stood from 1200 B.C to 1521 A.D. The actual era called the Aztecs though was not until 1500 A.D the empire before that had went through many names including the Zapotec, Olmec and Maya. The Maya era is another many have heard of with there calendar. (Image 2 shows a timeline of the Aztec era)

The Aztecs started out as a small group of Indians who were relocating to the valley of Mexico but with there genius they built up there empire by taking over one tribe at a time who then had to pay respect to the Aztecs in the form of Clothes, food and gold. But around 1500 CE the Spanish arrived brining horses, soldiers, guns and disease the Aztecs were no match and the empire collapsed leaving the Spanish to conquer all. (Image 3 depicts the Spanish fighting the Aztecs)

Image 1

Image 3

Image 2
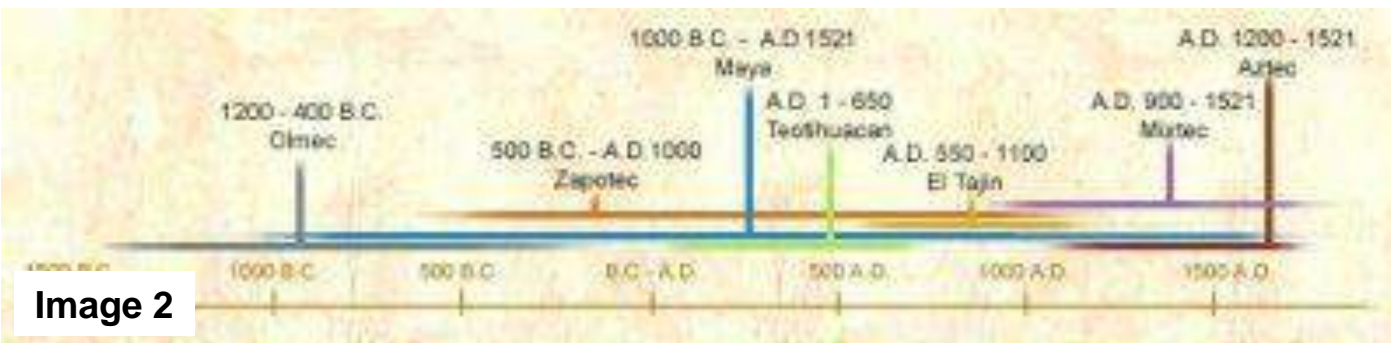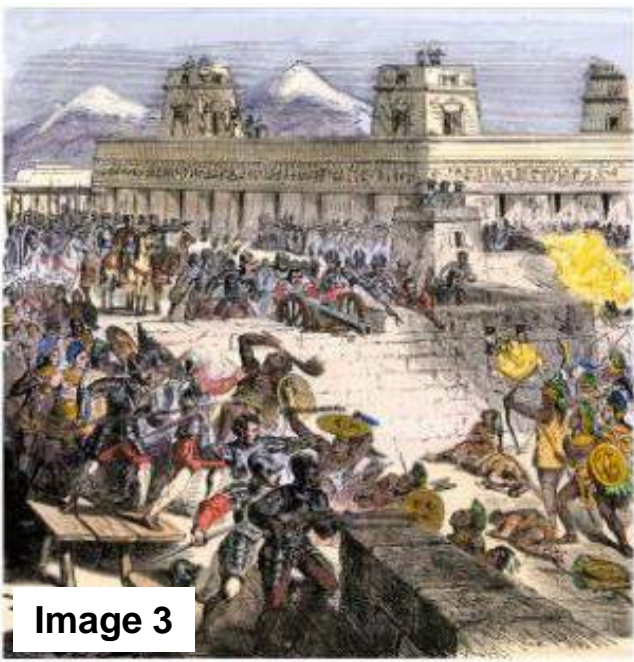
Aztec Temples

The legacy of the Aztec people is
mainly reflected in there architecture
which was amazing and some still
remains today in Mexico. The main
piece of architecture that stands out is
of course the Aztec Temples which are
like a pyramid but the sides are like
steps leading to a flat base at the top.
(see Image 1 and 2). As well as the
temples though the Aztec created a
variety of buildings and even outdoor
areas. (see images 3, 4 and 5)

Image 1

Image 2

Image 3

Image 5

Aztec Gold
The common reverence of the Aztec
gold is well known as well because
when the Spanish came over they
found heaps of it to take back to there
country which then attracted many
others to the new world to try find some
gold themselves. Another legend of the
Aztecs was also El Dorado the city of
gold which has been referenced in
many movies. (see images 6 and 7)

Image 4

Image 6
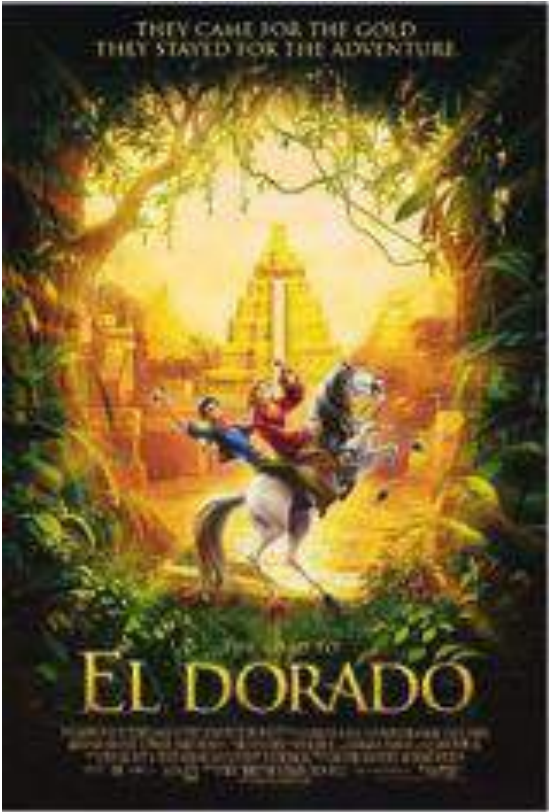Aztec
medallion
from the
movie Pirates
of the
Caribbean

Image 7
El Dorado
the lost
city of
Gold from
The Road
to El
Dorado

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Research

Movies and Animations

The Aztecs have been an inspiration for many animations and digital games over the years. The first animation we looked at was The Road to El Dorado, which is an adventure comedy animation, based around the legend of El Dorado the Aztec city of Gold. The movie creates great images of Aztec temples and an Aztec city with even aspects of a jungle included, which would be great, references for our game.

Another animation movie inspired by the Aztecs is Emperors New Grove, which is a Disney movie about a selfish emperor. The movie has various references to Aztecs with the large temple and a jungle as well but the font on the title of the movie as well is inspiration. The final movie we looked at which has Aztec elements is National Treasure 2 which is about a treasure hunter trying to find the lost city of gold. The final scenes of the movie show the Aztec city in ruins and images of the movie set could be good references for us.

A recent game as well which is Aztec inspired is Temple Run in which the player is an explorer who has stolen a golden idol from a temple and must run away from the temple guard. The game may be inspiration for the simple flash game we have to produce later on.

Above shows the Aztec temple set for the movie National Treasure 2
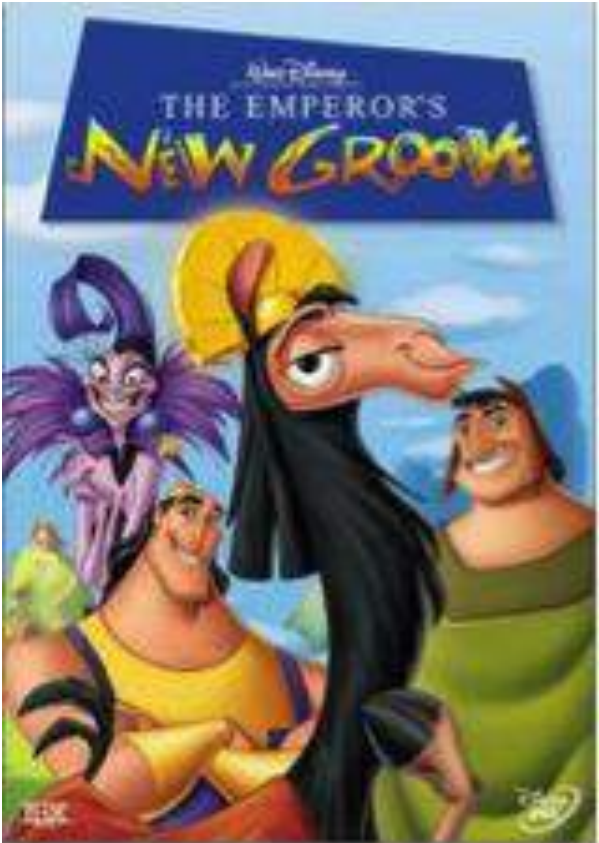
Research

Game Boards

When researching jungle game boards specifically we did not find that many which shows that are concept is a good one which has not been done before.

The jungle games we did find are on the left which we found hard to understand. The leaf imagery in the background could give us inspiration for later maybe though.
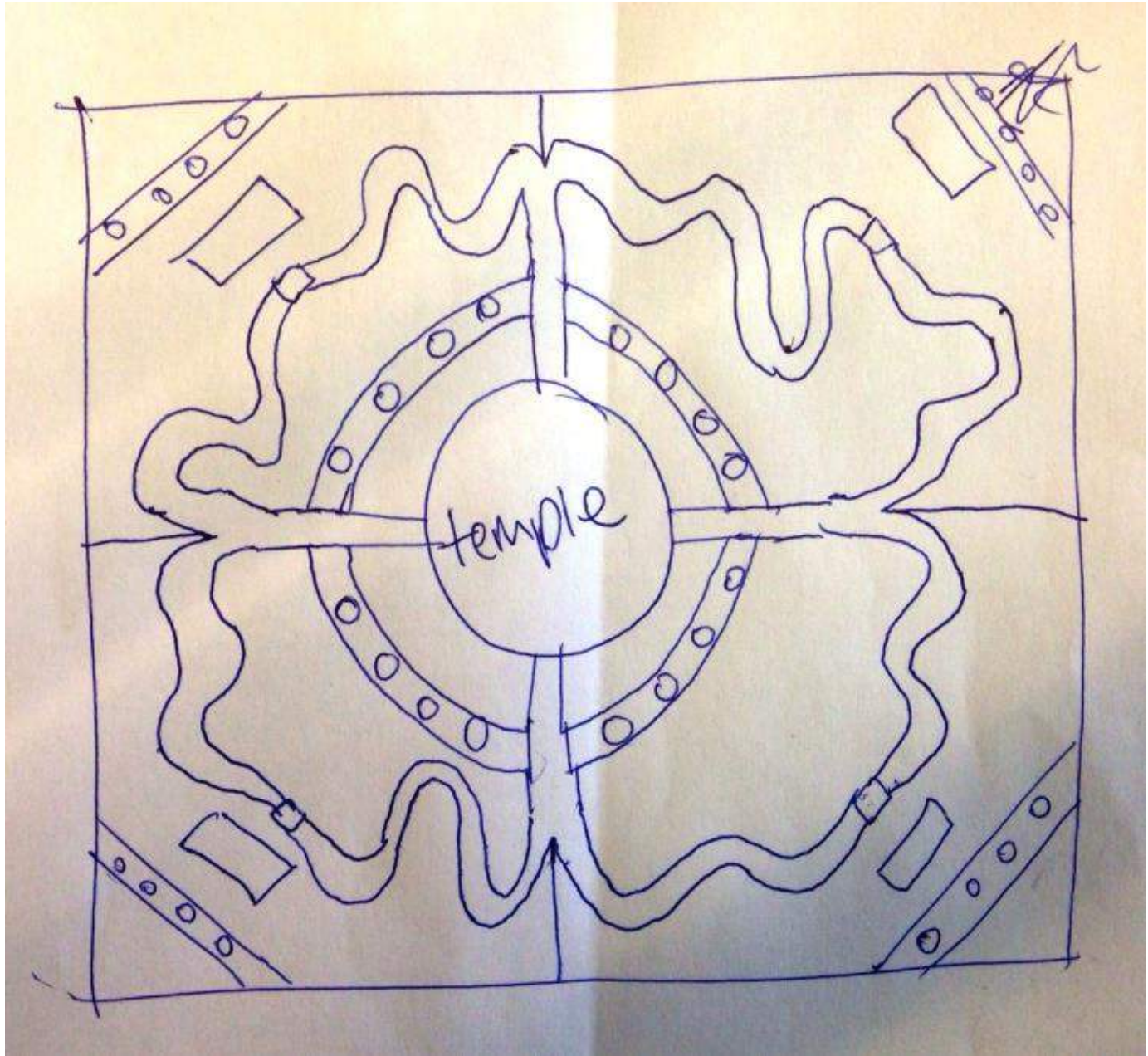
The second Jungle game we looked at is very much like mouse trap just with a jungle theme around it so not very original again the imagery on the board could be inspiration.

Game Board First Concept

We decided that an "Ancient Aztec Temple" would be more appropriate than a volcano for the end goal of the game. The temple ties in with the theme perfectly and therefore made complete sense. While also providing a suitable place for the golden idol to be placed, it would also be easier to construct. Tamzin also realised that we had not yet thought about where the tokens would be stored during gameplay. She therefore came up with this design to resolve this issue. The concept was that the tokens would be stored in the circle around the temple and as they were rewarded, the player would take their token and store it in their own corner. This would allow you to be in control of your own zone and also add an interactive element. We also thought that lowering the number of paths would leave space for the board design as we thought we would have visualizations of some the consequences of the card elements e.g. vines in green zone. It would also mean that the game would be less complex.

Prototyping

Paper Prototyping

We used paper, an empty bottle and a dice mobile application to play the game. Because we wanted a 3D volcano, Tamzin played with paper to see if we could easily create something that could be folded into the box easily.

We were challenged with the task of creating a paper prototype, to see how the game would work and whether our concept was feasible. This was a good opportunity for us to find any kinks in the game, anything that needed changing.

This was also our first chance to envision the possible sizing of the game board and the elements. Tamzin mocked-up a volcano out of paper and a drinks can. The initial idea for the 3D volcano was that we would use a cardboard tube to conceal the idol and then use paper to create a volcanic surface that could still be folded and kept inside a box easily.
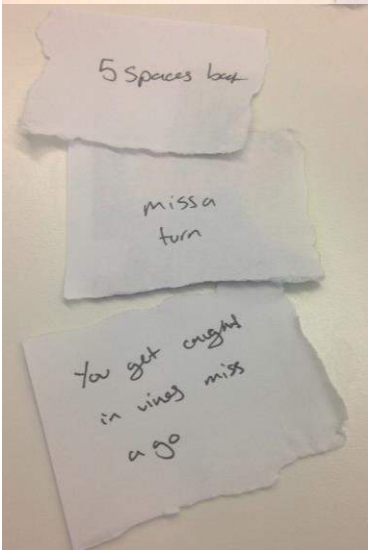
Prototyping

Paper Prototyping

While playing the game amongst ourselves we attempted to highlight any issues with our game. We found that the game-play ran quite smoothly but, for example, the rule which stated that the character/player could move in any direction didn't work as some of the players got confused and forgot which way they needed to go. We therefore decided that we would have only one path and they would have to go one direction around the board. We thought that this would make it more of a chase and more engaging for the players. Despite the game being playable for us, we were conscious that the rules would be quite difficult to relay in paper. We were quite anxious to see whether people other than our group would be able to understand the game and find it easy and enjoyable to play.

Paper Prototype video: **http://youtu.be/oca6ssTui4I**
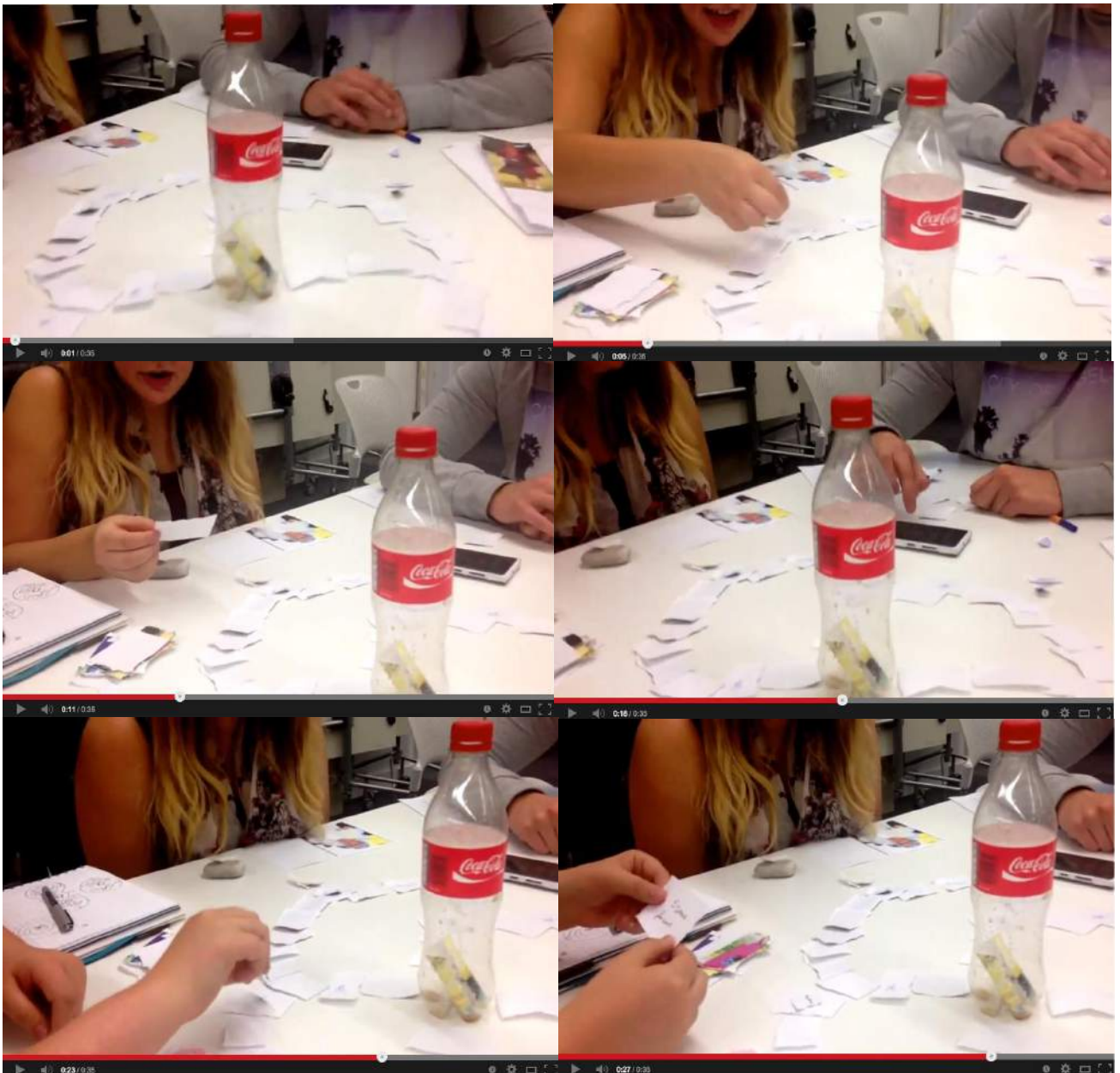
Prototyping

We created a game prototype with based on Tamzin's revised game board. This was intended for use in our user testing. It included the new storage space for the Tiki Tokens and also indicated the spaces which would require you to pick up an Idol Card. It also would allow us to properly visualize the sizing of the board.
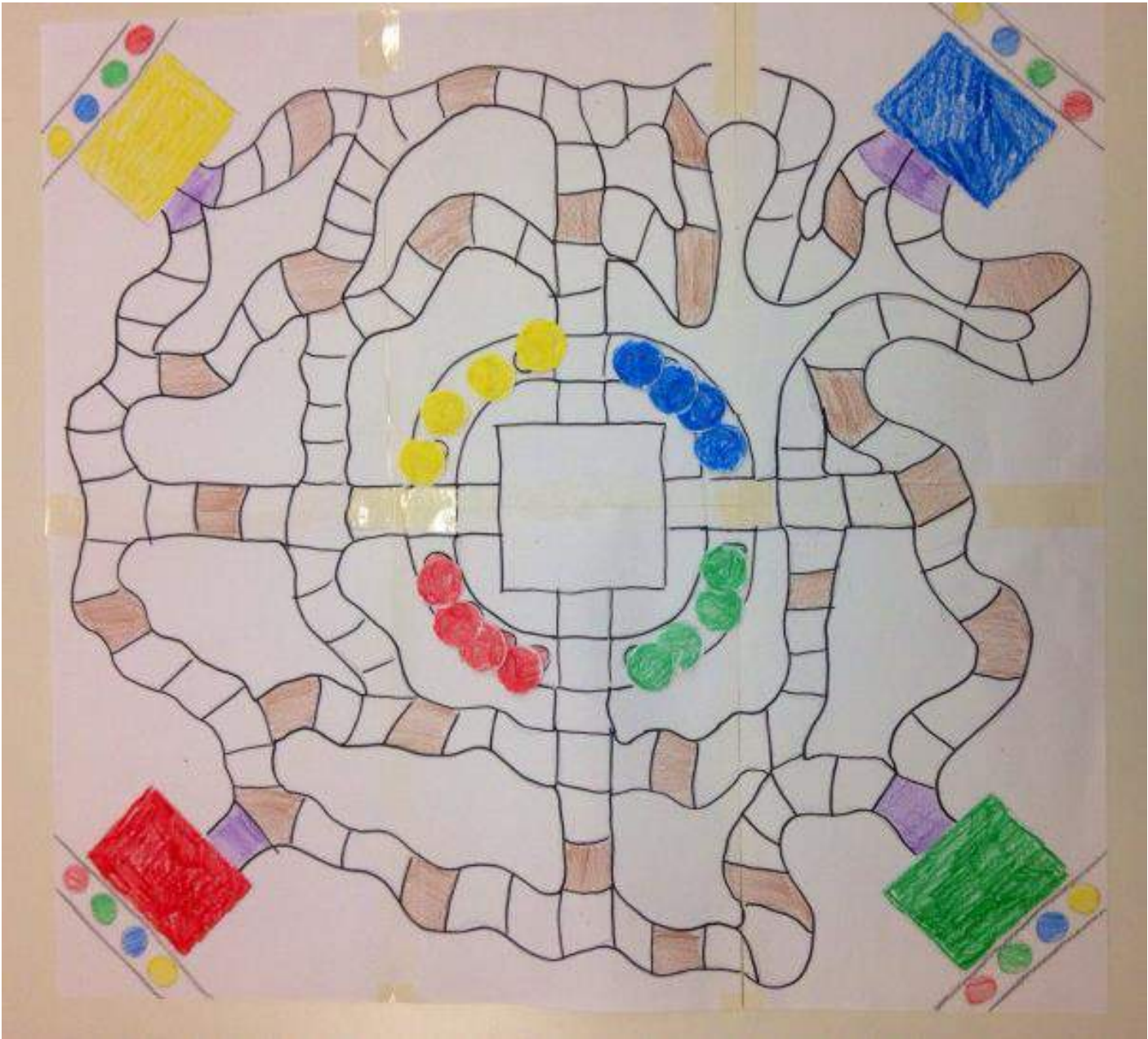
Prototyping
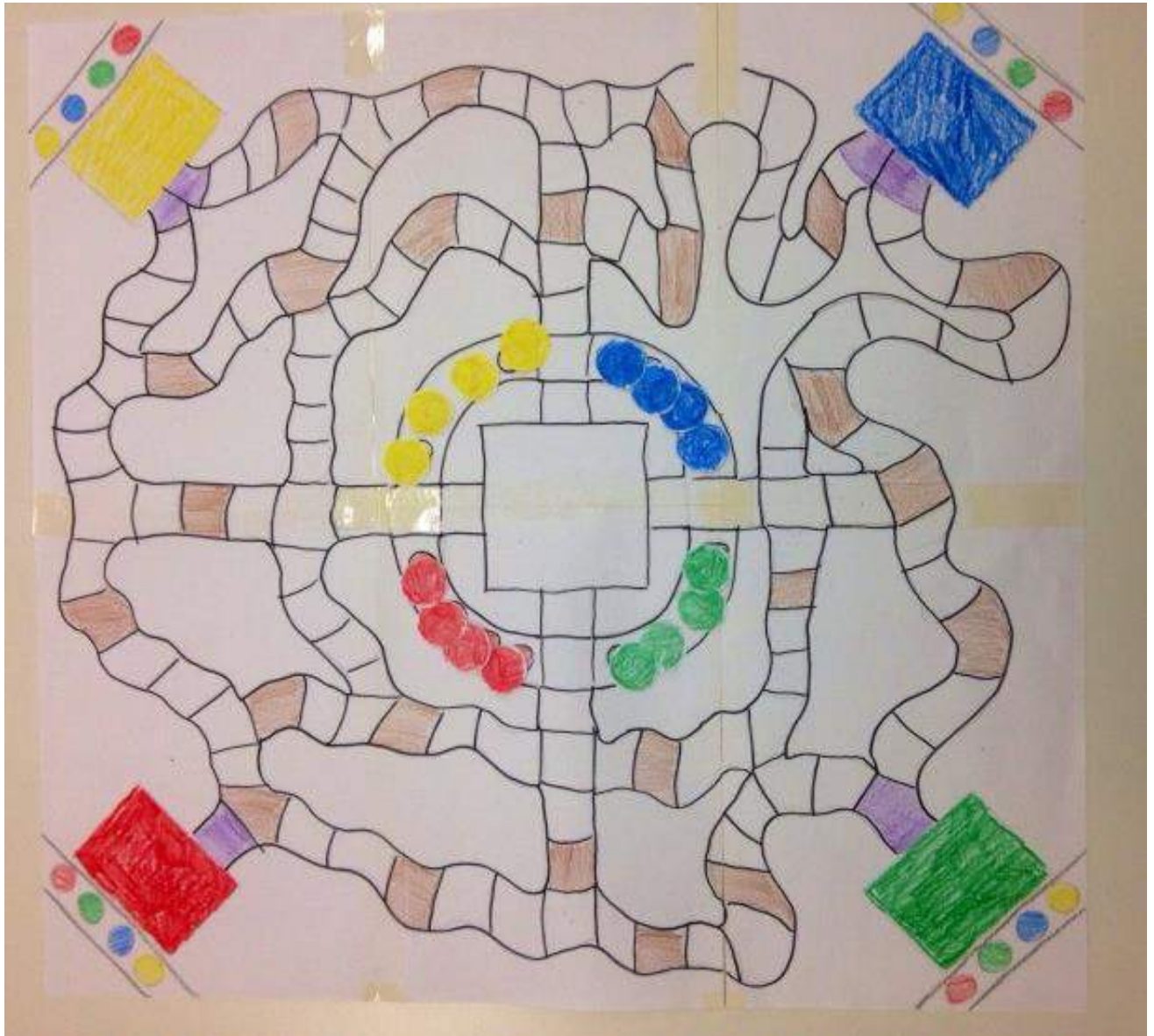
Here are some prototypes that the group have created. Kirsty and Steven created most of the prototypes above. The first one was a basic prototype created by Kirsty and Steven whilst Sophie created the cards. This Prototype was to see if the game functioned well and to write the rules that we wanted as we went along to make the game fun.

Steven and Kirsty then went on to create the second prototype this was to see what sizes worked? How many paths we would have? What the overall look would be?

We then played the game to see if the rules would work that we came up with and we found some kinks in the game and this prototype helped to develop the game and the rules.

Prototyping
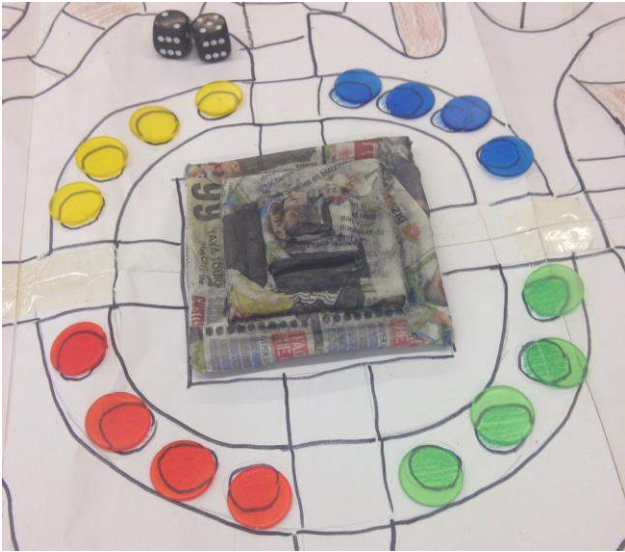
This was our first chance to test out our game concept on people other than our group with all the elements present. We got to try out our rules, prototype temple, tokens, characters, prototype cards and explorer characters for the first time.

In class we swapped with another's group so that they could test our game. We got some valuable feedback which has helped us very much. It gave us the opportunity to test how effective the rules are. It was good to find out whether our game could be played and whether it was a success and iron out any problems.

The group said that the game was difficult to start as 1 player picked up a card that needed a 4 to be released). They said that once starting to play, they need to go on only one direction on the board. It was said that it was not fun to play the game as it is too repetitive. We think this was due to an issue with the Idol Cards and we therefore removed a few of them.

Game Board Development
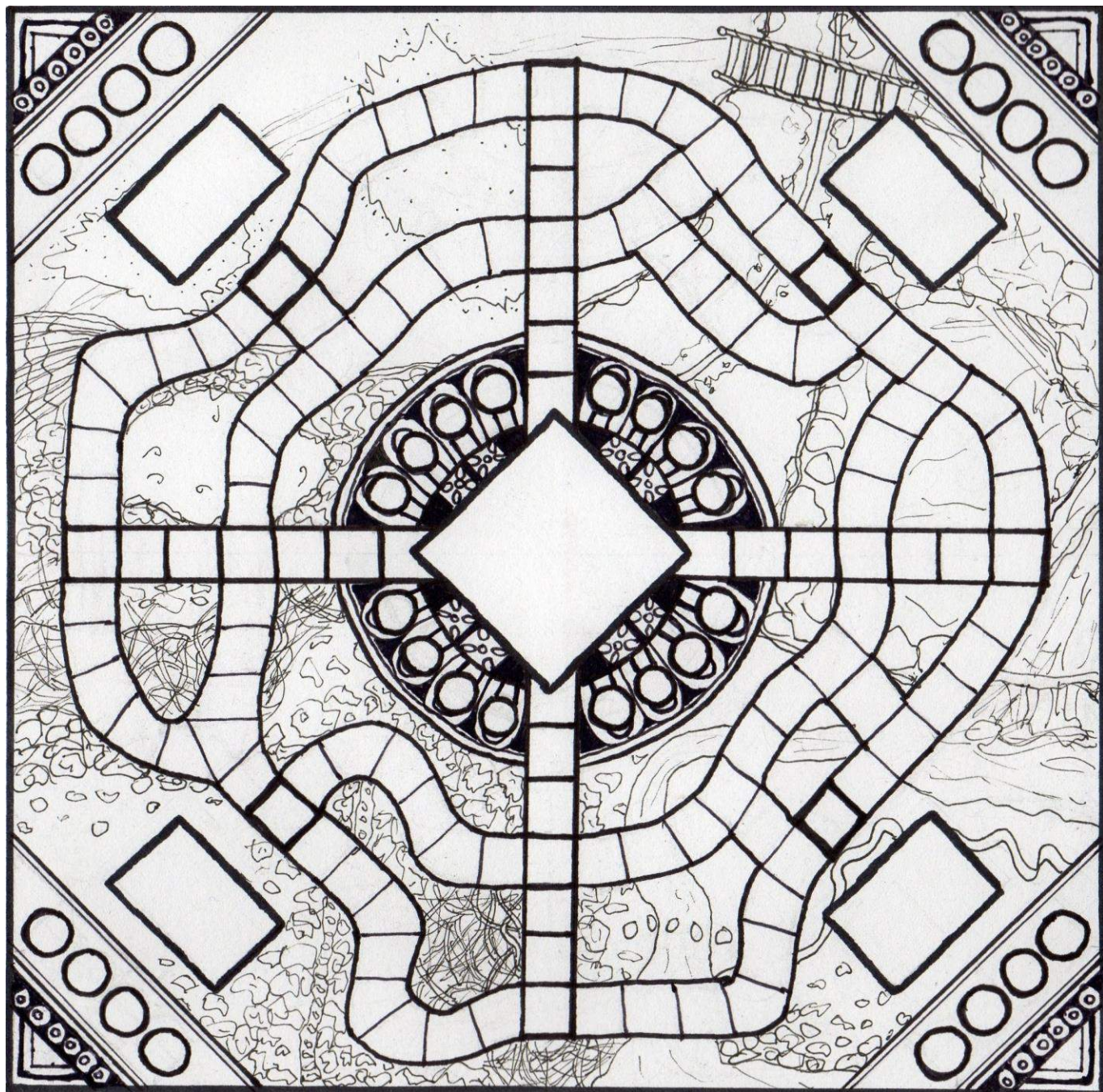
This game board was designed by Tamzin. She thought that the most appropriate visual style would be hand-drawn and therefore drew, scan and then digitally add colour. All of the elements of the board were measured and drawn in a third of the size of our chosen board dimensions (an old monopoly board) and scanned in and scaled up on Adobe Illustrator. Using the paintbrush tool with various brush definitions, the board was coloured in without a graphics tablet. This took many hours.
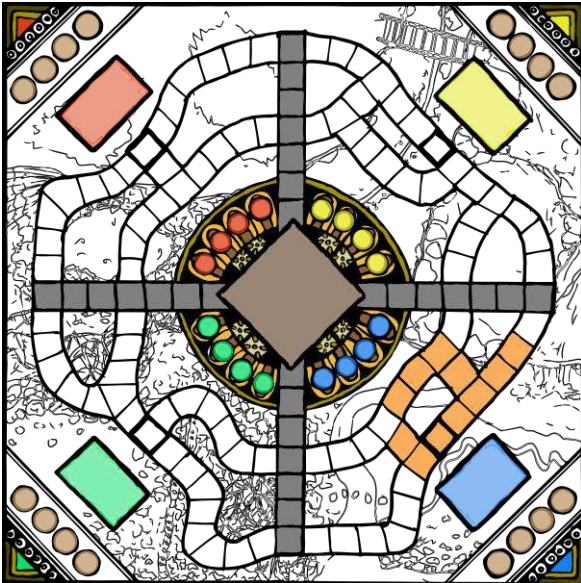
Game Board Development
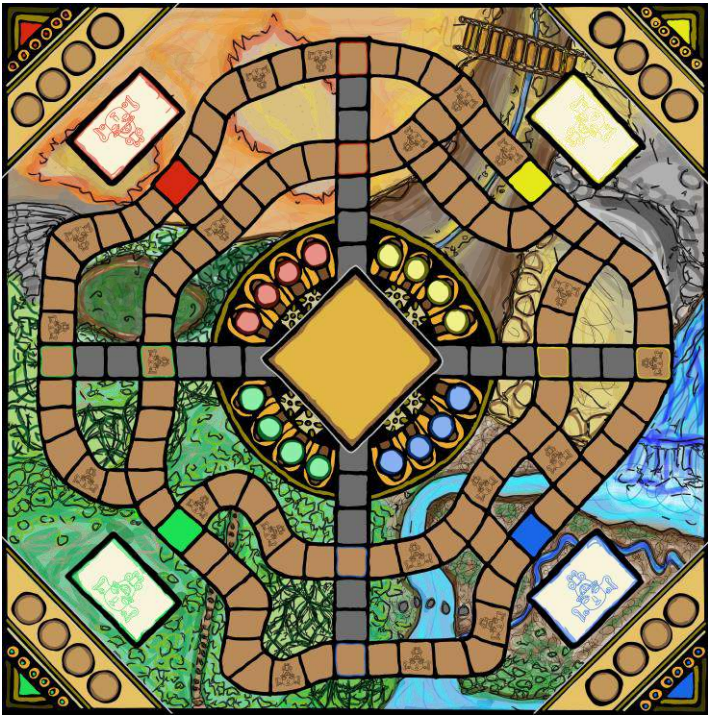
Here is the first iteration of the board after colour was added completely. Idol faces have been added sporadically across the path and colour has been given to indicate the starting place of each zone for each of the players. Each section of the board's background was coloured in the colour of the zone . The path up to the Tiki Temple is coloured in grey to contrast with the main path. The spaces where the Tiki Tokens are kept are indicated with the colour of the zones.We printed the board out for a second prototype. As a group we came together to iron out any issues. I was really pleased to finally test out my board design and we had the opportunity to test out our characters, tokens and idol, minus the cards. It was fulfilling to have all the elements come together in this moment to test our game together. We also came to decide that players would have to roll an exact number to get into the temple, this gave the other players a chance to catch up and increased the excitement.

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Game Board Development
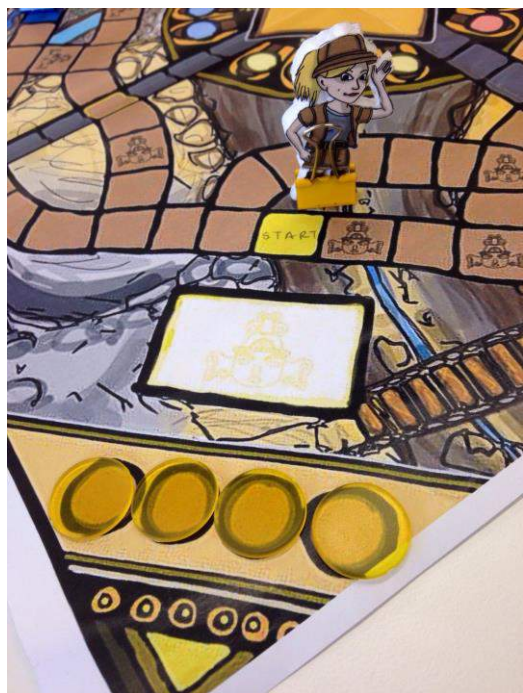
We played the game multiple times to settle any final issues. We came to the conclusion that it would be a good idea for the Tiki Tokens to be kept in your own zone, so that you are in charge of your section. You would then read out the Idol Cards in your section to the other players if they were to land on a Idol Space. When we had feedback from the other group, they told us that it would be easier if you could only move in one direction. We therefore made it so you must travel left (clockwise) and through each section completely before you can collect a Tiki Token. Tamzin made some changes to the board due to these changes.

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Final Prototyping

It took around 20 minutes for 3 players to complete the game. It is also short enough to keep the players engaged. This means that it could be played multiple times if desired without losing interest. While playing the final game we realised that there was a flaw to our game that had not yet been spotted.

Tamzin played the final game with 2 of her friends and came to realise that there was no one left to look after the red zone. We had not yet been faced with this issue as we had always had 4 players present. Because the rules had already been completed we found that it was too late to rectify this issue. If we were to improve our game further we would have to address this in our rules for extra clarity:

"If there are less than 4 players, each player will roll the dice to decide who will take control of the extra zone/s. The highest number rolled will mean that they will be in charge of the additional zone/s. This requires them to give out tiki tokens and read out idol cards for that zone as well as their own. All 4 tiki tokens must still be collected"

Game Play

Below is a step by step of how the board game is played from the view of one player. The step by step is a very simple representation of when the game is played with the simple instructions of how a player would proceed in the game.

① **Set up the board and pick character and colour zone to be in (e.g. Melvin in the red zone)**

② **Roll the die and move your character the number of spaces on the die in any direction,**

③ **Wait for the other players to have there turn.**

④ **Use the die to move your character round the board to each colour zone collecting a Tiki Token in each.**

⑤ **When landing on an Idol square pick up a card from the corresponding colour that the square is.**

⑥ **Follow the instructions on the card (e.g go back 2 spaces or miss a turn)**

⑦ **Once you have collected all the Tiki Tokens roll the die to move your character back to your original starting zone.**

① **Race the other players to the temple in the middle.**

② **Roll the exact number of squares you need to reach the temple in the middle and claim the golden idol.**

Final Game Board
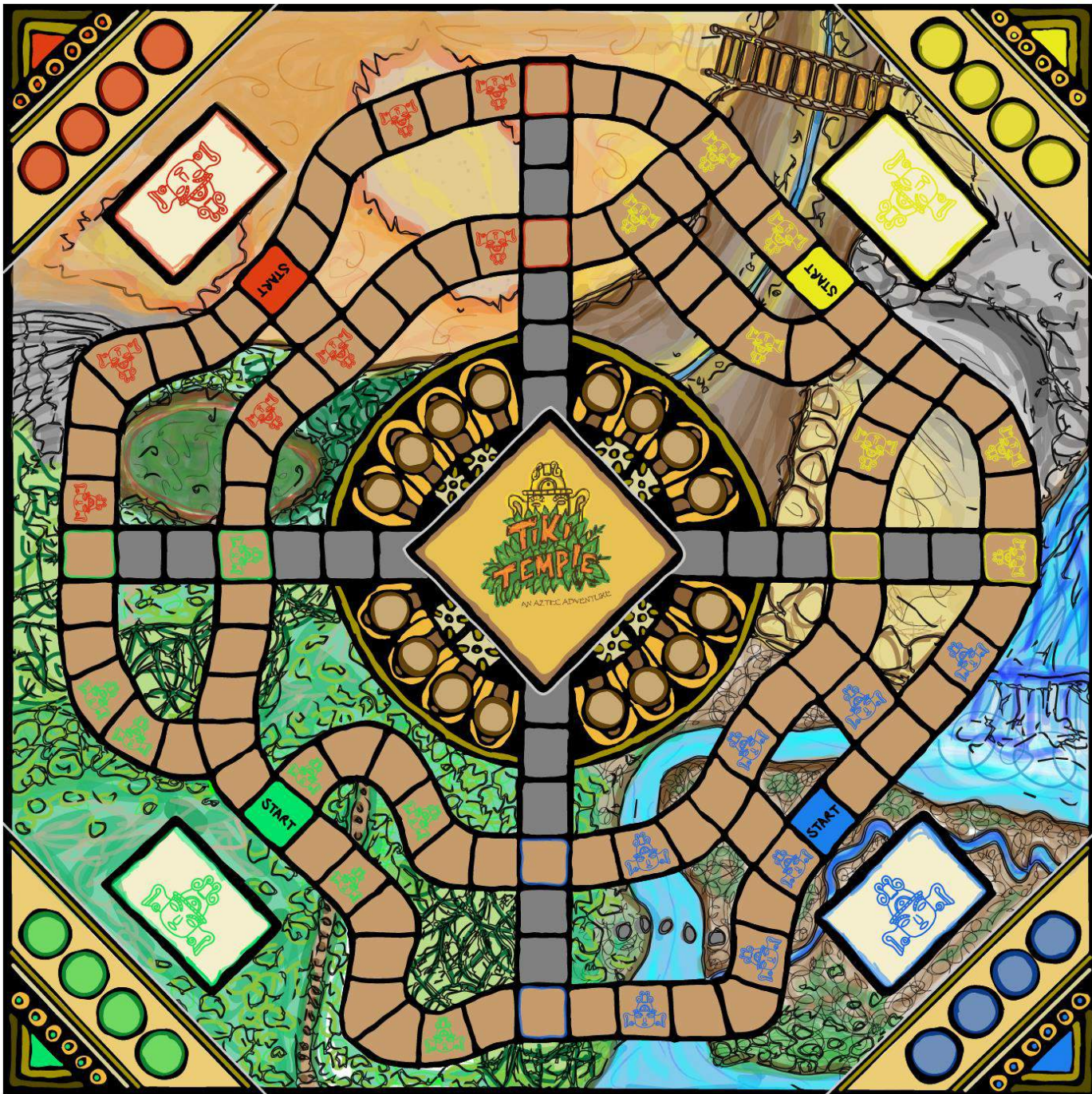
This is final game board with all the changes applied. The storage place for the Tiki Tokens has been swapped, the ring outside the temple has been given a neutral colour, this now means that once each player collects their Tiki Tokens, they can place them around the temple and clearly demonstrates how many tokens each player has. Tamzin increased the number of Idol Spaces as after playing the game, we thought that it would increase the excitement if there was a greater chance of receiving an Idol Card. It was also decided that to increase clarity, the Idol Spaces would be colour coded to their zones to further indicate which card must be picked up. To indicate when you can pick up a Tiki Token, there is a coloured boarder on the exit of each zone. The logo has also been added to the centre of the board.

Game Box Development

For the game box Steven wanted to make something that was linked to the game board that Tamzin created. Steven obviously thought of a jungle straight away – so there was the setting for the box. Through this development of the game box Steven will hopefully create something that fits with the overall style of the game.
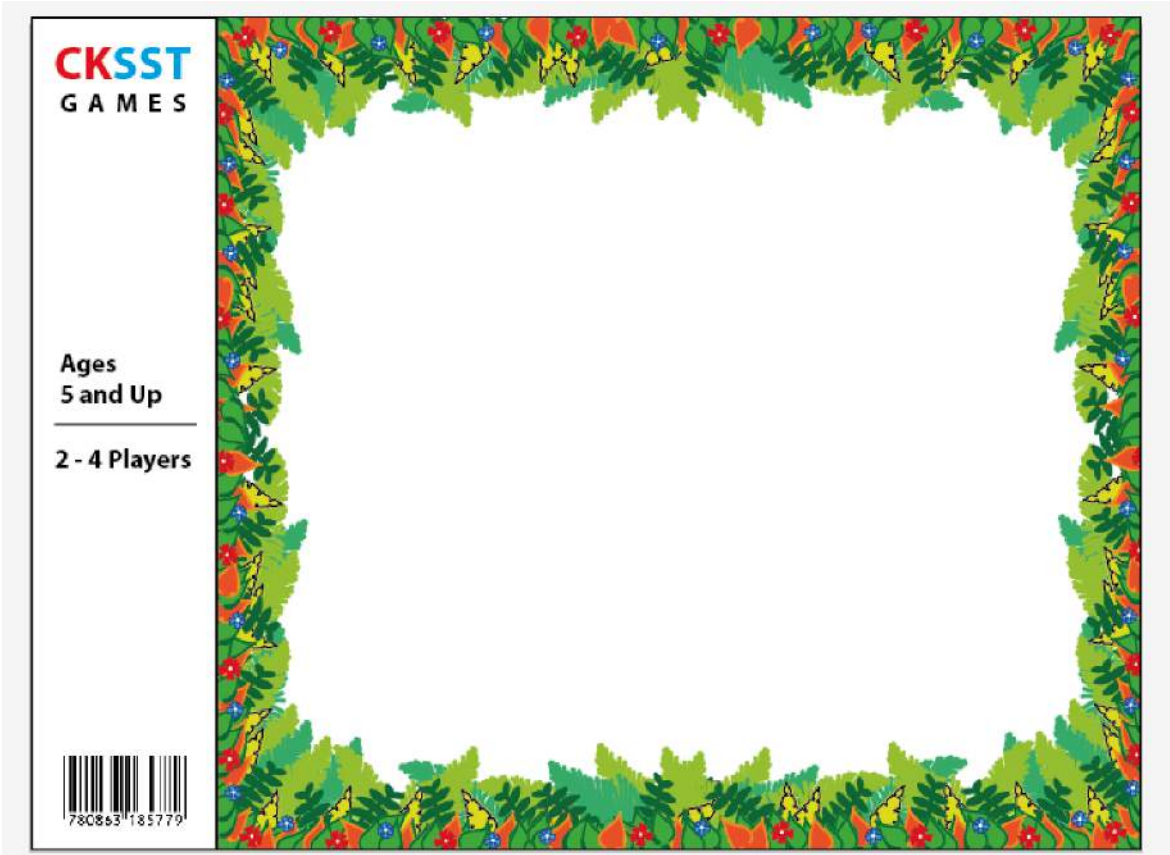
Front

The front of the box is the most important part because this is what the user looks at first, so it has to look enticing in order for them to want to play it. Steven created an outline for the box that we all really liked. Steven used Adobe Illustrator to design it; he created multiple types of jungle leaves, raining from many shades of green to red. We think it looks visually appealing because it can be used to finish off the box nicely. Also you may notice on the image that down the left hand side there is white space. Steven took inspiration from 'MB Games'" design of boxes because they are easy to read and look quite good. The "CKSST Games" is what our group is referred because it takes the first letter of our names and organizes it into our 'brand'. The age rating and player information is displayed as well because the user can then identify straight away if this game is suitable for that target audience and how many players can play the game at once. Steven decided to add a barcode to the design just to make it look like the real, in store product, which fits quite nicely in the corner of the box. However, from a group discussion we chose to move this to one of the sides so it didn't interrupt the design of the box.

Game Box Development

Next Steven designed a bridge, this idea came from Kirsty who suggested he should incorporate different elements of the game onto the box, in this case you have to cross a bridge, so this seems really relevant. The design of the bridge has to look old and dangerous because the setting is in a jungle, so Steven tried to design it where it looks quite difficult to get across. My next idea came to me then, include a river maybe?

This is Steven's work in progress of the river below the bridge. You may notice the cartoony style I'm going for so that the entire game board/ piece fit together and look the same. We all really like this as an image and we am getting a sense of how this may look in my head. Maybe add a tree to the left hand have hills in the background to signify the journey the players will have to go through to get to the temple and win the golden idol.

Steven has been really busy on this layer creating the foreground of the box. He decided to go with the tree idea then added a pit of quick sand then some more jungle foliage. Also Steven started to add detail such as the vines hanging down and more shading on the tree itself. We think this foreground works really well and will be fit for its target audience because it's colorful and

looks fun, its not a serious board game, this is meant to be played with excitement and enjoyment. The only criticism we received was that sometimes people ask me what is that yellow patch behind the tree? Maybe a sign saying "danger quick sand" would resolve this issue.

Game Box Development

Steven took on board the criticism about the quick sand and incorporated a danger sign on the foreground. Peers said that this was a lot better as now they know what the yellow patch is. He then added a blue background in with a white gradient to establish to him what he is going to do next. Have hills in the background stretching for miles. Also where there is a lot of space. The logo will go here eventually.

Steven added the hills in using different shades of green, darker as they get further away so the box has a sense of depth on a 2D space. Also we needed to add a temple, as this was the main objective of the game so far in the distance it is there. we feel as if this box design is almost completed I just need to maybe add a few adjustments and the logo.

Steven presented this design to the group and they seemed to really like it, the detail was nice to see and the colours worked perfectly with the rest of the game. Steven suggested after looking at it, should we include a couple of game characters so it looks like they are on the journey to the temple? The group liked this idea so Steven will do this once Charlotte sends him the game characters over.

This is the first front design of the box. We decided to keep the game characters on because it works well. It doesn't look like they are out of place and kind of top it off. We personally really like this design and I think it has been successful and the rest of the group agrees. Now Steven will have to design the 4 sides of the box.

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Game Box Development

Sides

The first side of the box Steven designed was the left hand side. Steven chose to leave this white because then it would match the white space on the front of the box, so everything would correspond together. He used to "CKSST" logo again to identify our group's brand as well as the games logo and you can also see the barcode that he previously had on the front of the box but now it has been moved to here, giving it a more coherent design.

The right side of the box was his next design, as you can see from the image I kept in with the same style as the box, including the border so it would be like a 'wrap around' design. Also there is text on here explaining what the game is about. It is the same paragraph that Tamzin wrote on the rule sheet. Steven changed the typeface to what is on the logo, keeping the consistency throughout.
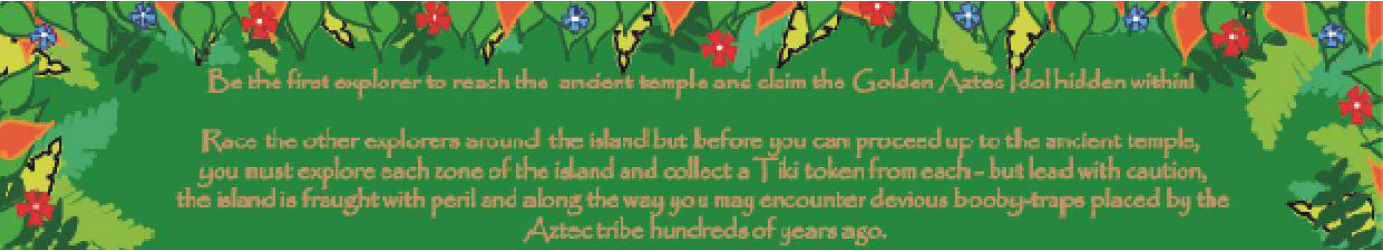
The topside of the box was my next task, Steven used the same border, typeface as before but this type used the slogan "embark on a perilous journey" as we previously discussed as a group. This works well because it is enticing the user to open the box and play the game. Also to match the white space of the box, again the "CKSST" logo is placed there. (This will be upside down on the next, displayed this way for illustration purposes)

The last side He designed is the bottom one. This again like the others follows the same design pattern but instead has another slogan to entice the user "the idol awaits you" overall we think all these sides work and come together to complete the box design in one package.

Game Box Development
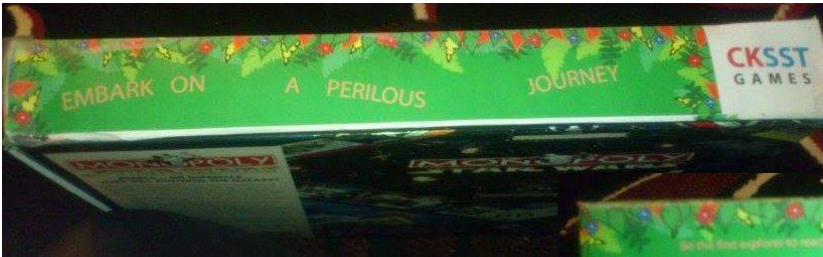
Steven was given more feedback when this version was printed
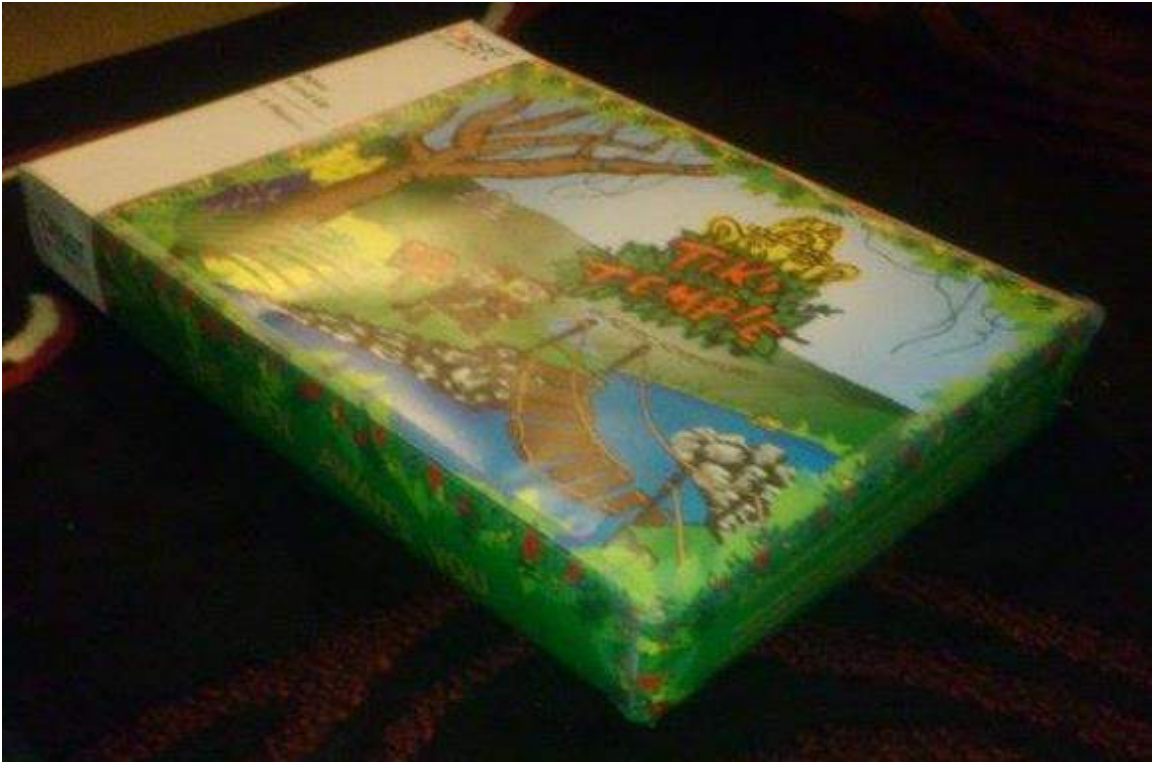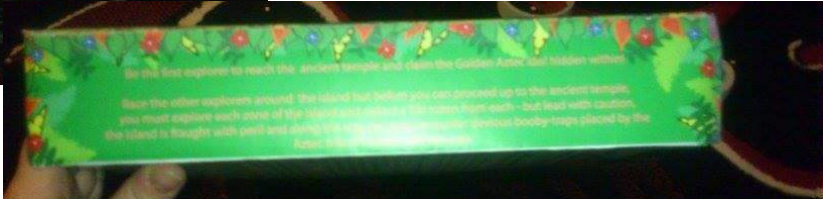
By creating this prototype we were able to make see if the sizes werer right and the images were clear.
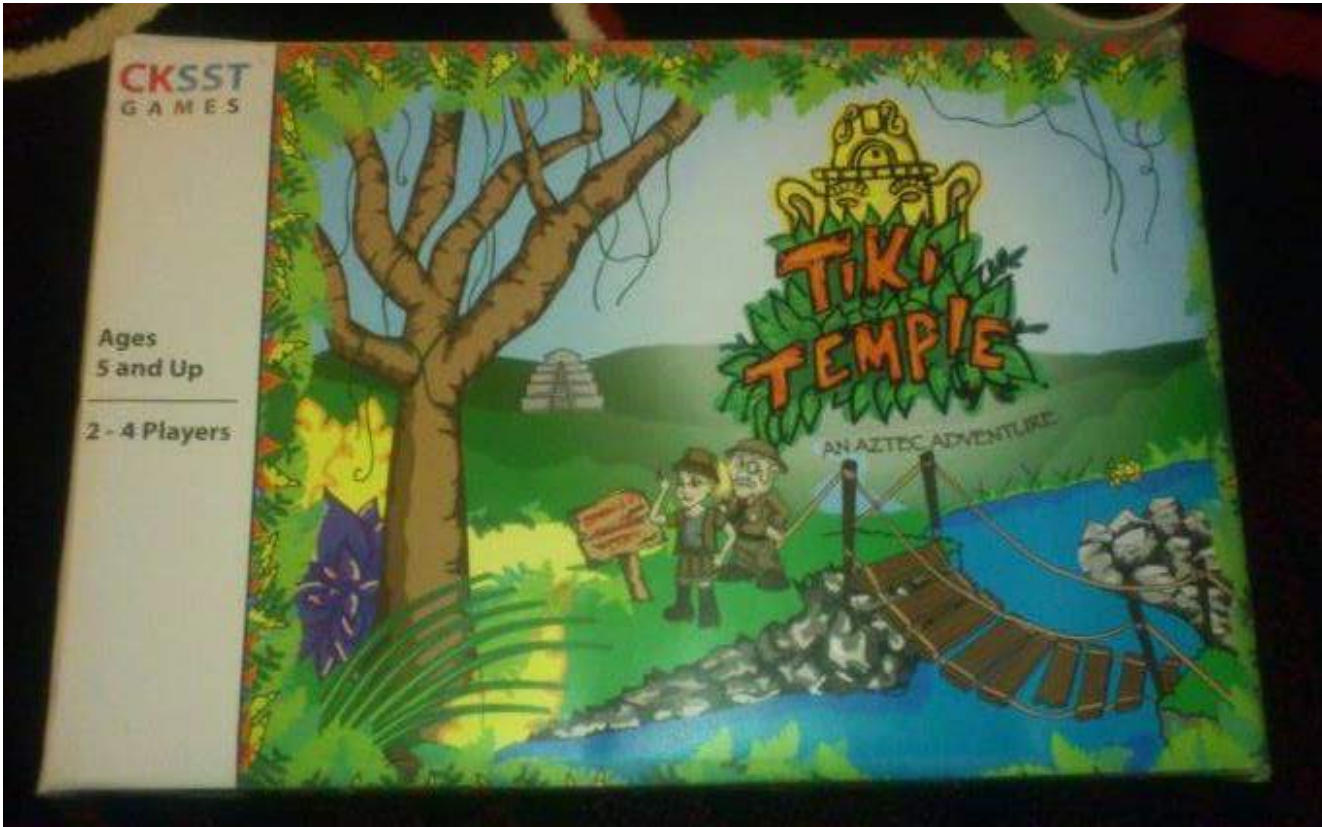
Game Box Development

The feedback was generally positive throughout however there were criticisms about my box. Tamzin felt the white box should be removed and instead everything should be shifted along. Below is my redesigned version, Steven have extended the right hand side and added the remainder of the characters so really we think this has worked better because all of the characters are on show. The group had a thought about filling the top right hand space with a wooden sign, like Kirsty's teaser poster that showed the games age rating.

Steven spent more time going over this idea and below is the finished version of the box. He used the same wooden fence as the "Danger quick sand" sign, enlarged it and incorporated the group logo and age rating on to it. This does work well and fills the space nicely.

Game Box Development

The sides of the lid have also been redesigned. Firstly the white space has gone in favor for the jungle foliage. The leaves have been placed so they mirror each side of the lid so it neatens the box as a whole up. The slogans have also been removed so all that is seen is the games logo, in terms of usability and getting across the brand of the game to the user.

As a plan to design the underside of the box we wanted this to be minimal, but still visually appealing. We think it would be good to show the content of the box here, and also the description of the game and legal (barcode, hazard symbols) that appears on a retail version of a standard game box.
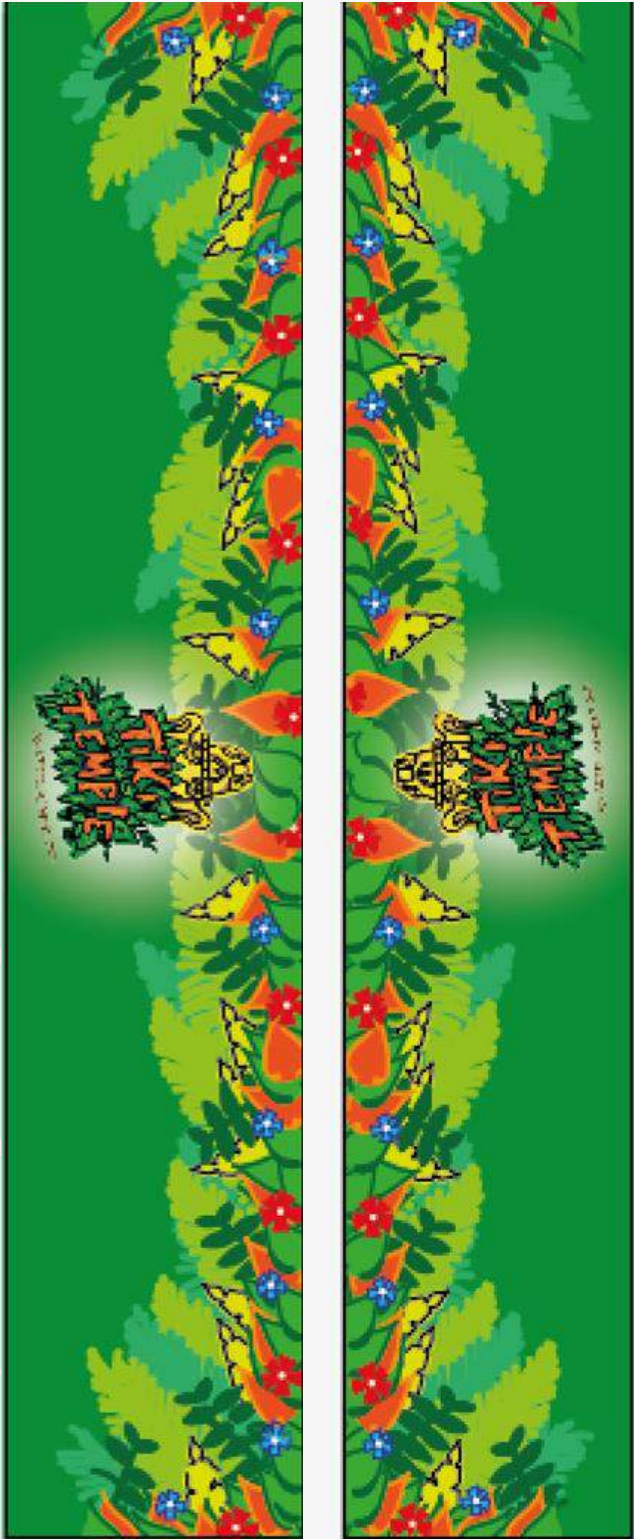
Game Box Development

The 4 sides of the bottom box use Tamzin's design that has been used on the rule sheet to keep in with the consistency. The base has also used this design so it looks like a wrap around effect of the same image. It is contrasting the to the lid because this is how I wanted to design it. By looking at other examples of game boxes they have this effect too at times so to me it felt right to incorporate this style.
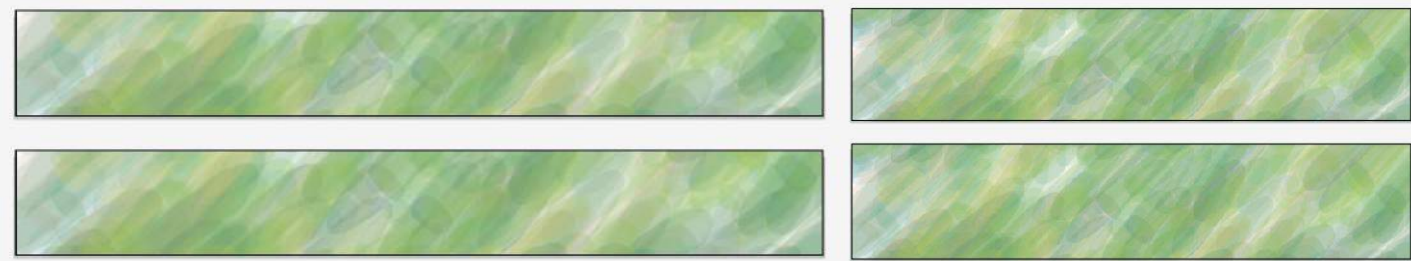
The base of the box includes all of the legal parts as stated before and also includes the game pieces to show you what you get in the box. Steven have kept in with the same style that has been used throughout and the use of the vines split up each section nicely so it is easy on the eye.

Game Box Development

Kirsty was the person to collect all the information and to get the box and board that we would use. We decided that the board that we would us and base our game around was monopoly as we a group we thought it was a good size, and the way it folds was a good way to make it compact. Kirsty owned a monopoly box already this meant we could use the box and the board to base our designs around. We knew we wanted the board to be square so it was a perfect fit.
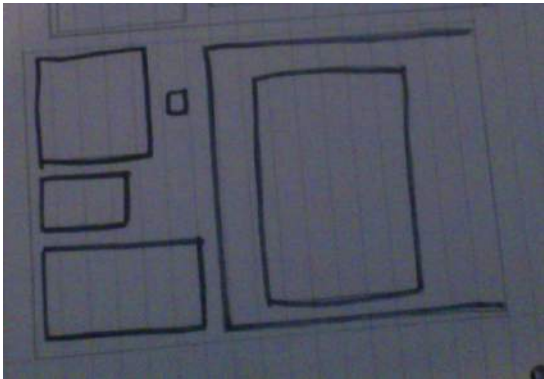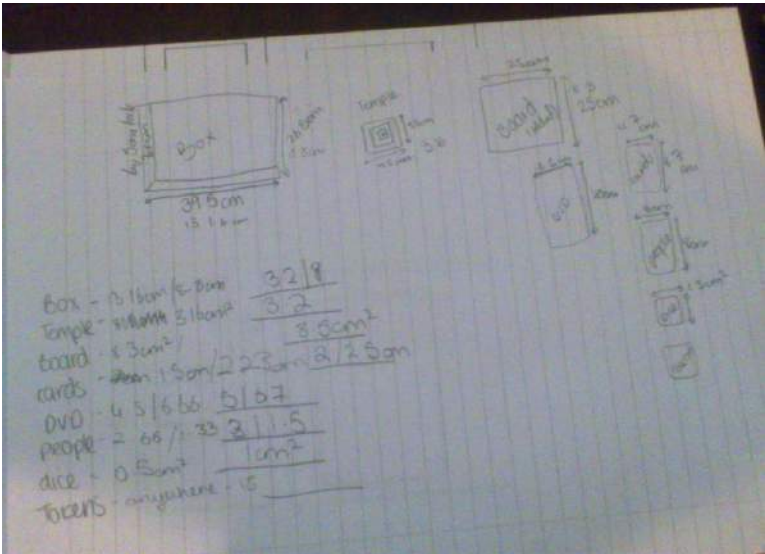
Measurements for everything that will go inside the box so Kirsty could work out a plan of where everything can go.
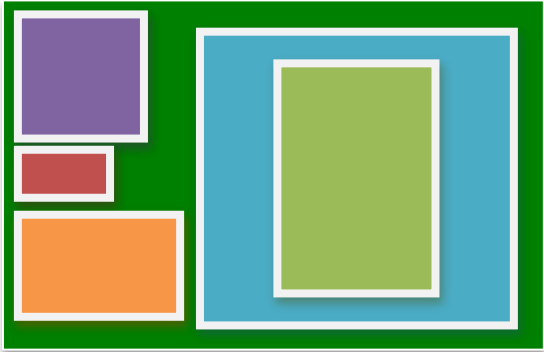
Kirsty has organised it into different sections.

- **The green section goes under the blue; this green section is for the DVD**
- **The Blue section is for the Board**
- **The purple section is or the temple**
- **The red section is for the cards**
- **The orange section is for the rest of the objects, this includes; die, characters, tokens etc**

Game Box Development

Kirsty tried to make the inside of the box out of foam but the foam was too soft and didn't cut very well so Kirsty went back to the drawing board and thought about other materials that she could use that was big enough and thick enough to make the inside of the box. Kirsty then thought about Insulation board it was hard enough for it to be cut through and it would also be hard enough for it to be straight.
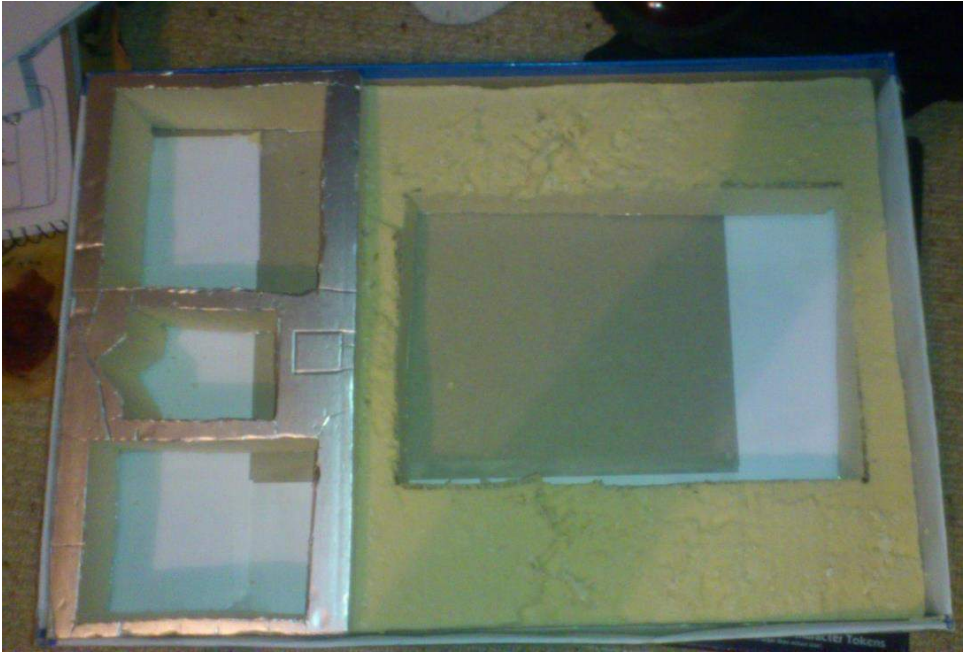
This is what the first attempt looked like, it was hard to cut out the right side for the board and get it dead straight so Kirsty got it as flat as she could and then applied tape to it afterwards. This helped to level it out and made it easier to paint too.

The final nets for the box are shown below…
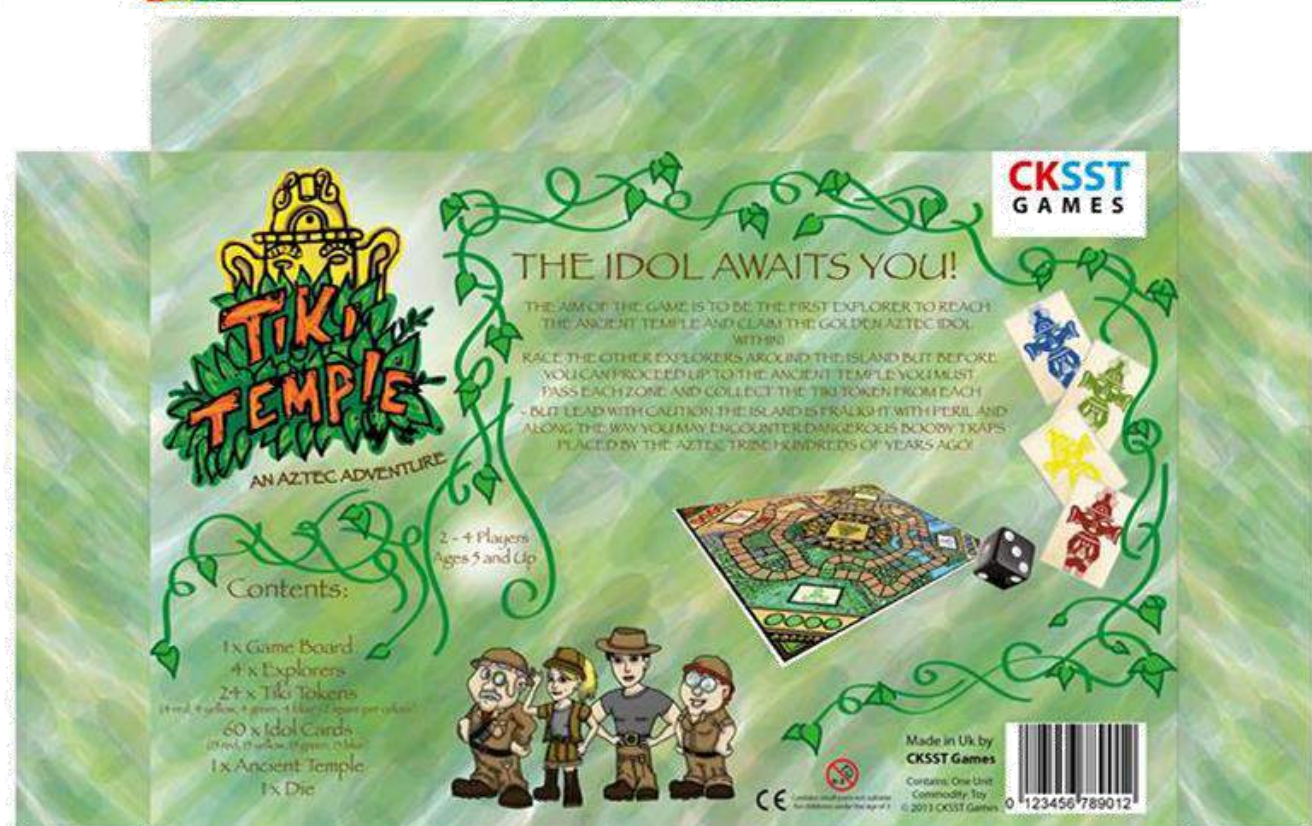
Final Game Box

The final box design was modeled around the version shown before. It was measured to the exact size of the Monopoly box used so fit really well when printed. We chose not to use cello tape and instead used spray mount to get a more professional finish. The outcome looks really well designed compared to the previous version because there are no air bubbles and shiny edges due to the tape being visible. The lid works particularly well because the side's match with the front so looks like one clean wrap around design. The underside fits great with the overall design of the box because it is a clear contrast which balances out the design as a whole. This to us, shows the audience what style they are expecting to see within the box and throughout the game. This is a true representation of our game style so it fits perfect as a container for Tiki Temple. We don't think we would change anything on this design, as we are all happy with the final outcome
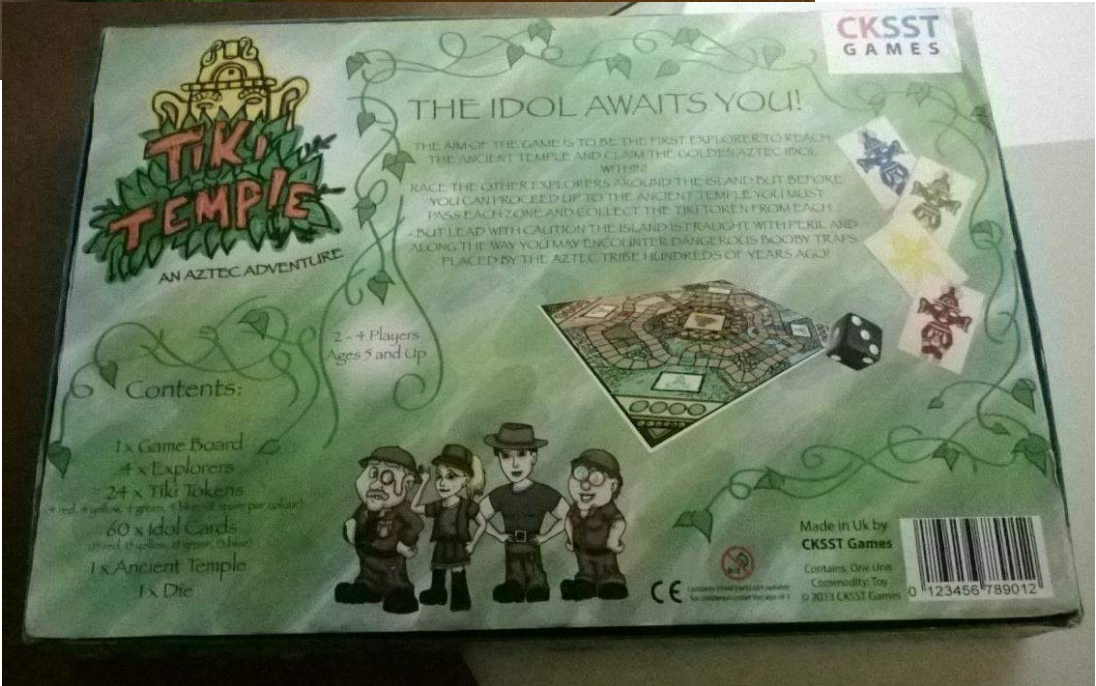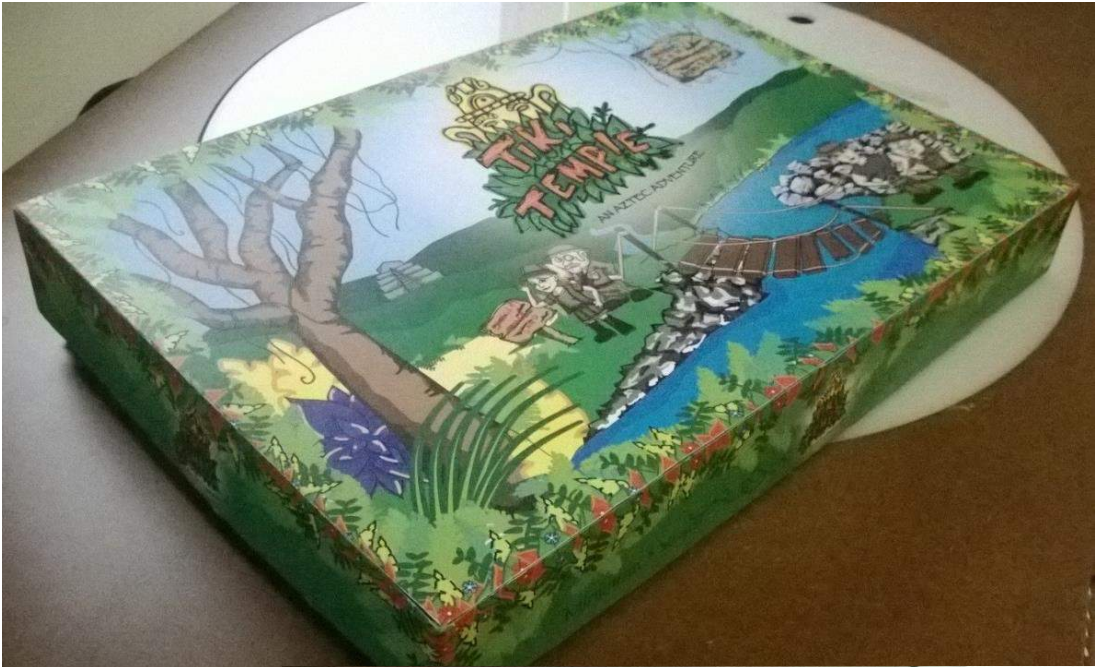
Rule Book Development

For the game rules we decided that it would be most appropriate to create an A5 double-sided sheet. As a group we found that all the information we required for our rules wasn't going to be too long as the game is quite simple to understand, so we felt that we didn't need a rule book as there wouldn't be enough information to fill it. We thought that a flyer would be most appropriate. As the game rules were the first thing that we created Tamzin was given the task of designing the layout and graphics.

The graphics for the rules were designed by Tamzin. She hand-drew the background as she thought that it would create a rustic look which could also appeal to children as it was almost cartoon in style. A variety of vines and leaves were chosen to represent the jungle theme, a peeking idol was added as we had decided that the aim of the game was to get to the hidden idol first. The outlines were scanned in and then coloured on Adobe Illustrator to create the page boarder. For the background Tamzin created a textured but soft colouring with green tones in order for it to be inclusive with the theme yet not overbearing. It was important that the text would be legible over the top of the background.

Welcome to the Aztec Adventure

The aim of the game is to be the first explorer to reach the ancient temple and claim the Golden Aztec Idol hidden within! Race the other explorers around the island but before you can proceed up to the ancient temple, you must explore each zone of the island and collect a Tiki token from each - but lead with caution, the island is fraught with peril and along the way you may encounter devious booby-traps placed by the Aztec tribe hundreds of years ago.

How to set up the game

Place Golden Aztec Idol inside the ancient temple and position it in the centre of the board. Place each pile of Idol cards in the corner of the board in their corresponding colour zone. Tiki tokens are stored in the ring around the temple. Place each explorer in his or her chosen start place and get ready to begin the adventure!

Rules of the game

2- 4 players can play the game. Each player choses their explorer and selects a zone of the island to start in (red, yellow, blue or green). To take a turn each player rolls the dice and moves their explorer the number of spaces shown. You may move in any direction but must not move towards the ancient temple before you have made your way completely around the board through every zone and collected all 4 Tiki tokens. To be rewarded with a Tiki token you must land on the "start" space of each zone. Scattered along the paths there are Idol spaces, when landed on you must pick up a card from the zone you are in - these may give you extra moves or even another turn, be warned, they could also lead to negative consequences!

This box contains:

4 x Explorers
24 Tiki Tokens
(4 red, 4 yellow, 4 blue, 4 green – 2 spare per colour)
60 x Idol cards
(15 red, 15 yellow, 15 blue, 15 green)
1 x game board
1 x Ancient temple
2 x dice

This is the first iteration of the rules written by Tamzin. We decided that it would begin with an introduction, how to set up the game, the rules and finally what the box would contain. Fitting the text in the boundaries was a bit of a struggle but works well when complete. For the group members, at this point, the rules were sufficient. However, after testing them on other people we found that there had to be a few alterations. We therefore thought that it would be more appropriate to have the box contents included on the box design to make space for extra detail.

This was the first printout of the rules which we used for our user testing in class. It was good to see whether the text was an appropriate size and test the paper size as a whole. Overall, visually it worked well but the title colour needed to be changed.

Rule Book Development
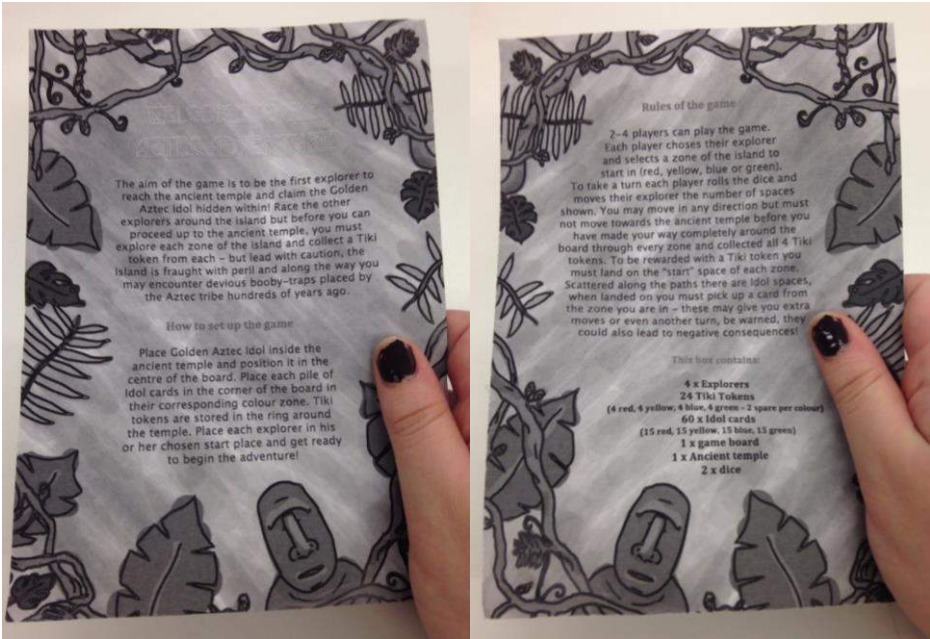
Using Sophie's drawing of the Idol, Tamzin added colour in the same style as the rest of the border, contrasting nicely with rest of the page.

Since the first iteration of the rules, there had been some changes to the game and the rules due to the class user testing. Primarily, we had chosen to use "Golden Aztec Idol" that Tamzin had acquired, we therefore thought that it would be most effective if the rules border was changed and the original idol on the game rules was removed to make it more inclusive of the theme. Tamzin replaced the idol on the background with our Golden Aztec Idol in order for it to fit perfectly with the rest of the game and ensure it was in an appropriate style for all of the other elements. The Golden Idol is a constant theme throughout the game elements and ties it all together.

Welcome to the Aztec Adventure

The aim of the game is to be the first explorer to reach the Ancient Temple and claim the Golden Aztec Idol hidden within! Race the other explorers through each zone of the island, collecting Tiki Tokens as you go. Only when you have collected all 4 Tokens can you be granted passage into the Tiki Temple. But lead with caution, the island is fraught with peril and along the way you may encounter devious booby-traps placed by the Aztec tribe hundreds of years ago.

Game Set-up

Place the Golden Aztec Idol beneath the Ancient Temple and position it in the centre of the board. Idol Cards and Tiki Tokens belong in spaces provided in the corners of the board in their corresponding colour. Each player choses an explorer and a coloured base, which is placed on the starting space of the zone. When the first player rolls the dice you are ready to begin the adventure! Pick up Idol Cards as you go, these could give you extra moves or even another turn, but be warned, they could also lead to negative consequences!

Game Rules

Tiki Temple can be played with 2 to 4 players. Each player belongs to a zone, this is determined by the colour of the base that they've picked for their explorer character. The dice is rolled once per turn. the player will move that number of spaces in a clockwise direction around the board.

The Board

Each player is in charge of his or her zone (blue, green, red or yellow). When a player lands on an Idol space in your zone, you will read out an Idol Card for them. You will also hand out the Tiki Tokens to the other players once they have achieved them. You must only travel in one direction (clockwise) from your starting place through the exit of your zone, towards the next colour zone etc.

Idol Cards

Idol Cards must be picked up when a player lands on an Idol space (spaces marked with the head of the Golden Aztec Idol). If a card is picked which does not apply to you, you may place it under the pile and pick another.

Tiki Tokens

Tokens can only be collected once the player has been through a zone and landed on / passed the boarder into the next zone (e.g. passing through the green zone and into the red zone = a green token). You cannot collect the token from your starting zone until you have made it all the way around the board.

Ancient Aztec Temple

You must not travel up towards the temple until you have all 4 tokens, the first player to roll an exact number will gain access into the temple and win the Aztec Idol!

These rules have much improved on the first iteration. We have however been given some suggestions from users: When you have all of your tokens and you get the "take a token" card, you have to take a token off someone and put it back to the original space instead of keeping it for yourself. If you land on the same square as someone else there could be a consequence e.g. you could take a token off someone and keep it for yourself but if you already have it, it goes back to the original storage space.
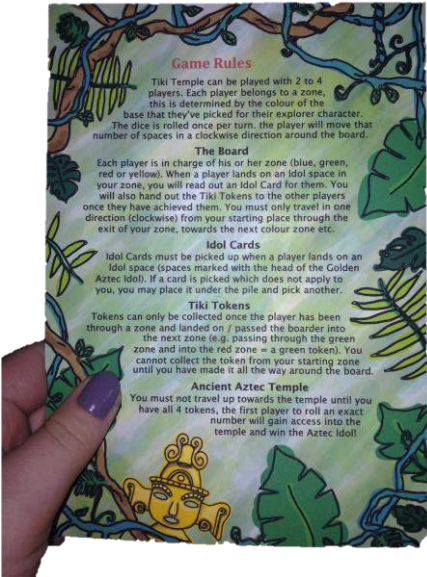
The final rule sheet design was much improved. Tamzin decided to alter the layout to increase clarity by splitting the rules into paragraphs with subtitles. Incidentally, there are a few mistakes e.g. It doesn't state that you have to go up your own colour path to get to the temple.

Character Development and Profiles

In order to add to the games personality Charlotte created four characters, which players could then be used as counters on the board. Each character was made in Photoshop with a variety of age, sex and physical appearance to make sure they were unique individuals.

A profile was created for each character providing them with a background along with their strengths and weaknesses in order to create a personality, which would become a part of the game. For example, providing one character with a fear of quick sand would make them fall behind in the yellow zone making the game more interesting. These profiles were created by Charlotte and then edited and placed into a booklet by Tamzin. Giving the characters individual profiles meant that players could choose their character and possibly develop a preference, which could make the game instantly engaging before the start.
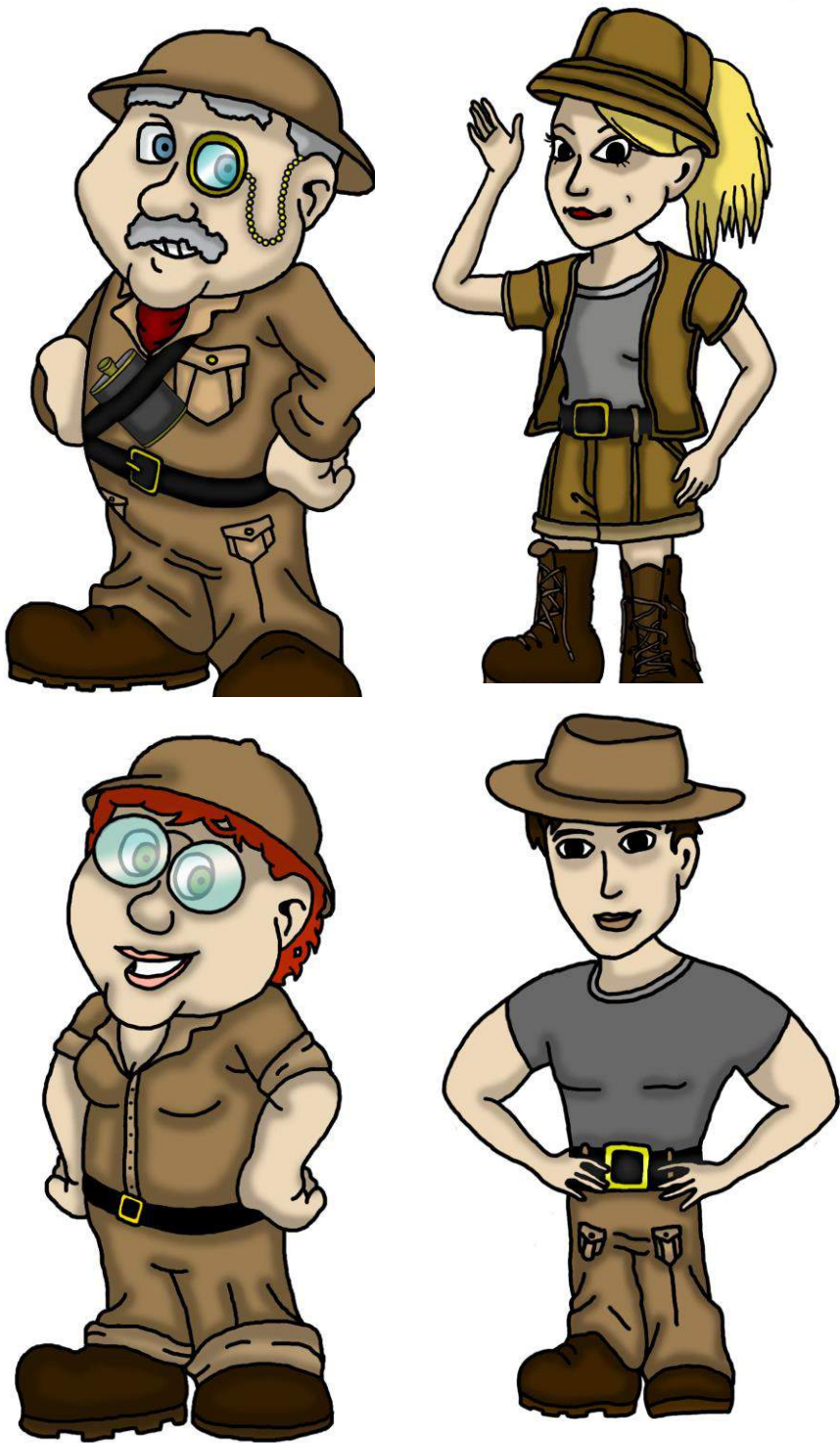

These characters can also play a part in promotional work as developing the personalities have lead to their use in the box graphics along with posters, the digital game and the advert. The repeated use of these characters could develop consumer familiarity making them well known, trustworthy figures, which can develop the games brand identity if it was to be published.

Character Development and Profiles

The group thought that it would be a fun idea to have a profile of each explorer, which would introduce the character, explain their interests/jobs, why they enjoy exploring and their strengths and weaknesses. This provides them with a background bringing them to life and creating a promotional element which will be good for our promotional materials and it also engages the user more. Here is the background created by Tamzin which was made to to match the style of the game rules background. The page includes the image of the characters and their character biography.
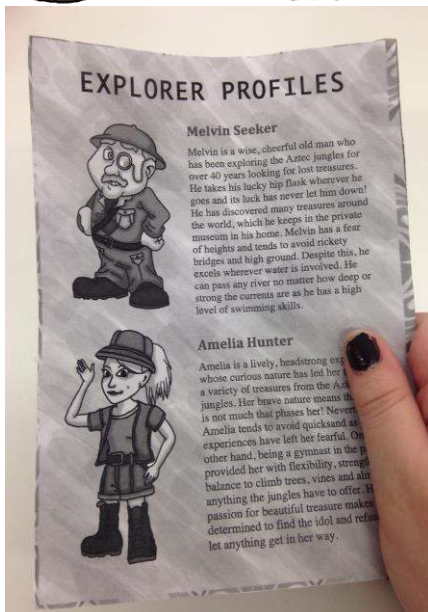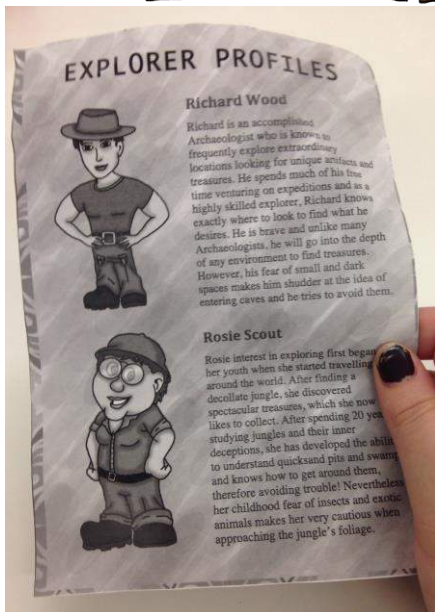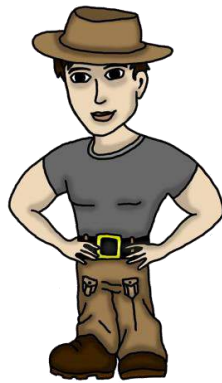
Tamzin put together the page in the same size and style of the rules. The first iteration had a different typeface for the "explorer profiles" as Tamzin liked the idea of having an FBI style, as it was like a criminal profile. The first print out showed that little changes were needed within the design itself.

Character Development and Profiles

Below are the character profiles which Charlotte wrote for our game characters…

Rosie started her interest in exploring when she began travelling around the world and discovered a deserted jungle, which led her to find spectacular treasures in which she now likes to collect. After spending 20 years studying the jungles and their inner deceptions she has developed the ability to understand quick sand pits and swamps and knows how to get around them without getting defeated. On the other hand, her childhood fear of unusual insects and exotic animals makes her very cautious when approaching the Jungles foliage.

Richard is an accomplished Archaeologist often seen exploring extraordinary locations looking for unique artefacts and treasures. He spends much of his free time going on explorations and is highly skilled at knowing exactly where to look. Richard is brave and unlike many Archaeologists he will go into the depth of any jungle to find treasures. However, he his fear of small spaces and dark places makes him shudder at the idea of entering caves therefore, tends to avoid them.
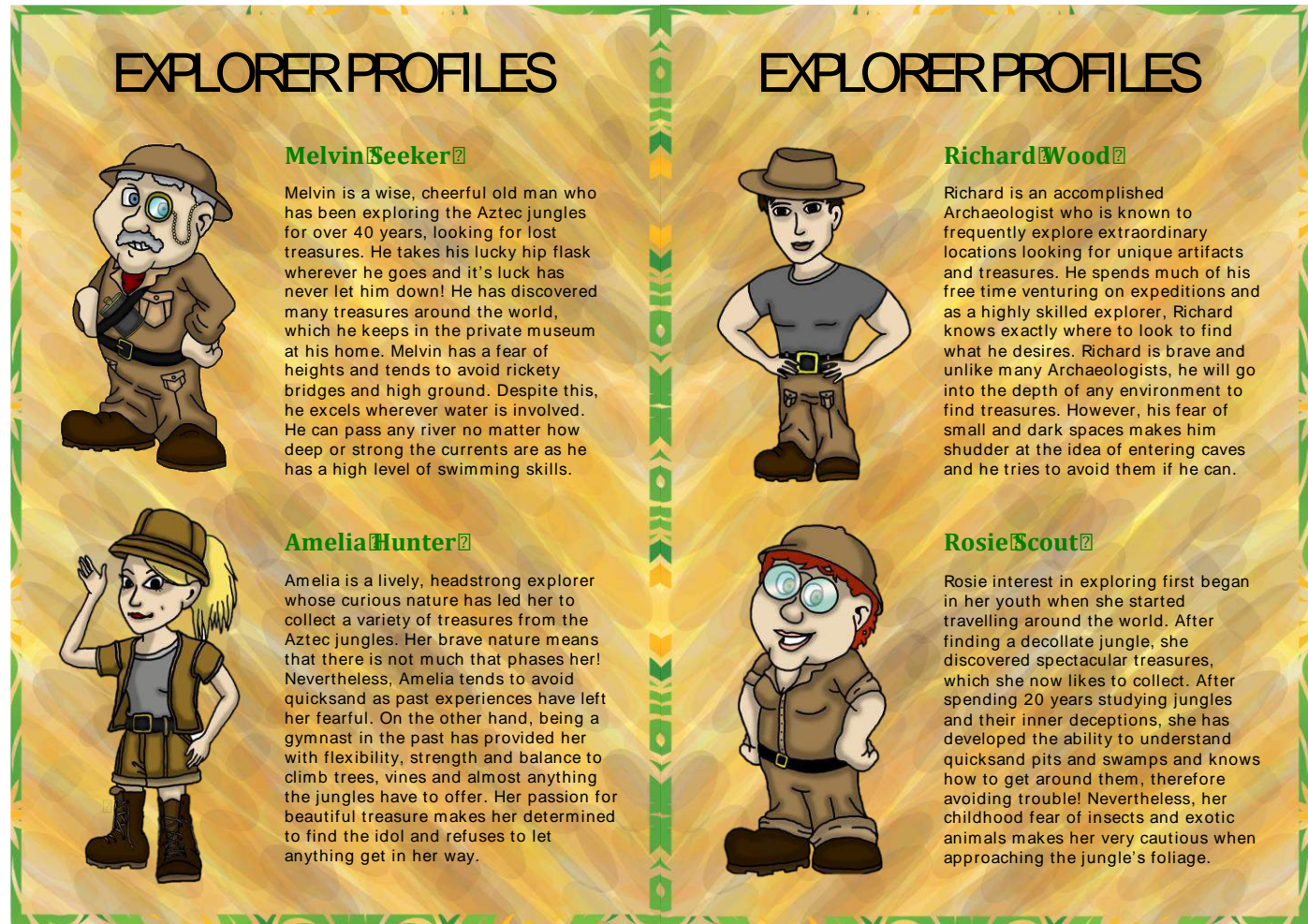
Amelia is a lively, headstrong explorer whose curious nature has led her to collect all sorts of treasures around the Aztec Jungles. Her brave personality means not much phases her. Nevertheless, Amelia tends to avoid quick sand as past experiences have left her in fear. On the other hand, her past role as a gymnast has provided her with the flexibility and strength to climb and balance from trees, vines and almost anything the Jungles have to offer. Her passion for beautiful treasure makes her determined to find the idol and refuses to let anything get in her way.

Melvin is a wise, cheerful old man who has been exploring the Aztec Jungles for over 40 years looking for lost treasures. He takes his lucky hip flask wherever he goes and it's luck has never let him down as he's found many treasures around the world in which he keeps in the museum he owns back at home. Melvin has a fear of heights and tends to avoid rickety bridges and high ground however, he excels when water is involved as he can pass any river no matter how deep or strong the currents are as he has a high level of swimming skills.

Character Development and Profiles

EXPLORER PROFILES

Melvin Seeker

Melvin is a wise, cheerful old man who has been exploring the Aztec jungles for over 40 years, looking for lost treasures. He takes his lucky hip flask wherever he goes and it's luck has never let him down! He has discovered many treasures around the world, which he keeps in the private museum at his home. Melvin has a fear of heights and tends to avoid rickety bridges and high ground. Despite this, he excels wherever water is involved. He can pass any river no matter how deep or strong the currents are as he has a high level of swimming skills.

Amelia Hunter

Amelia is a lively, headstrong explorer whose curious nature has led her to collect a variety of treasures from the Aztec jungles. Her brave nature means that there is not much that phases her! Nevertheless, Amelia tends to avoid quicksand as past experiences have left her fearful. On the other hand, being a gymnast in the past has provided her with flexibility, strength and balance to climb trees, vines and almost anything the jungles have to offer. Her passion for beautiful treasure makes her determined to find the idol and refuses to let anything get in her way.

EXPLORER PROFILES

Richard Wood

Richard is an accomplished Archaeologist who is known to frequently explore extraordinary locations looking for unique artifacts and treasures. He spends much of his free time venturing on expeditions and as a highly skilled explorer, Richard knows exactly where to look to find what he desires. Richard is brave and unlike many Archaeologists, he will go into the depth of any environment to find treasures. However, his fear of small and dark spaces makes him shudder at the idea of entering caves and he tries to avoid them if he can.

Rosie Scout

Rosie interest in exploring first began in her youth when she started travelling around the world. After finding a decollate jungle, she discovered spectacular treasures, which she now likes to collect. After spending 20 years studying jungles and their inner deceptions, she has developed the ability to understand quicksand pits and swamps and knows how to get around them, therefore avoiding trouble! Nevertheless, her childhood fear of insects and exotic animals makes her very cautious when approaching the jungle's foliage.

The explorer profiles is just an added extra to our game for a bit of novelty. In some feedback we were given, someone suggested it link to the game and give each of the characters certain benefits, we could look into this is we were to develop our game further but for now it was too much complication for us to explore.
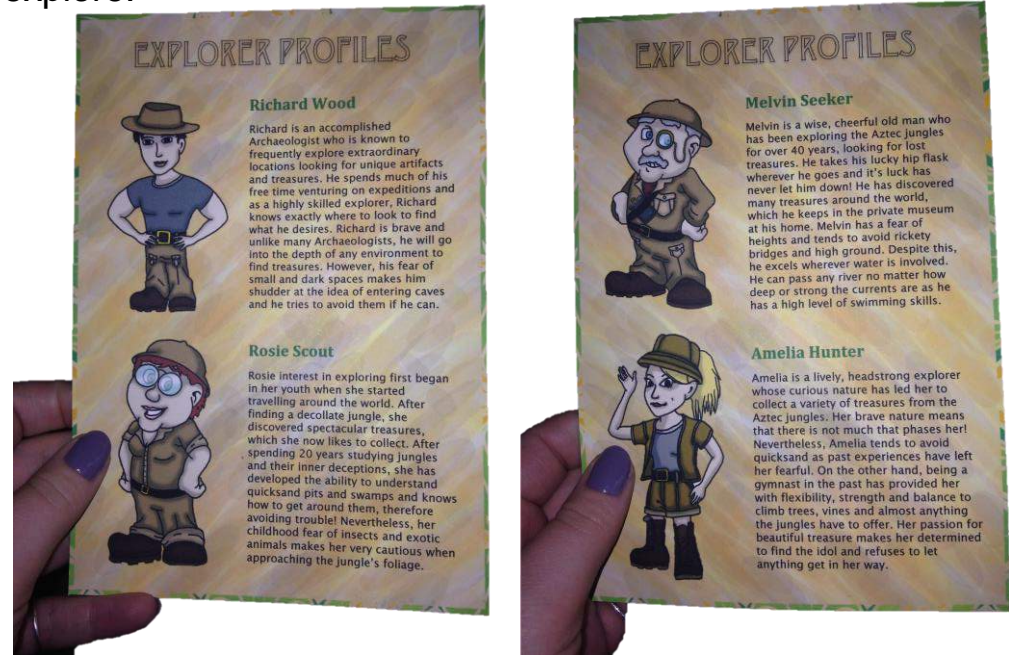
Tamzin decided that it would be best if the typeface of the explorer profiles was changed to match the rules, this just improves the professionalism of our game. It has come out well.

Game Pieces
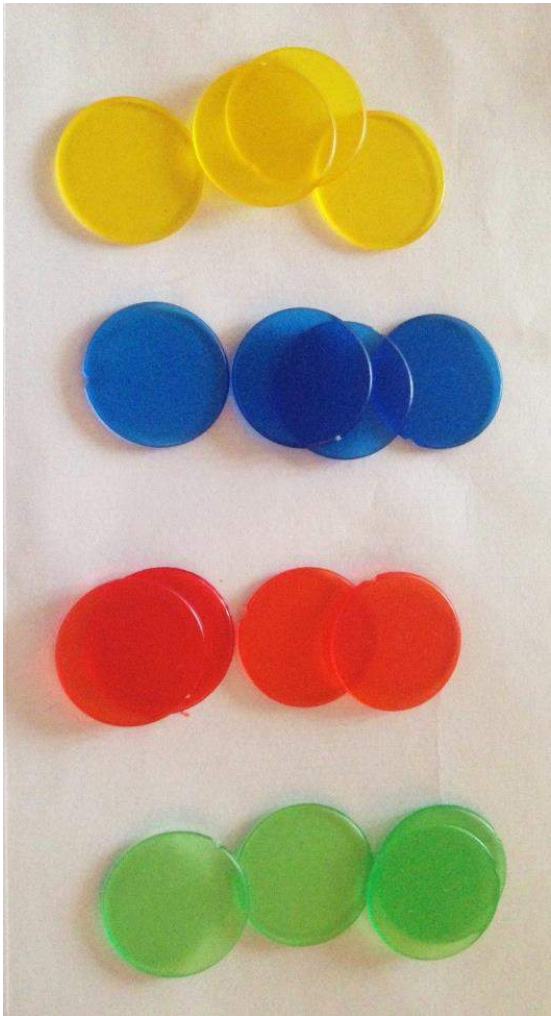
Tiki Tokens and Golden Aztec Idol

Throughout game-play you must collect tokens in order to gain access into the centre of the board. Tamzin found these coloured counters online and thought they would be perfect size, shape and colour for our "Tiki tokens". Due to the aim of the game being to get to the centre of the board first to get the "treasure", we decided that it would be appropriate to have an item which the player could be rewarded with. After searching for something suitable Tamzin came across this Aztec inspired brooch. It fit perfectly to the theme of the game and was an ideal size. It also meant that it could be worn by the winner if they chose to do so. This would provide an incentive to win and a bit of fun. Another positive was that it wasn't too small and the pin was hidden inside which makes it suitable for younger players. We decided to name this our "Golden Aztec Idol".

Game Pieces
Tiki Cards

One of the elements essential for the playing of the game board are the Tiki cards. The Tiki card are 4 packs in total red, green, blue and yellow representing the 4 sections on the game board.

As a group we decided to have an Aztec style mask on the back of the cards for the design. Sophie created the image to the right which is based of the Aztec Idol game piece the players win at the end of the game we decided to use this image for the Aztec mask which was also taken and used for other aspects of the game. After creating this image Sophie then made a list for each section of the game with instructions that will be on the cards on what the player will do this list we reviewed before putting them on the final cards.

The list for each pack of card can be seen below. In each pack there is 15 cards at most with instructions for the player for example go back or forward, miss a turn and pick up a Tiki token. The card instructions are also themed around what section they represent and in a Aztec jungle theme as well.

Red (swamp, quicksand's)
1. You get stuck in the swamp, miss a turn
2. You slip and one of your tokens (if you have any) falls into the quicksand put back one token
3. You find stepping stones across the swamp go forward 3 spaces
4. You get caught in the quicksand go back 3 spaces
5. A Crocodile snaps at you, miss a turn
6. You manage to find a vine and swing over the quicksand go forward 2 spaces
7. Go to the next zone and pick up a token
8. You spot a leopard and hide in the reeds miss a turn
9. You fall into the swamp go back to your starting place
10. A mosquito bites you miss a turn
11. Choose a player and steal one of there tokens
12. You get stick in the swamp roll a 3 to be set free
13. You find an old explorers bag take a token from any zone
14. You are tricked by a fake bridge across the quicksand and fall in miss 2 turns
15. A toad leads you through the safe part of the swamp go forward 1 space

Game Pieces

Yellow (Bridge. Falling rocks)
1. The bridge broke as you crossed it go back to your starting place
2. A rock fall quickly go forward 2 spaces
3. There is a tiger on the bridge miss a turn
4. You get to the edge of a cliff go back 4 spaces
5. You see a short cut through the rocks, go forward 3 spaces
6. Go to the next zone and pick up a token
7. A scorpion attacks you go back 1 space
8. You walk across the bridge and drop one of your tokens (if you have any)
9. Choose a player and steal one of there tokens
10. A rock falls onto your leg roll a 4 to be set free
11. You find a map that shows you to a cave take a token from any zone
12. You fall down a hole and land in an underground cavern miss 2 turns
13. You fall down a cliff but land safely in a tree go forward 1 space
14. You get trapped in a cave miss a turn
15. You find the tunnel you were going to take blocked go back 3 spaces

Blue (Waterfall, river, rapids)
1. The river is too deep to cross go back 2 spaces
2. You come across a waterfall with a steep drop miss a turn
3. The rapids help you move along the river go forward 2 spaces
4. You find some stepping stones across the river go forward 2 spaces
5. You fall down a waterfall, go back to your starting place
6. Go to the next zone and pick up a token
7. You go for a swim in the river miss a turn
8. You are going down some rapids and drop one of your tokens (if you have any)
9. Choose a player and steal one of there tokens
10. Your raft gets stuck on the bank of the river roll a 5 to be set free
11. You find a hidden tunnel behind a waterfall take a token from any zone
12. There is a fast current in the river go forward 3 spaces
13. A herd of hippos is ahead of you in the river miss a turn
14. A whirlpool destroys your raft go back to blue zone starting place
15. You lose one of your oars go back 1 space

Green (vines, trees, traps)
1. You get caught in some vines miss a turn
2. A tree falls into your path go back 1 space
3. You fall down an old trap go back 3 spaces
4. A monkey attacks you and takes one of your tokens (if you have any)
5. A Venus fly trap tries to eat you go back 1 space
6. Go to the next zone and pick up a token
7. You find an old campsite take a rest and miss a turn
8. A snake bites you go back to your starting place

Game Pieces

8.   Choose a player and steal one of there tokens
9. You get caught in a trap roll 6 to be set free
10. You find an old treasure chest take a token from any zone
11. You follow a parrot and find a short cut go forward 3 spaces
12. You get attacked by a colony of ants go back 2 spaces
13. You sneak past a band of gorillas go forward 2 spaces
14. A herd of elephants blocks your path miss a turn

Oh no! The river is too deep to cross, go back 2 spaces	**Whoosh!** You can't pass the waterfall with a steep drop, miss a turn	**Yippee!** The rapids help you move along the river, go forward 2 spaces	**Yay!** You find some stepping stones to cross the river, go forward 3 spaces
Ahhh! You slip down into the waterfall, go back4 spaces	**Kerching!** Pick up 1 token of your choice	**Mwahaha!** Choose a player and steal 1 of their tokens (If they have any)	**Oops!** You lose one of your tokens going down the river, chose 1 to give back (if you have any tokens)
Sploosh! You go for a long swim in the river, miss a turn	**Woopsie!** Your raft gets stuck on the bank of the river, roll an odd number to be set free	**Eureka!** You find a secret tunnel hidden behind a waterfall, take 1 token from any zone	**Success!** There is a fast current in the river, go forward 3 spaces
Quick! You escape being swept down the river, go forward 4 spaces	**Watch out!** A whirlpool destroys your raft, go back to the starting space of the blue zone	**Help!** One of your oars floats away from you, go back 1 space	
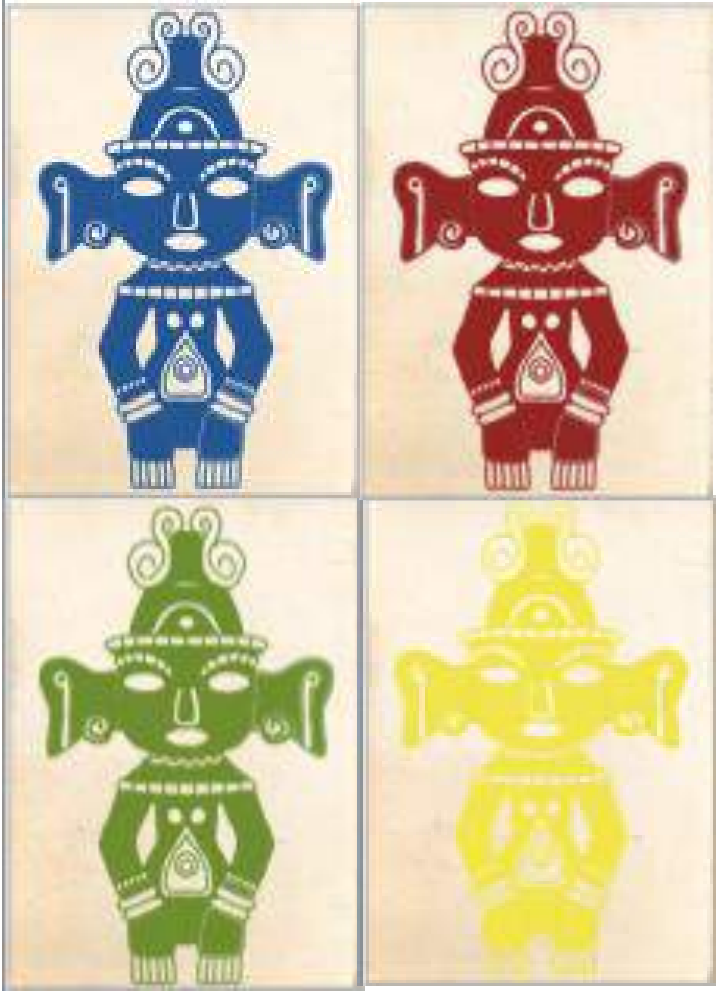
The final design of the game card Sophie created and is an old parchment background on the cards both sides and then the Aztec mask Sophie created in the 4 different colours representing the four different sections on the game board. The card designs came out very well and then the coloured versions of the Aztec mask was then able to be taken and used in different aspects of the game. The final card were then back to back printed on cards before using a paper trimmer to get a neat stack of cards all the same size.

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Characters

After Charlotte created the characters for the game she then used the images to print them off and stick them to foam. With the images on foam she cut around the characters so that they were 3D pieces for the game.

In order to make the characters stand up we as a group decided on large coloured paper clips with a flat base which we were able to buy off EBay. The images below show the clips we bought in the 4 colour zones of the board and one of the final character game pieces.

Temple

This is the first attempt at making the Temple for the middle of the board. The first attempt was a success and it stood well but it was too small in height and didn't look right on the board. So Kirsty went back and made a bigger one. To make the Temple the shape that it is Kirsty made a tower out of Lego that was the right width for the board. Kirsty then made the pieces go in one by one to give it a step effect. Then she just paper machèd the shape and waited for it to dry to form the shape. To make it bigger for the board instead of using one block per level Kirsty doubled it up and used 2 instead.

Kirsty then went to the beach and got some sand to cover the temple in to make it more realistic.

Digital Games

For the digital side of the game we looked at a variety of different app and computer games which have a jungle theme. One of the first games we looked at was temple run which is a game for phones and allows the player to use a character to dodge obstacles, collect coins and get as far away from the temple as possible.

Other digital game with jungle themes that we looked at was a match the gems game which is a lot like the popular app game candy crush. Another jungle themed game is Donkey Kong which is an obstacle avoiding game with the jungle theme. For all the digital games though all the visual aspects could be good later on for inspiration with the different styles that each game has.

Digital Game Development

When starting to develop the digital game as a group we discussed what type of game we wanted and came up with 4 storyboards. With the storyboards, which Charlotte and Kirsty created, we presented these to Ben and our target audience. At the same time we started doing some prototyping and discussing as a group how best to approach this digital game.

The 1st storyboard below depicts a simple platform game which will involve the player going around the platform collecting the idols before the time runs out. On the bottom of the screen there will be the Tiki Temple logo, number of idols collected and a timer showing the player how much time they have left. The final page is an Game over page with the players final score for the game.
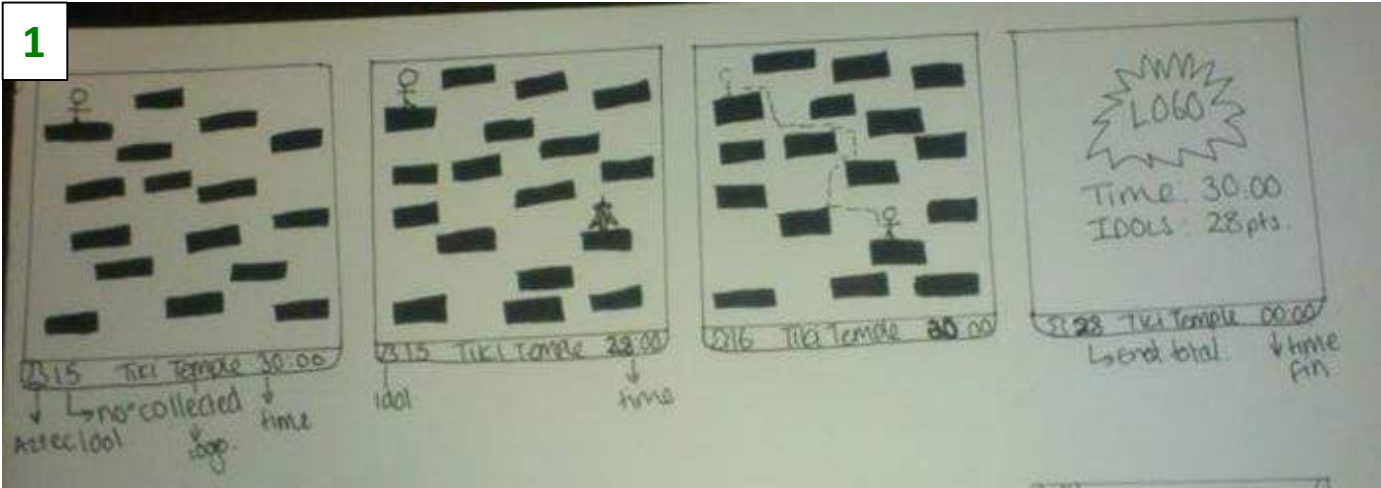
The 2nd storyboard is inspired by the trivial pursuit app game. The player can compete against there friends like on the real board game and go around the board. When the player lands on an idol the instructions for the player will come onto the screen and like in the board game the players can collect all the tokens. The ability to connect with friends to play the game will appeal to many.

Digital Game Development

The 3rd storyboard is again a platform game but a travelling platform game. Using the jungle imagery we have the player will jump from platform to platform collecting the Tiki tokens. Along the platforms as well there will be different challenges related to the 4 zones we have on the game board (e.g. waterfalls, vines, snakes). The last page on the storyboard shows a game over page which is what happens if the player can't beat the challenges or collect all the tokens from the platforms. The use of the jungle imagery will link the game to the board game very well.
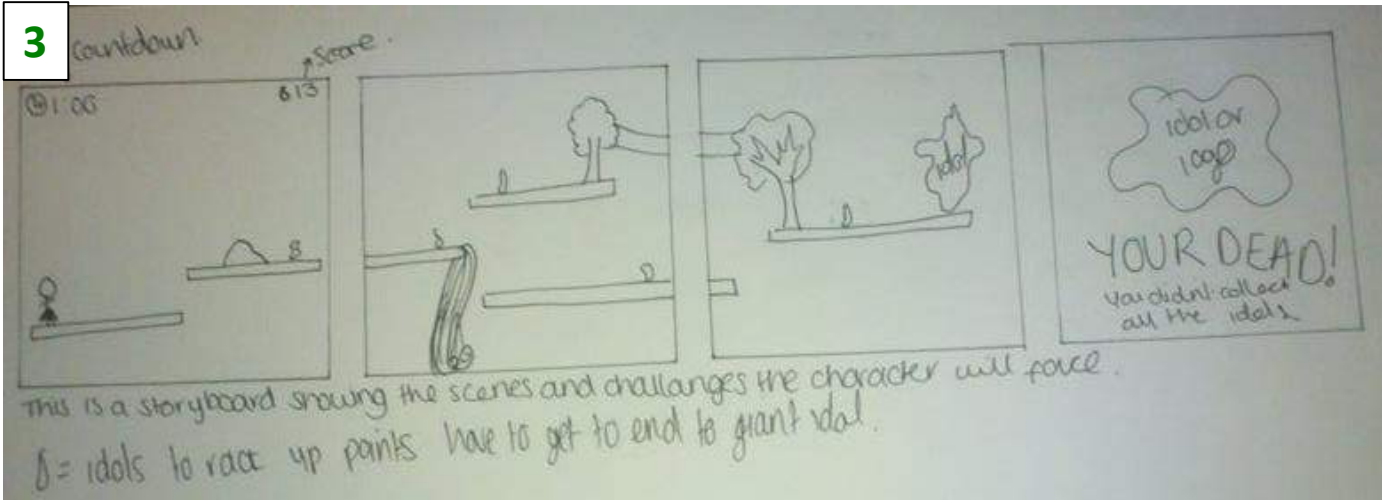
The 4th storyboard depicts a shooting game which reminds us a lot of whack a mole where you have to wait for the idol to appear and the player can click on the idol to get a point. The use of the jungle imagery for the background of the game will link it to the board game and the idol as well. At he top of the game it will show how many hits and misses the player has had as well as how much time they have left. The final page on the storyboard shows a game over page where the player will be shown there score.
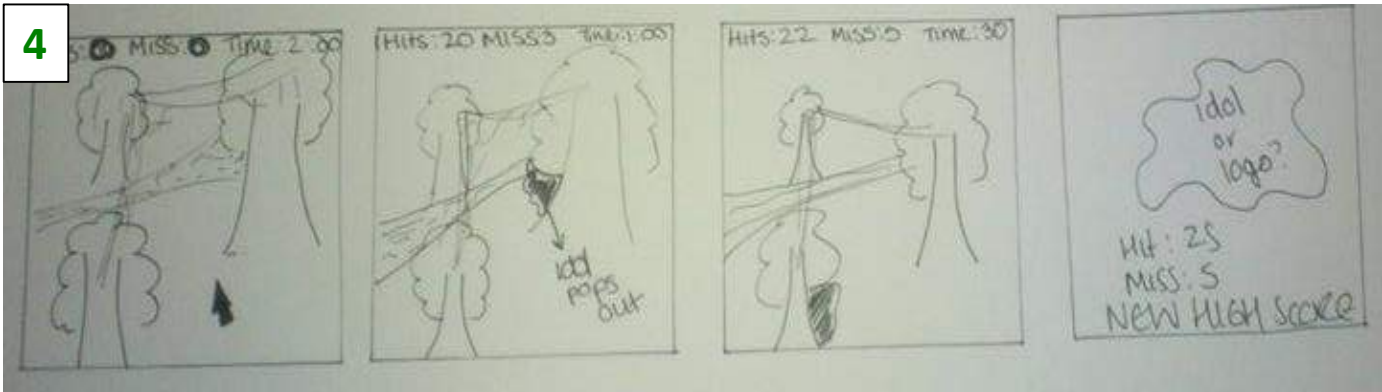
After prototyping and discussing as a group we decided that a simple platform game would be best to create using the imagery used for the game board and box at the same time.

Game Story and World

Game Story

Deep in the jungle lies an old Aztec temple which holds a precious treasure, a solid gold Idol lost for centuries. Now, 4 brave explorers are testing their abilities, and luck, braving the wilderness to find the temple and take this golden treasure. But the winding paths are treacherous and many obstacles stand in their way!

Their mission is to find the four Tiki Tokens which will allow them access to the temple, each to be discovered hidden in the jungle. Risking the dangers of waterfalls and river rapids, high cliffs and falling rocks, swamps with quick sand and the entwining jungle vines they will set forth. This exhilarating and dangerous adventure brings challenges for even the bravest of explorers!

Game World

The world in which the game is set is an Aztec temple which is surrounded by an old dangerous jungle. The old Aztec ruins combined with the trees, vines, rivers, waterfalls, swamps, quicksand and cliffs of the jungle mean this is a perfect adventure game setting with obstacles on every corner.

Prototyping

One of the first ways Sophie started to prototype the digital game is by using tutorial videos on YouTube to create a simple platform game.

The platform game was created on Adobe Flash Cs6 using action script 2 and is made using tw0 action codes for the character and ground.

Sophie found that the platform game worked quite well after working out the problems that's she encountered. The advantage of a platform game is that we can change the imagery to fit out game style.

Sophie used Youtube videos to help her create first versions of the platform gamea link to one video is below…
http://www.youtube.com/watch?v=US2P89m8GV0
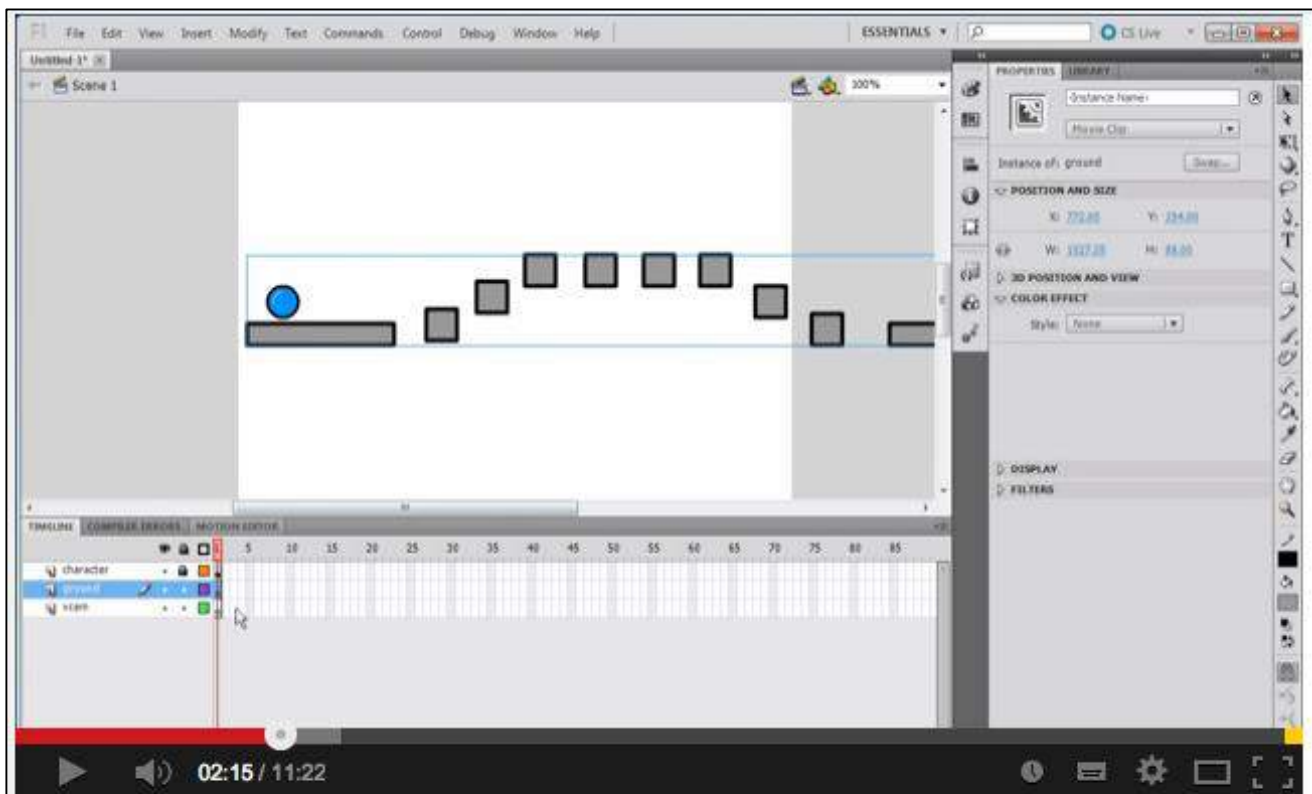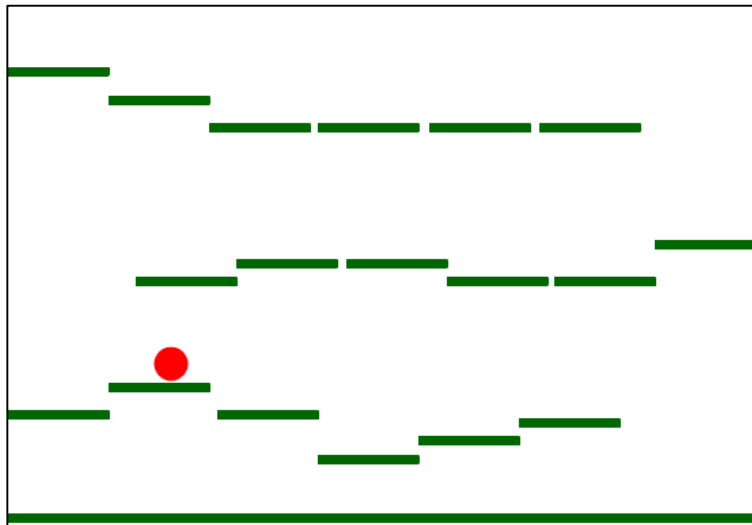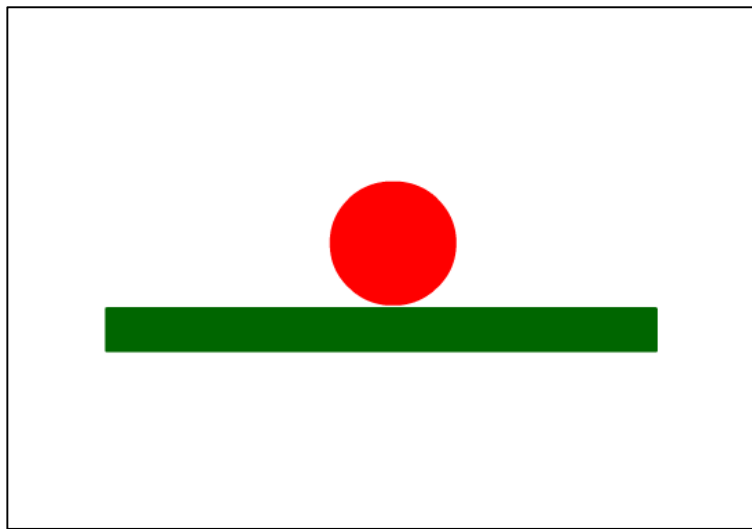
How to make a platform game in flash (CS5)

Prototyping

As well as looking at Adobe Flash Cs6 to create the game we looked at a program called Game Salad which is free to download. The program allows user to create a variety of games the free ones are space shooter games and a platform game online though users can download more game styles to work with.

Sophie downloaded Game Salad and started experimenting with the different game styles. She found that the platform game was the best but that the program was too complicated and would take a while for her to learn to use which we did not have time to do.

Sophie tried to download imagery for a prototype game as well but found that once the imagery was downloaded it was difficult to put into a game setting and get the actions to move the character.

Digital Game Development


```
on (release) {
gotoAndStop(5);
}
```
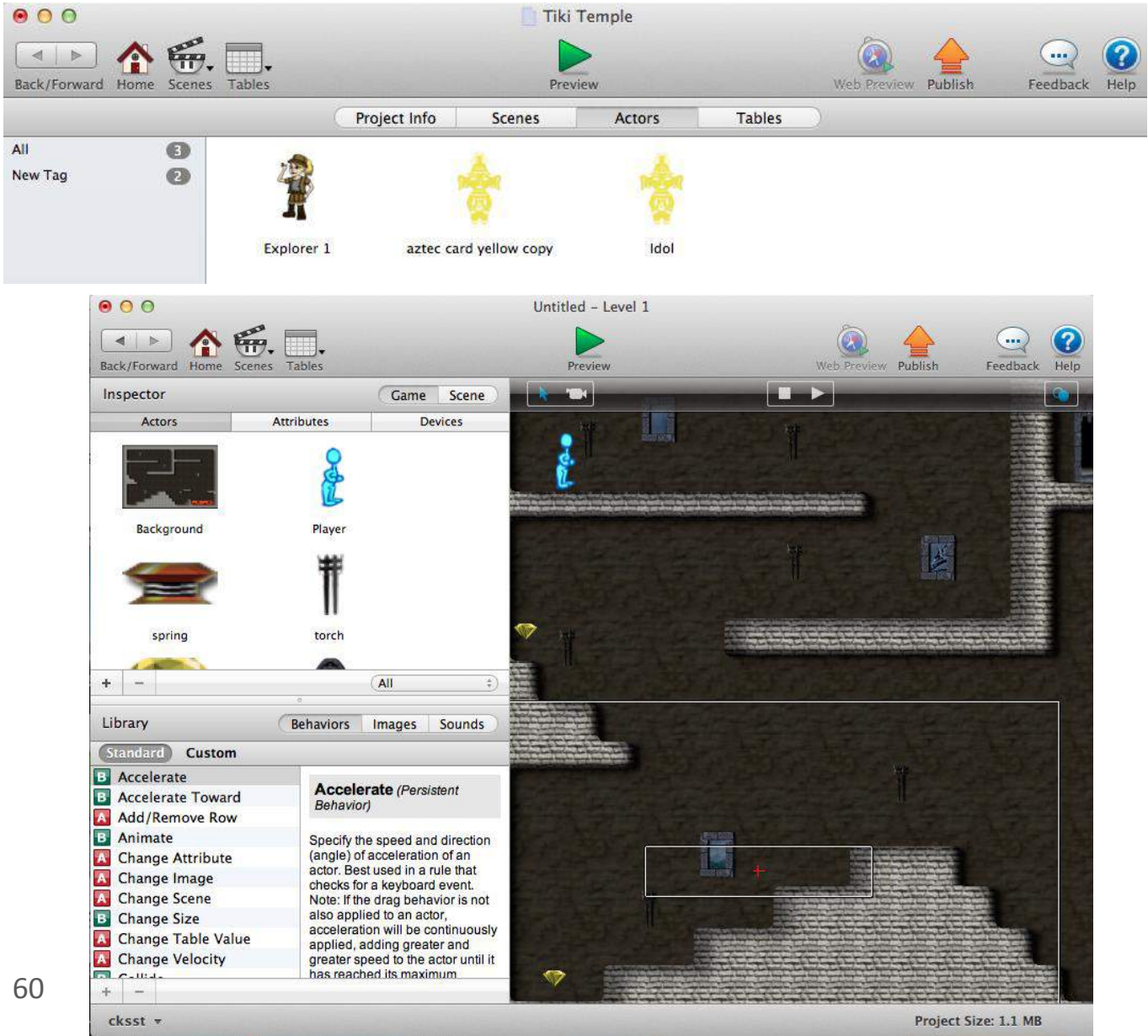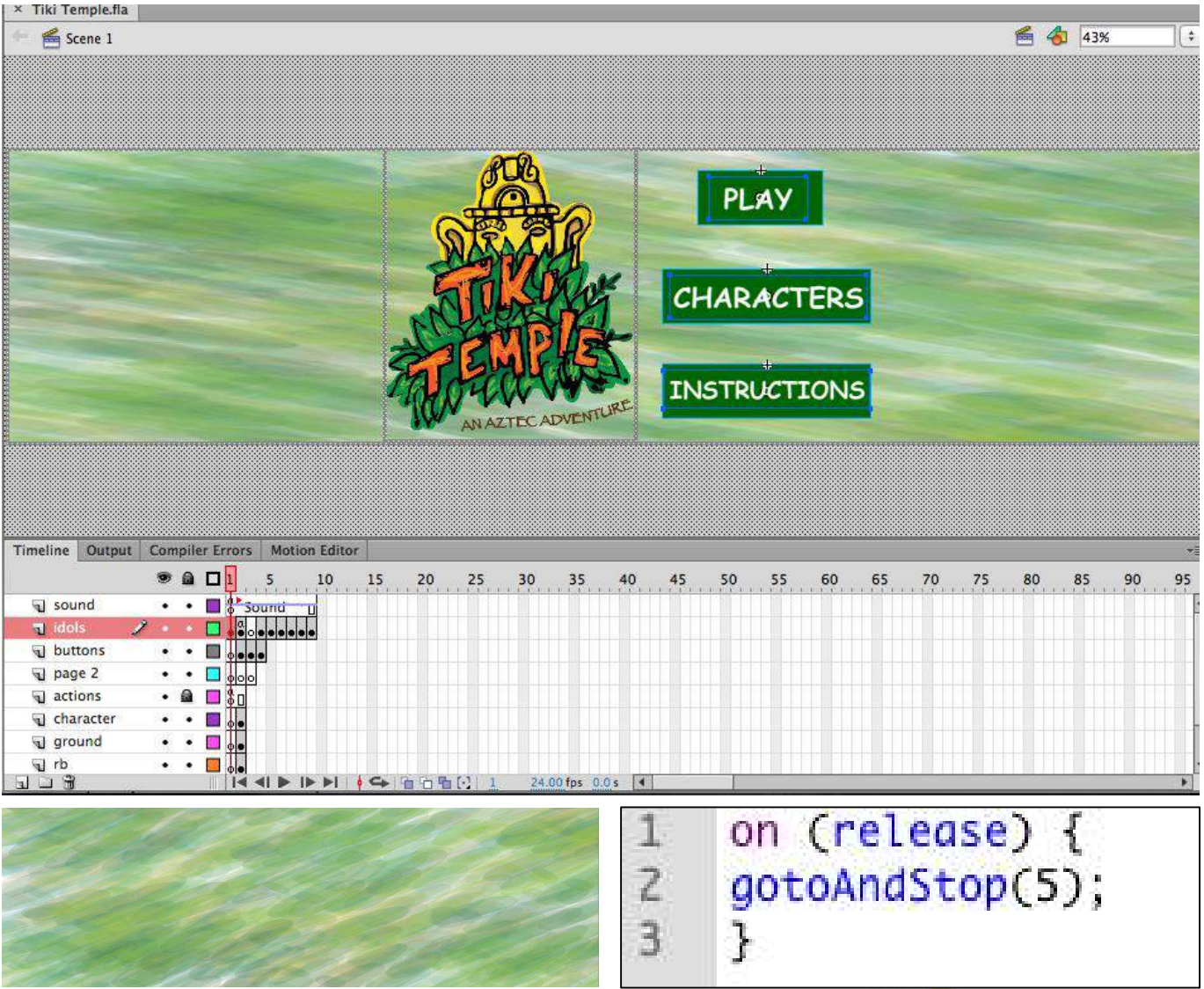
The final digital game Sophie created on Adobe Flash Cs6 using action script 2.

The first page for the game Sophie created was the main menu page this was created in the first frame of the timeline in Flash. The main aspects of the page visually is the green background which is the same as the rule book background. The Tiki Temple logo is the second visual aspect on the page and is the same logo used through all the different aspects of the game board, game box and promotional material. The last aspect on the page is the rectangular buttons that lead to different pages of the game. The buttons work by the action code which is shown above.

Digital Game Development
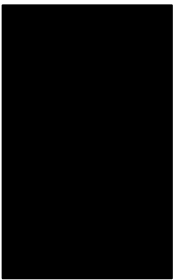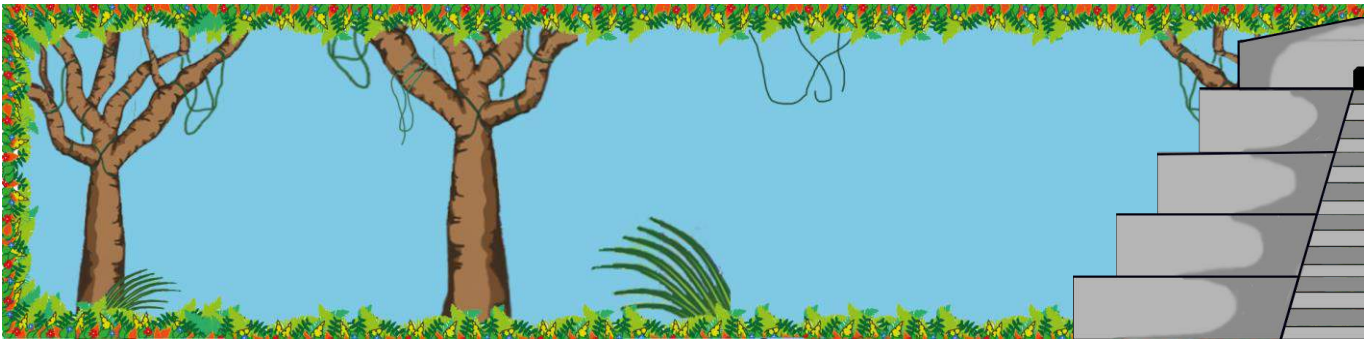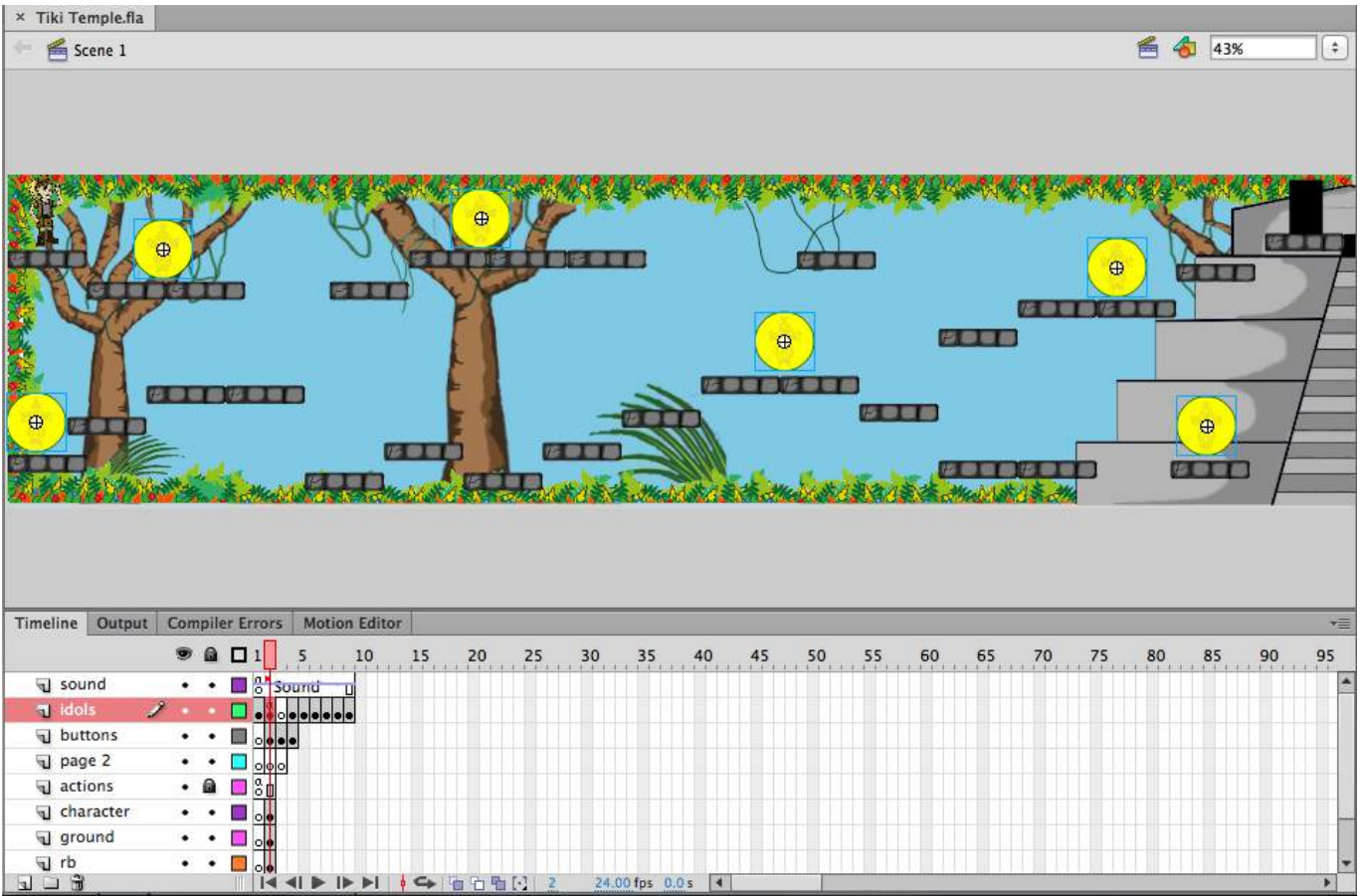
The second page Sophie created for the game was the game page which is a platform game. There is 5 main elements to the page which are the background image, platforms, exit door, character and Tiki tokens. The background of the game is an edited image which is on the final game box in the background the tree been copied and put along on the image and the general leaf border has been stretched. As well a temple image has been included on the right hand side of the image. The platforms for the game are in a brick style like the temple the platform was copied and pasted along the background and all were given the same instance name as ground. The next element is the character which is one of the characters taken from the board game and will jump from platform to platform collecting the Tiki tokens the 4th element of the game page. Once the character collects all the Tiki tokens the player then goes to the exit door which is the last element on the game page.

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Digital Game Development

```
1   onClipEvent (load) {
2   var ground:MovieClip = _root.ground;
3   var grav:Number = 0;
4   var gravity:Number = 2;
5   var speed:Number = 7;
6   var maxJump:Number = -23;
7   var touchingGround:Boolean = false;
8   }
9   onClipEvent (enterFrame) {
10  _y += grav;
11  grav += gravity;
12  while (ground.hitTest(_x, _y, true)) {
13  _y -= gravity;
14  grav = 0;
15  }
16  if (ground.hitTest(_x, _y+5, true)) {
17  touchingGround = true;
18  } else {
19  touchingGround = false;
20  }
21  if (Key.isDown(Key.RIGHT)) {
22  _x += speed;
23  }
24  if (Key.isDown(Key.LEFT)) {
25  _x -= speed;
26  }
27  if (Key.isDown(Key.UP) && touchingGround) {
28  grav = maxJump;
29  }
30  if (ground.hitTest(_x+(_width/2), _y-(_height/2), true)) {
31  _x -= speed;
32  }
33  if (ground.hitTest(_x-(_width/2), _y-(_height/2), true)) {
34  _x += speed;
35  }
36  if (ground.hitTest(_x, _y-(height), true)) {
37  grav = 3;
38  }
```

```
1   onClipEvent(enterFrame){
2       if(this.hitTest(_root.char)){
3           _root.nextFrame();
4       }
5   }
```

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The codes used on the game page are above and to the left. The code above was for the character movement around the platform. The code to the left is for the exit door at the end of the game page.

Digital Game Development
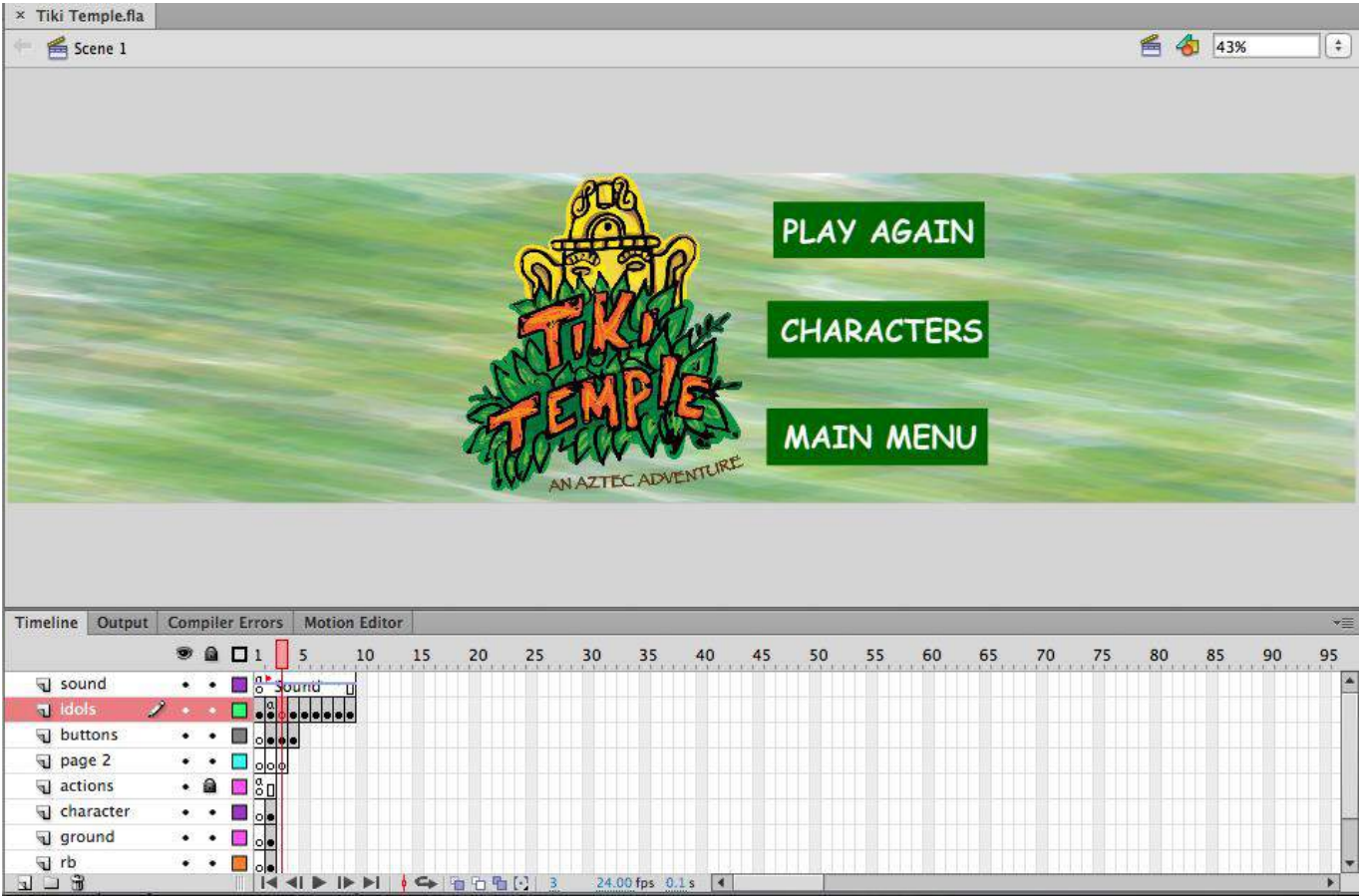
The play again page was the third page that Sophie created and is the page the player goes to once the character reaches the exit door on the game page.

The page is very similar to the main page with the main aspects of the page visually being the green background which is the same as the rule book background.

The Tiki Temple logo is the second visual aspect on the page and is the same logo used through all the different aspects of the game board, game box and promotional material. The last aspect on the page is the rectangular buttons that lead to different pages of the game. The buttons work by the action code which is shown below.

```
1  on (release) {
2  gotoAndStop(5);
3  }
```

Digital Game Development
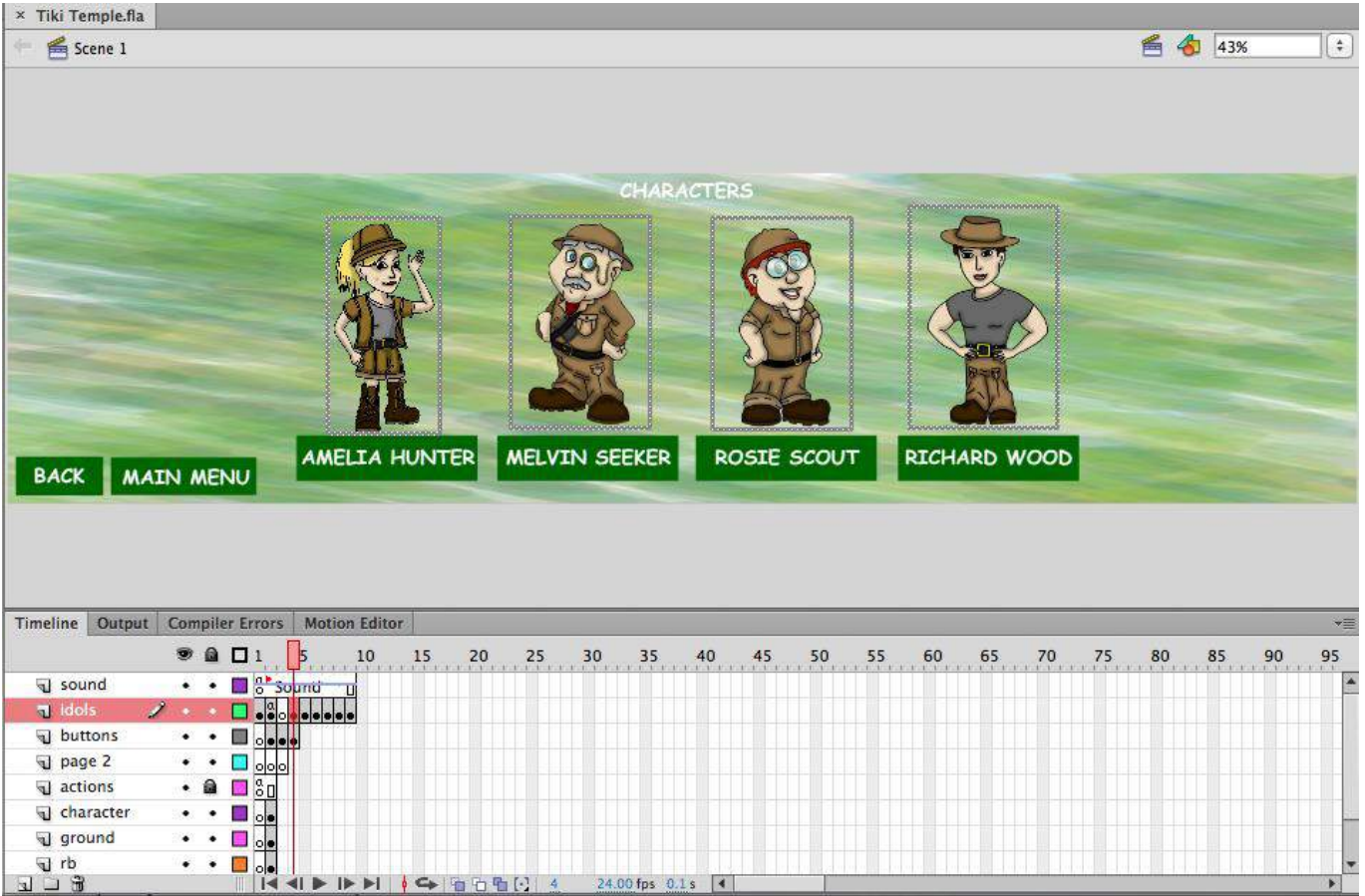

```
1    on (release) {
2    gotoAndStop(5);
3    }
```

The character page was the next page Sophie created and had the same green background as the main menu and play again page. By keeping the same background it makes the style of the game consistent. The rectangular buttons on the page as well follow the same style as previous pages and use the same action code shown above to the left.

For this page though the images for the 4 characters we created are the other element on the page. These images were put on the page by Sophie who imported them into Adobe Flash and then placing them in the best position.

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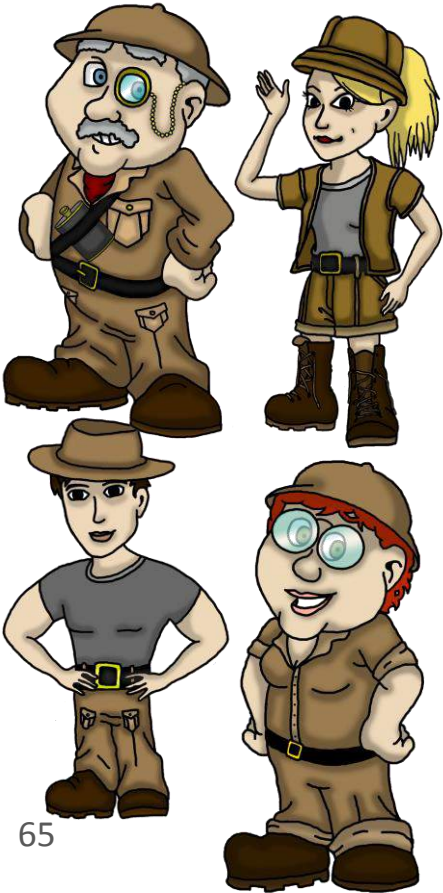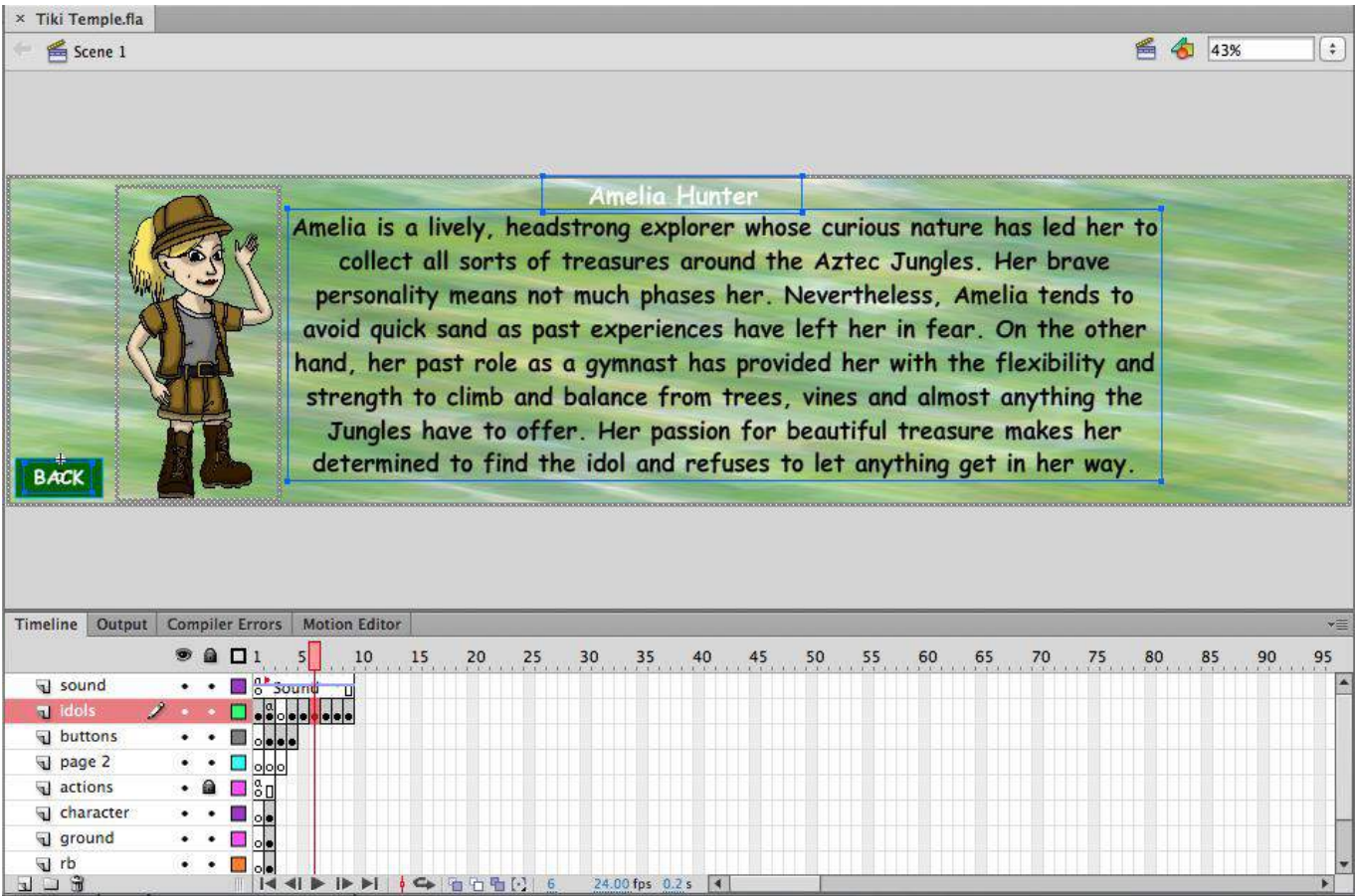
```
1   on (release) {
2   gotoAndStop(5);
3   }
```

The character profile page Sophie created by linking the page to the character page and then putting a rectangular button ,similar to buttons on other pages in order to have the same style running through all the pages, the button then went back to only the character page.
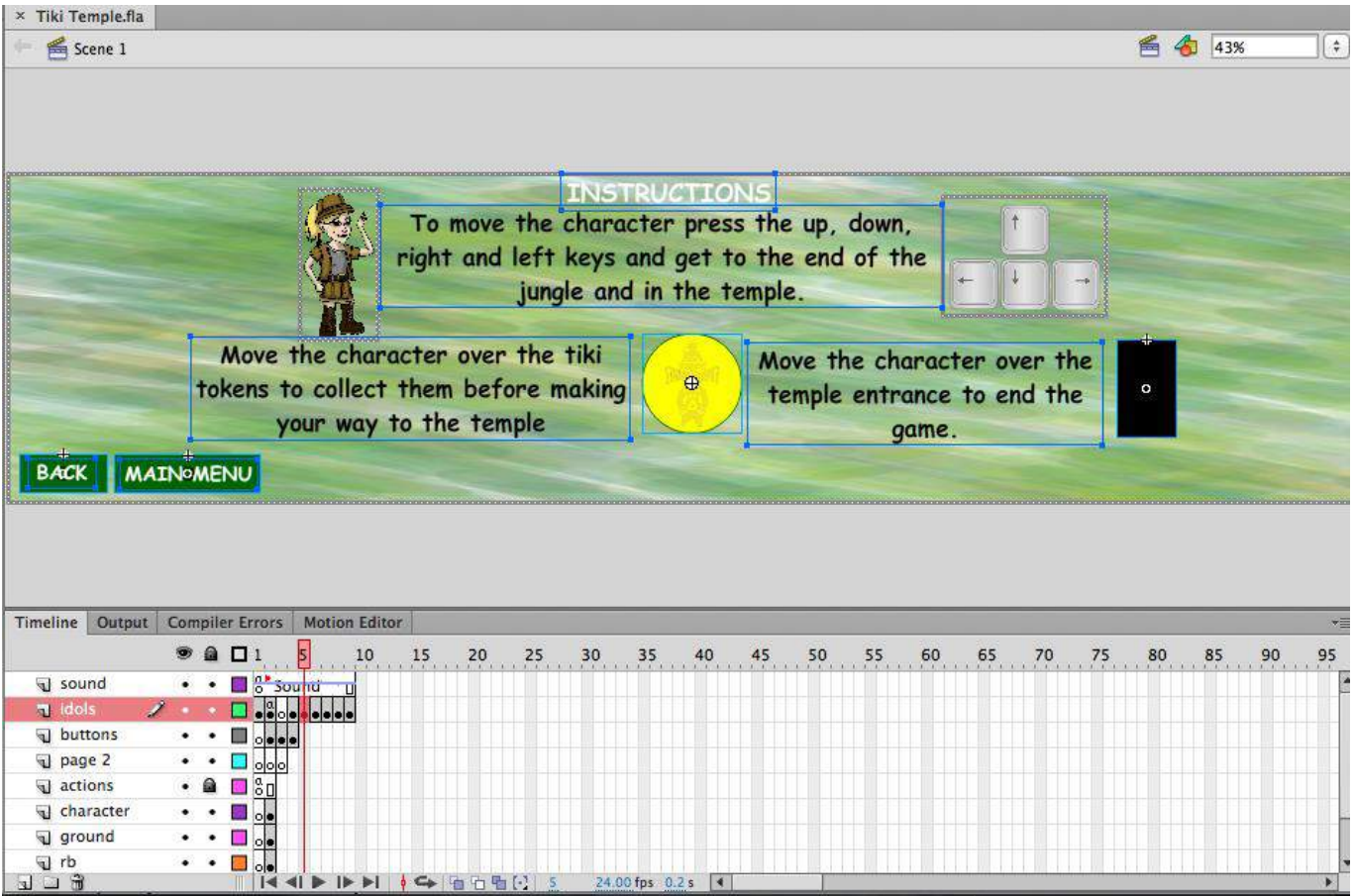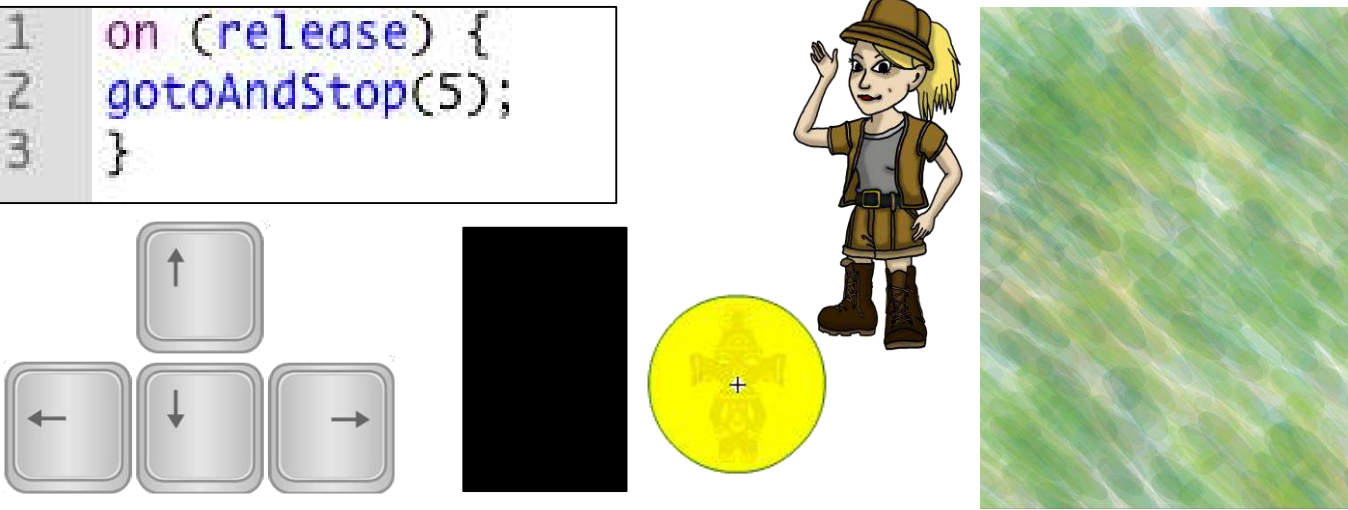
As well the page adopts similar styles again by having the green background and then using the character image which is imported into Adobe Flash.

The code for the button is seen above the button will take the player back to the character page.

Digital Game Development


```
1   on (release) {
2   gotoAndStop(5);
3   }
```

The instruction page is the last page Sophie created and has the same styling as the other pages of the digital game with the green background and rectangular buttons which are coded to go to the different pages when clicked. The action code Sophie used is above on the left.

The other aspects of the page is the character image again, with the Tiki Token image and the exit door image. The final image imported into Adobe Flash and placed on the page is the keyboard arrow images showing the player the keys they will have to use to control the character on the game. Sophie decided that this simple instruction page of mainly images was best to help players interpret how to play out digital game.
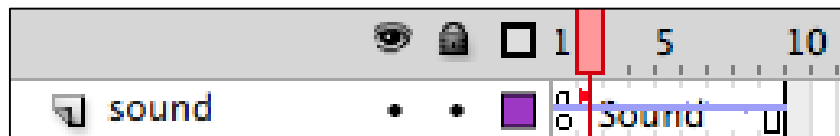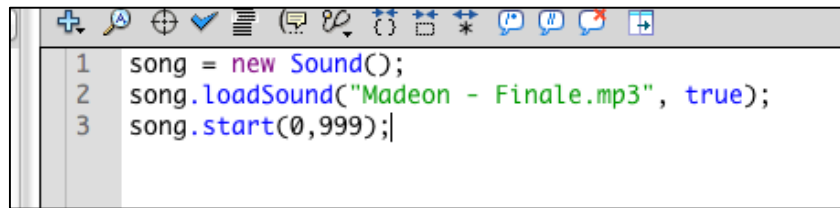
Digital Game Development
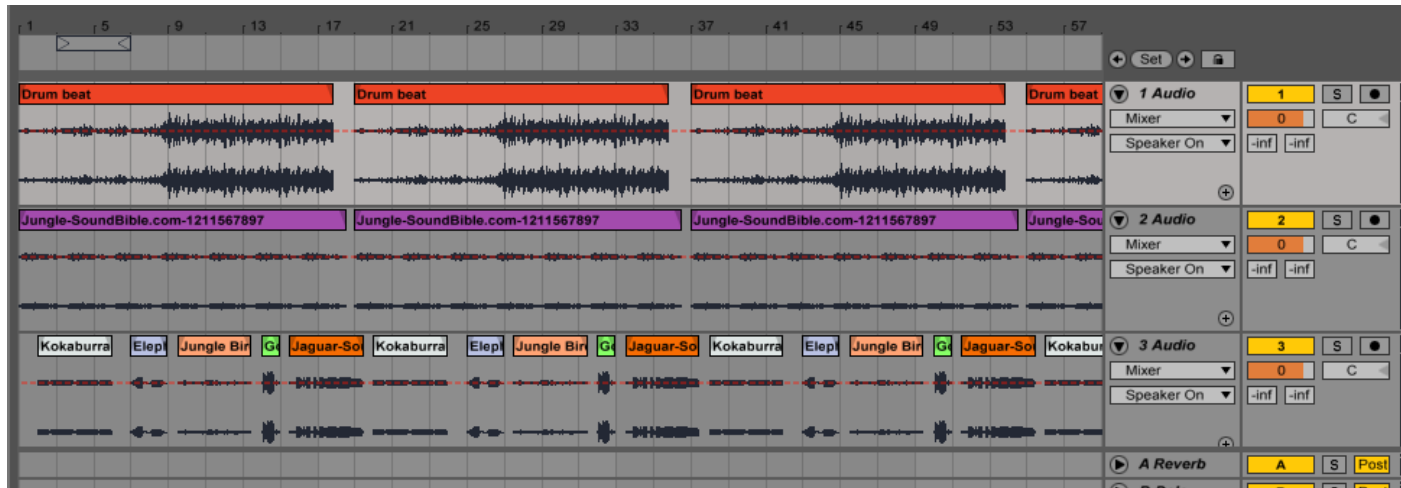
The final part of the digital game which Sophie created was the sound track to go over the whole game. The soundtrack was created on Ableton Live 9 and was created by Sophie using a combination of a drum beat, jungle sounds and jungle animal noises. She arranged them in such a way so that they went well together this track would then replay again and again over the digital game.
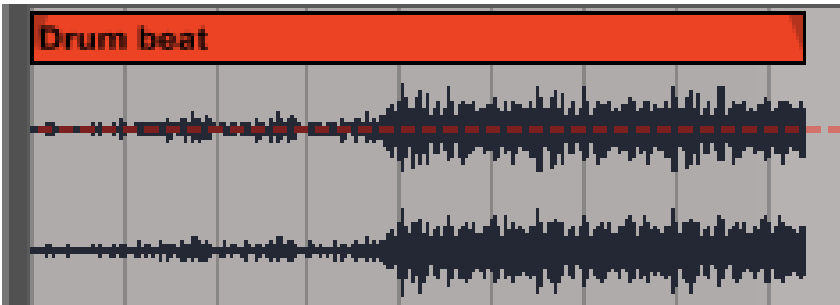
Once the track was complete and as a group decided that it was what would work best on the game Sophie put the sound file into the game.
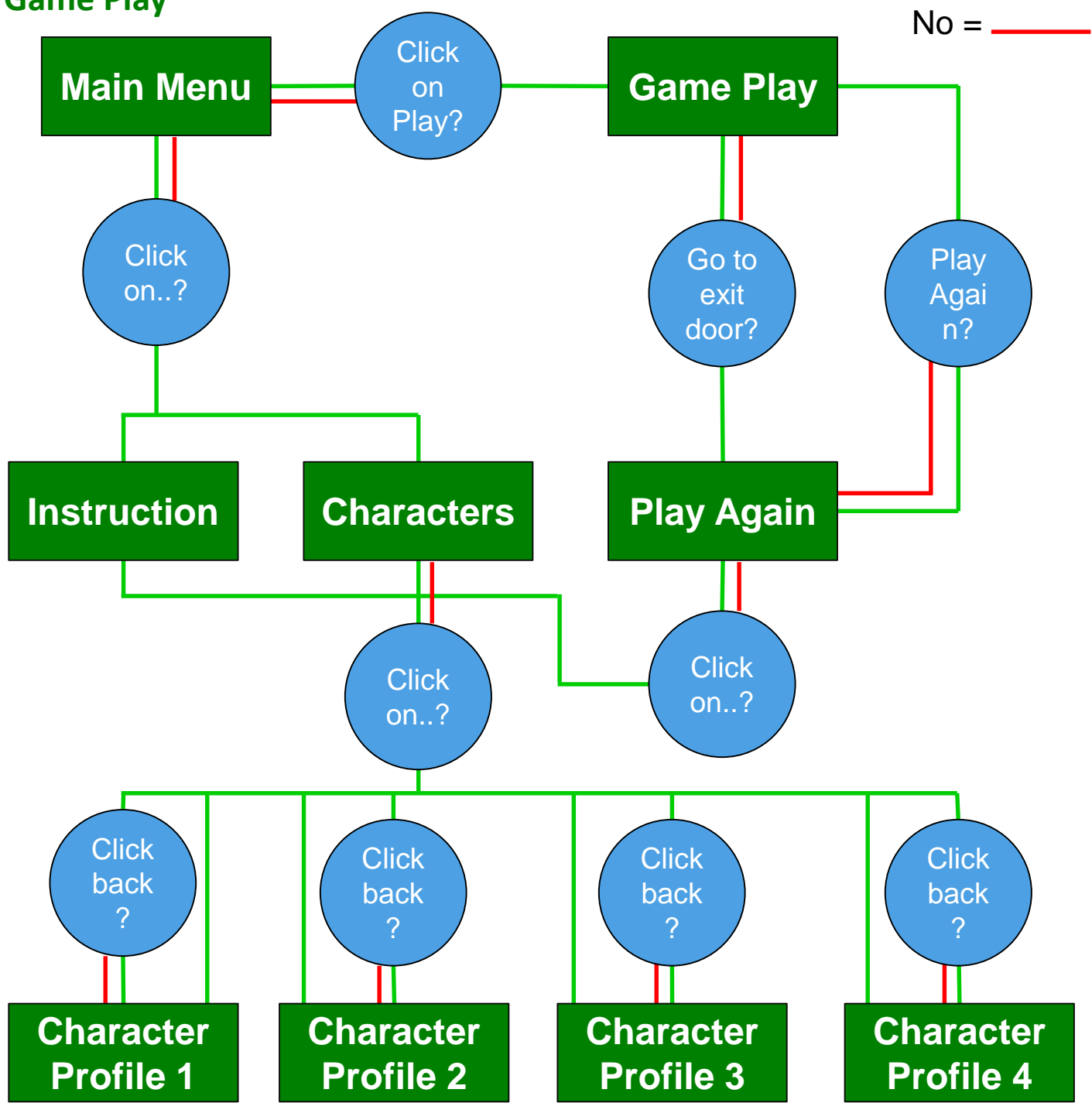
The track was inserted into the digital file by creating a new layer that stretched over all 9 frames. The sound file was then copied and pasted in. The code to make the track run continuously is shown to the right as well as a few of the sound layer in the Adobe Flash file.

```
1   song = new Sound();
2   song.loadSound("Madeon - Finale.mp3", true);
3   song.start(0,999);
```

Yes = ———
No = ———

Main Menu — Click on Play? — **Game Play**

Click on..?

Go to exit door?

Play Again?

Instruction   **Characters**   **Play Again**

Click on..?

Click on..?

Click back?

Click back?

Click back?

Click back?

Character Profile 1   **Character Profile 2**   **Character Profile 3**   **Character Profile 4**

The flow chart above helps demonstrate how all the pages on the digital game connect with the questions users will ask themselves which are either yes or no answers. For example the user on the main page will decide whether or not to click on the instructions button if they click the button it will go to the instruction page and if not the user will stay on the main menu page.

On the game play page the user can use the arrow keys on the keyboard to control the character. The up arrow makes the character jump, while left and right arrow keys make the character go left or right.
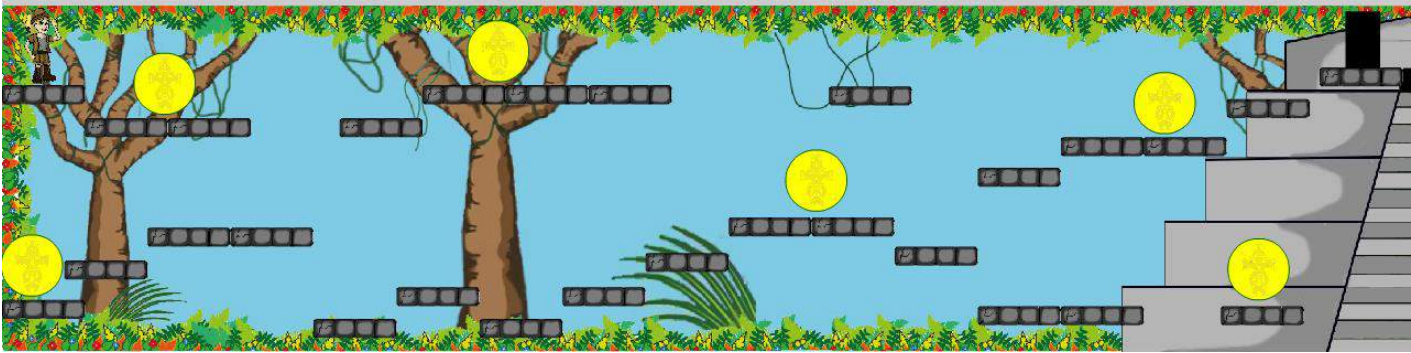
Jump

Left → ← ↑ ↓ → ← **Right**
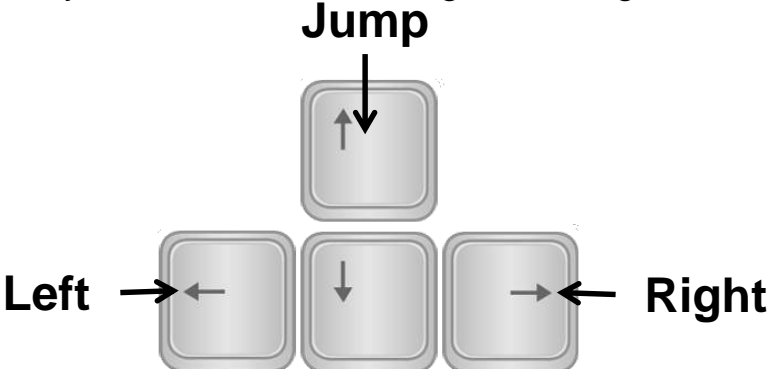
Final Digital Game

Below is shown screenshots of each page of the final digital game which Sophie created which included a sound track over the game as well.

Main Menu

Game Play

Play Again

Characters

Character Profiles

Amelia Hunter

Amelia is a lively, headstrong explorer whose curious nature has led her to collect all sorts of treasures around the Aztec Jungles. Her brave personality means not much phases her. Nevertheless, Amelia tends to avoid quick sand as past experiences have left her in fear. On the other hand, her past role as a gymnast has provided her with the flexibility and strength to climb and balance from trees, vines and almost anything the Jungles have to offer. Her passion for beautiful treasure makes her determined to find the idol and refuses to let anything get in her way.

BACK

MELVIN SEEKER

Melvin is a wise, cheerful old man who has been exploring the Aztec Jungles for over 40 years looking for lost treasures. He takes his lucky hip flask wherever he goes and it's luck has never let him down as he's found many treasures around the world in which he keeps in the museum he owns back at home. Melvin has a fear of heights and tends to avoid rickety bridges and high ground however, he excels when water is involved as he can pass any river no matter how deep or strong the currents are as he has a high level of swimming skills.

BACK

ROSIE SCOUT

Rosie started her interest in exploring when she began travelling around the world and discovered a deserted jungle, which led her to find spectacular treasures in which she now likes to collect. After spending 20 years studying the jungles and their inner deceptions she has developed the ability to understand quick sand pits and swamps and knows how to get around them without getting defeated. On the other hand, her childhood fear of unusual insects and exotic animals makes her very cautious when approaching the Jungles foliage.

BACK

RICHARD WOOD

Richard is an accomplished Archaeologist often seen exploring extraordinary locations looking for unique artefacts and treasures. He spends much of his free time going on explorations and is highly skilled at knowing exactly where to look. Richard is brave and unlike many Archaeologists he will go into the depth of any jungle to find treasures. However, he his fear of small spaces and dark places makes him shudder at the idea of entering caves therefore, tends to avoid them.

BACK

Instructions

INSTRUCTIONS

To move the character press the up, down, right and left keys and get to the end of the jungle and in the temple.

Move the character over the tiki tokens to collect them before making your way to the temple

Move the character over the temple entrance to end the game.

BACK   MAIN MENU

DVD Sleeve Development

Kirsty wanted all of the parts to the game to look the same for example the rules and the character profiles. So she tried to take the style and feel of those designs and make it into a new blended one for the DVD cover. Tamzin had created a border for the rules that was a vision of vines and leaves. Kirsty thought that the design of this was fitting for the DVD cover so she tried to use the same one but whilst doing this Kirsty found that it looked too similar so she created one of her own.

Here are the basics that Kirsty worked from, she had to go over the layout of Tamzin's to understand the shapes and the sketched like drawings that she did. Kirsty got rid of the figure at the bottom that she had drawn over as this would be the basis of the back and the front of the page. After this Kirsty coloured and shaded the image in. Kirsty then added the logo and the names of the people involved in the group. Kirsty then described the information that was on each disc on the back of the cover. This includes the design document, the advert and the digital game that Sophie created.

Also to keep everything looking like a whole Kirsty used the Papyrus font that was used for everything else.
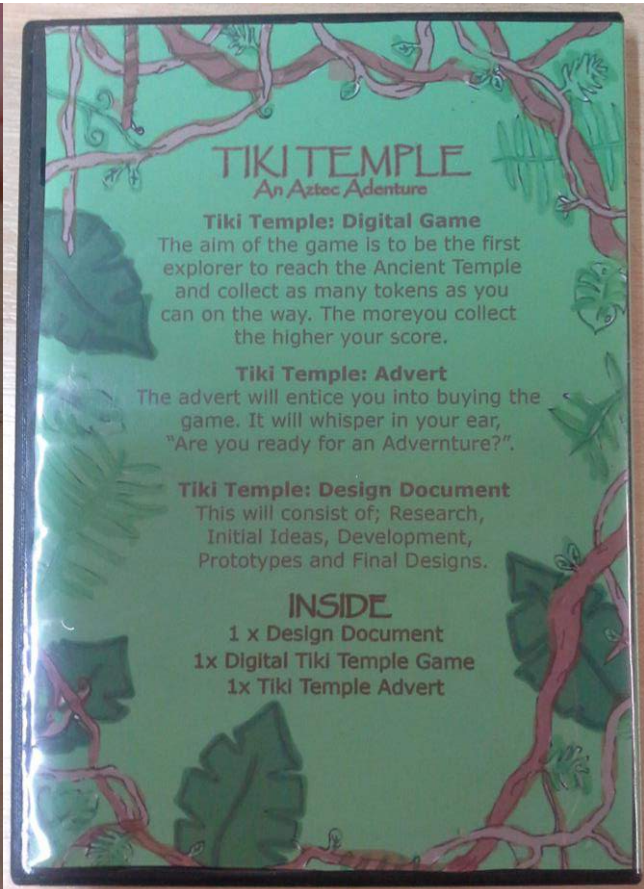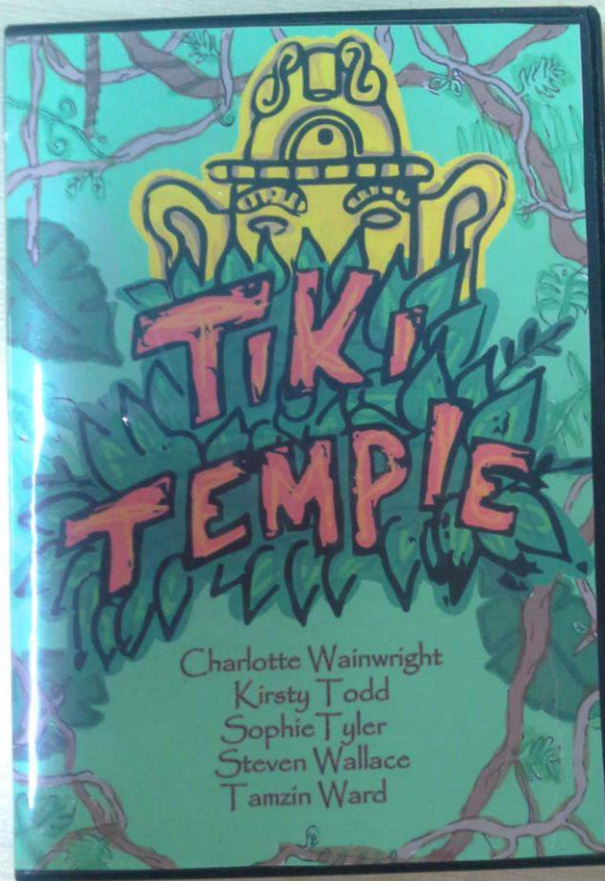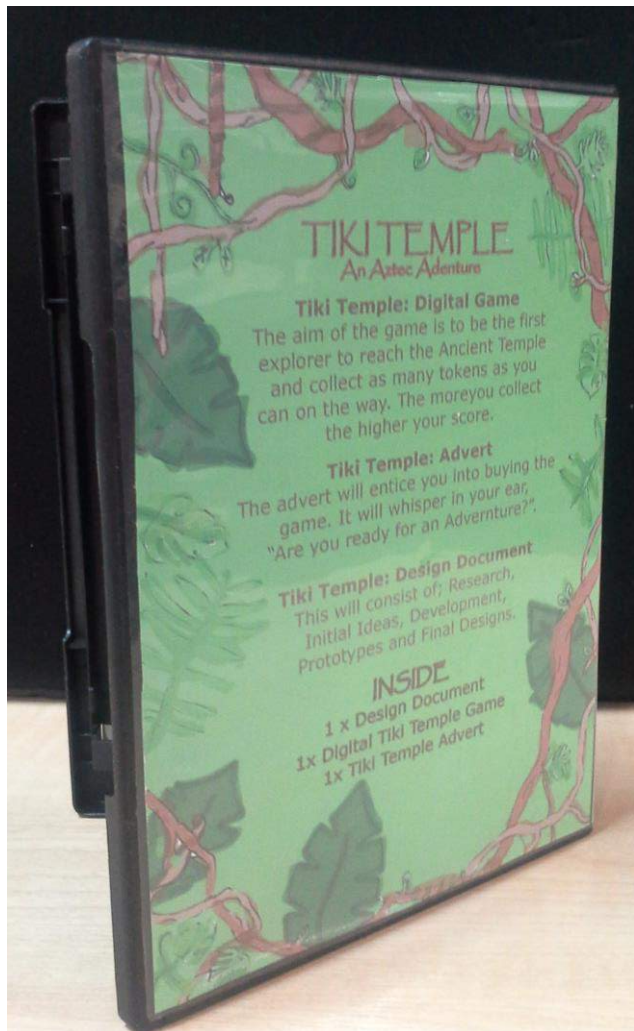
DVD Sleeve Development
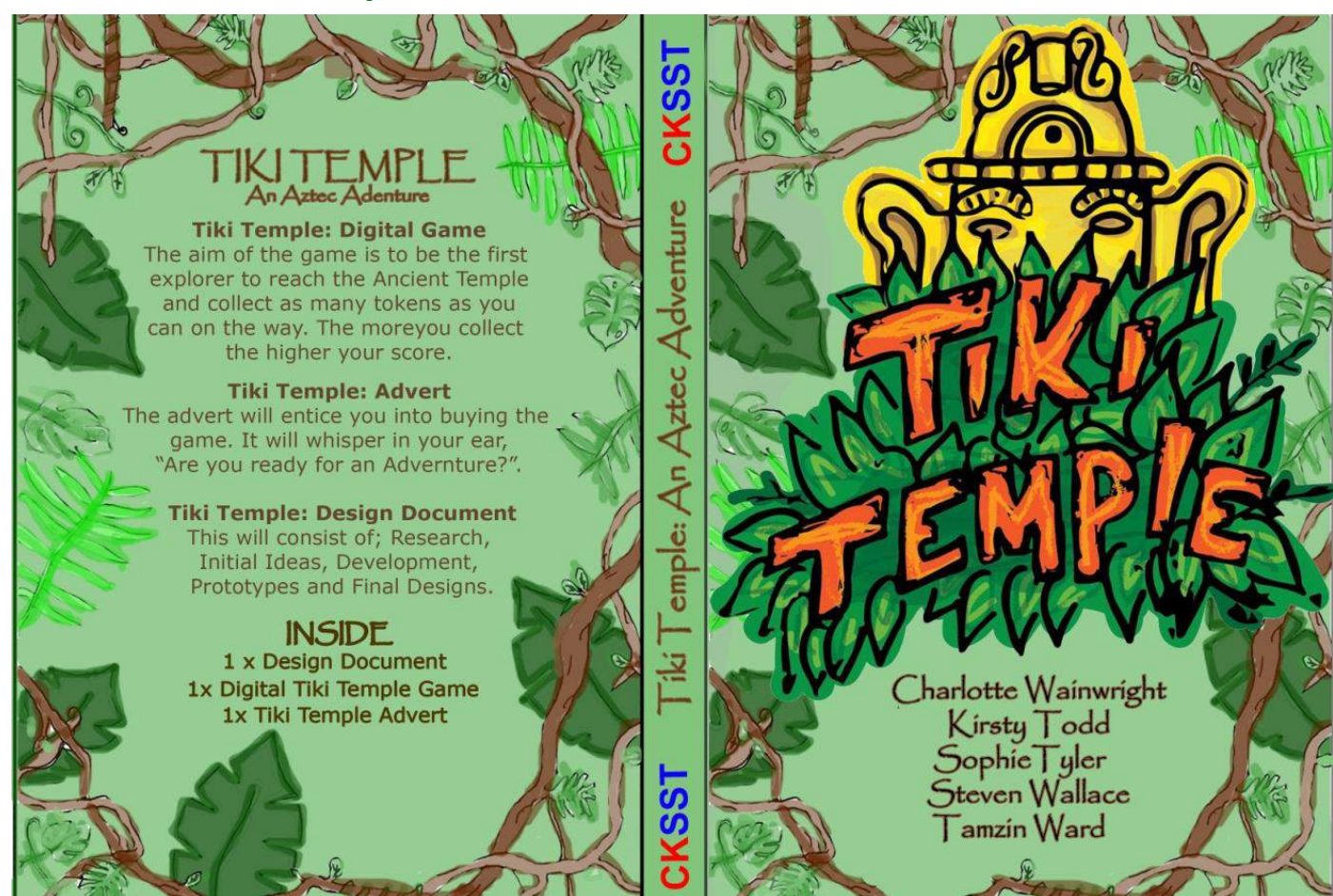
Above is the final design for the DVD sleeve for our game which Kirsty created and below is the first prototype of the DVD sleeve in the DVD box.

Above and the right are images showing the final DVD sleeve in the DVD case.

Promotional Material Development

For the promotional side of the game Steven designed poster. He wanted this poster to be well structured, clean and easily readable.

To keep in with the style of the box and its contents he used Tamzin's background, which as a group we all liked. Steven added in the "CKSST" brand as well as the age rating in both top corners as from research most of the time this information is displayed there. Then he added the logo in the center of the page making it quite large because this is what he wanted to be the main focus of the poster. Next Steven added each of the characters that Charlotte designed along the bottom of the poster but when he did this it looked like they were just floating there and looked quite odd. To fix this issue he used the jungle foliage that came from the box design and placed it in front of the characters, this worked pretty well. There was blank space between the characters and the logo and we felt as if something could and should go there. Steven used the slogan "The idol awaits you" that had been used on a version of the box design because we really liked the wording and fits well with our concept of the game. He used the same 'Papyrus' typeface that was used on the logo to keep the design consistent with a slight drop shadow behind it to emphasize the phrase so that this poster would entice the user into buying our product. Overall we really think this poster works and what Steven set out to do has been achieved and will be using this as one of our promotional pieces.

Promotional Material Development

Here is the teaser poster that Kirsty had been given to do by the group. This is the first mock up that Kirsty designed; she has tried to go for the sketchy hand drawn way that the rest of the work looks e.g. the board and the box. The look that Kirsty that was going for was like a Tiki party, that you are invited too. She has used jungle looking leaves and added shading to give it more depth. Also she has made the sign out of wood because in the jungle this would be the only type of material that you could use to make a sign. She has used "Tiki temple" from the new logo as well as the idol. The idol is hidden on the poster as it is to look like it is peeping as it is a teaser poster you don't want to give too much information away. As well as not giving too much away you also want to give some information away to intrigue the audience, so Kirsty has added the name of the game, and also the game company that we have came up with so that the audience knows that it's a game.

After showing this poster to the rest of the group they approved and liked the design and agreed that it worked but thought that the sign that Kirsty has put at the top with the company name needs to be in the centre rather than on an off set.

Here is the Design after Kirsty was told by the group to put the sign in the middle. Everyone agreed that this design looked better and gave the design more balance. As it is teaser flyer Kirsty had to do a front and a back. So as a final design this is the front of the flyer.

Promotional Material Development

The flyer as a whole will be printed off as the height of A5 but the length will be different as the design of the flyer will be square this is a hidden give away to the game, as it is the same shape as the board to the game. It is also this size because when handed out it is a good size to fit into people's pockets.

Kirsty had decided for her to not give too much away the design for the back of the flyer needed to be the same as the front but to give it a more detailed view it has been resized to be a little bigger than the front.
The message on the back was hard to come up with, but this is what Kirsty had come up with:

"Do you dare travel through the Jungle and try to find the treasure within?"
This message doesn't give too much away as you already know that the game has something to do with Aztecs so you already know it will be set somewhere in the jungle.

Also because of the Aztec Idol being in a golden yellow colour you could associate this with treasure and that this is either a piece you play or something you have to find. Also this poster doesn't give away what type of game it will be? It could be an Adventure game? A physical game? A board game? Etc. You can't tell by the flyer.

After extensive research on posters in the Aztec genre, focussing on layouts, Charlotte came up with a promotional poster in order to advertise the game. This poster involved one of the characters and a jungle animal that is featured in the game cards. This poster can be flexible as it can present any of the characters or animals featured in the game making room for 3 more posters to be produced. I made sure that the logo was in the foreground making it easy to identify the product it's promoting and the slogan used was one originally created by Steven in his promotional poster.

The posters background adds to the Aztec theme and creates an atmosphere which the audience can immediately identify with, therefore they will engage in the poster quicker making it a better user experience.
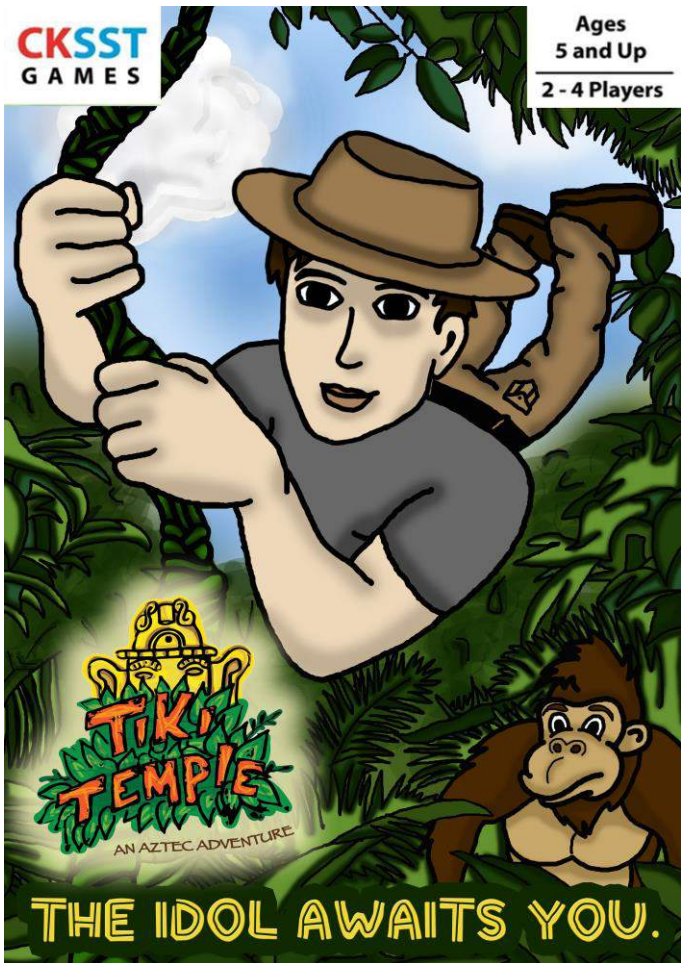
Promotional Material Development

We decided to create a video advertisement in order to promote the game, this would be created by Kirsty and Charlotte.

Charlotte then came up with four different storyboards based on the research she did on video advertisements for a variety of board games. One of the storyboard was developed from an idea that Kirsty came up with, whereas the other three were created loosely based on existing video advertisements Charlotte found inspirational.
The storyboards were created in Photoshop to give a more detailed visual idea of the different stages in the video including the type of shots and transitions that would be used.

After a group discussion we chose the fourth idea as our final one, which would then be developed into an animated promotional video using After Effects. Moreover, once the video was completed Charlotte developed a more detailed version of the storyboard in order to show every step of the advert.

Storyboard 1

A few close ups of trees to establish the setting. Jungle music in background.

Long shot of explorer children playing board game. Also some close ups of faces (reaction shots) and use of zoom.

As each player takes a turn, bridges, rivers, waterfalls, sinking sand fade into the background. Like the game is coming to life.

Close ups of the game board and children playing it. Different angles used.

Dissolves to medium shot of the game box with a voice over saying "For some, it's more than a game."

Spider runs past the game box.

Promotional Material Development

Storyboard 2

A few close ups of the characters talking about the upcoming adventure.

Long shot of the characters on a bridge trying to get across without it breaking.

Some long shots of one explorer helping another out of the quick sand.

Close ups of an explorer finding a Tiki Token.

Zooms out to a long shot of a family playing the board game.

Long shot of the game box.

Storyboard 3

The board opens up and the cartoon explorers pop out like they unfolded the board.

A player moves their piece and their character hands them a Tiki Token.

Close up of one of the Tiki cards telling the player they have hit quick sand.

The players character then starts sinking into the board like quick sand.

The dice is rolled and as it lands it touches a cartoon spider which then runs off.

Long shot of the game box. The characters jump down onto the board.

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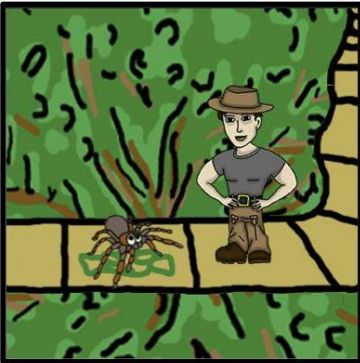# Promotional Material Development

Storyboard 4

Long shot of the game board as the characters bounce onto the board from above.

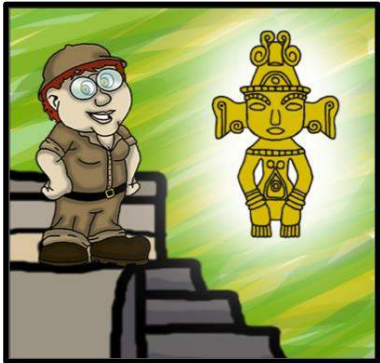The characters make their way around the board jumping from square to square.

One character then lands on an Idol square and dives into the river to swim.

Another explorer lands on another Idol square and jumps as a spider come onto the screen.

A close up shows another explorer running up the temple stairs.

A medium shot shows the explorer collect the Idol suggesting they have won the game.
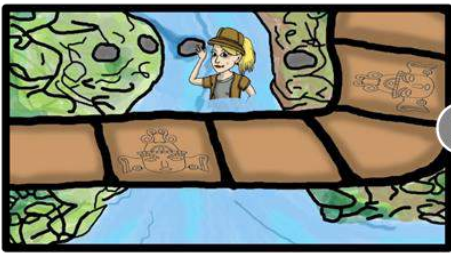
Promotional Material Development

Zoom into the game board on a table.

The characters parachute in onto the board.

A dice rolls onto the board and a character moves spaces.

The character jumps into the river and splashes in the water.

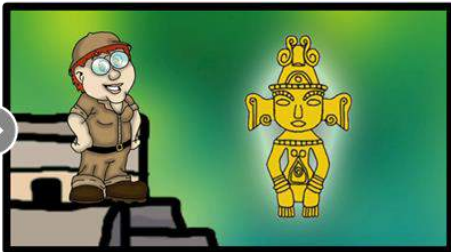The dice rolls onto the board again.

A character moves spaces and encounters and jumps back a space.

A close up of the counter pad with each counter placed on a space individually to make a

A character runs up the temple steps.

The character reaches the top of the temple and collects the idol. which spins into the scene and into the players

The box slams into the scene making the ground shake and a spider crawls across the

The logo zoom into the center of the screen and a glow develops to make it stand out.

Final Storyboard

Once the whole group decided on the final video idea based on the four shorter storyboards, Charlotte put together a more detailed storyboard explaining every scene that will be included in the final video.

Promotional Material Develpment

Video Advertisement
The work for the final video was split into two sections, the visuals and the sound. It is about the journey of the characters making their way around the game board as it comes to life. This expresses the depth of the adventure and engages the audience through the theory of escapism.

Charlotte:
Charlotte created the visuals for the video with the help of Kirsty who assisted with animating the graphics such as the 3D Dice. Each scene was created in Adobe After Effects and assembled in iMovie. Charlotte used tutorials online to make the scenes more energetic for example, making the river ripple. Photoshop was used to layer the graphics as still images in order to animate them individually. Once the advert was finalised she sent it to Kirsty who created the sound.

Kirsty:
Kirsty created the sound. Charlotte made the advert and then she sent it to Kirsty to create the sound for the advert. The sounds that Kirsty used to make this were:
Dice roll
Jungle music
Water splashes
Tapping (spiders legs)
Bongo Drums
Chimes
African Drums

Kirsty has also done the characters voices for the advert; she had to get quite an old husky voice for Melvin, a young energetic voice for Amelia, and a old accent for Rosie.

Kirsty asked people she knew to do the voices for the video. She asked a woman called Amanda for the Amelia. Then she asked a man called Josh to do the voices for Melvin and Rosie. She asked a man to do Rosie's voice as Rosie has tom boyish features and thought it was the best fit.
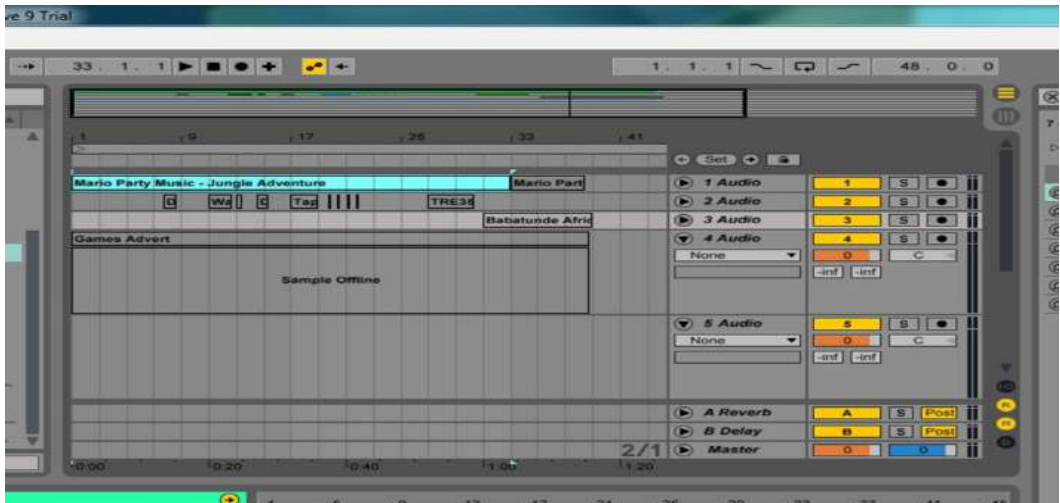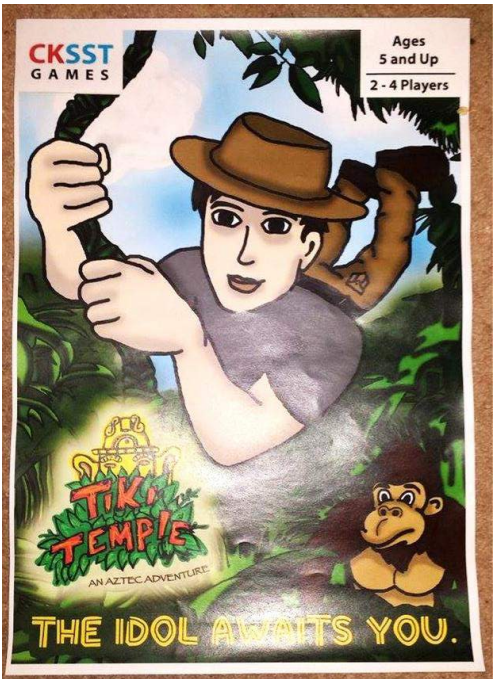
Final Promotional Material

The link to the game advert is below and screenshots of the advert...
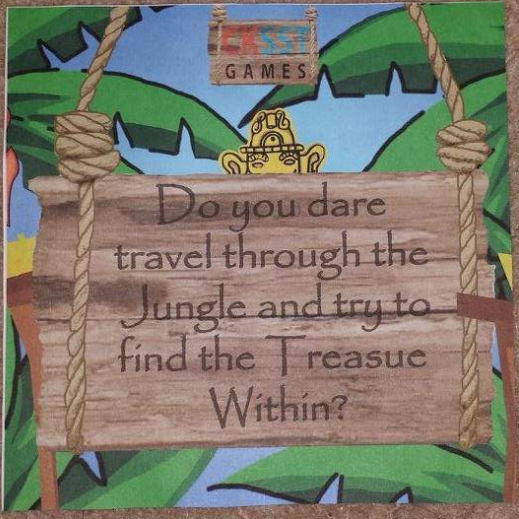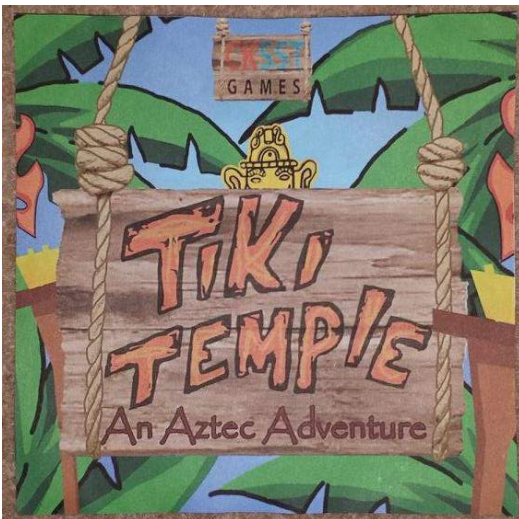http://www.youtube.com/watch?v=JaXjWoufokE

Final Promotional Material

To the left is the final posters printed in A3 size.

To the right is the final leaflet which would be handed out. The leaflet is printed back to back.

Final Full Game and Components

The final game board came out with a very nice finish. Tamzin was given the task of printing and constructing the board. After being unsure whether a matte or a gloss finish would be more effective, Tamzin chose gloss which fortunately brought out all of the vibrant colours of the board. Once all of the completed elements of the board were brought together it was a very proud moment for the group and a great relief. The sizing of all the elements were ideal as they are all in proportion to each other. Tokens and cards fit perfectly in the spaces on the board, and the explorers fit nicely on each square. The final outcome is pleasing and as we imagined.

Final Full Game and Components

Fortunately, all of the game elements have all turned out to be a success. For the duration of the module, we have received no criticism of the elements themselves. We did however receive feedback from one group who played our game, they had mentioned that one of the cards did not make sense in the zone it was placed in. We have attempted to rectify this issue within the pack of cards.

The text sizing for the Idol Cards worked well as it is appropriate for the card dimensions. Reading out the Idol Cards from your zone for the other players keeps you involved even if you do not land on an Idol Space yourself.

The Ancient Aztec Temple, constructed by Kirsty, brought the whole game together. The 3D aspect adds another visual element to the game and an interactive element, where the player will have to reveal the idol themselves at the end. Because the Golden Idol is a badge also, they can wear it as a trophy. However young people must require help for safety reasons.

The game box was put together by Kirsty, the cover designed by Steven. The green background and the logo created by Tamzin were included in the design to keep the theme concurrent throughout. Despite coming across as an aesthetically pleasing design, the cover design could have been a bit more inclusive of the original style as it is quite modern and contemporary, which contrasts with the hand-drawn style of the board. However, you could view this as a refreshing change of style. The inside of the box was constructed well, the only downfall is that it is quite fragile, and given the chance to do this again we could have possibly vacuum-formed the storage container.

Final Full Game and Components

88   **Above is an image of all the components of the game all together. The image on the bottom is of the final playing of the game that we did.**

Conclusion

Overall, we feel as a group that we have created a game that is successful in many ways. From the game board, pieces, packaging and promotional material we have a constant consistency throughout that really makes Tiki Temple feel like a final game that you would see in the shops. Our favourite part of the design process would be was developing and prototyping the game from the early stages, and then finally seeing our board in its final form. If we were to redo any of the whole design, it would be the inside of the box as we felt the surface was a bit uneven and would have been easier with different materials such as the ability to vacuum form it, similarly seen in many game boxes today. Also we should have put more time a side for the promotional posters and box printout so it would feel more professional. Improvements to the digital game could also be made, such as adding more levels to the game so the user could play for longer and also the ability to chose their own character, this could be made possible by selecting the character to play from the 'character profile' page. If we were to redo the whole project we would definitely take into consideration the great idea of a family game that would take them on a completely different adventure, such as through space.

Steven's Comments

I feel as if we worked well as a group because we have created something that actually works. Creating a game was difficult to iron out all the issues but in the end I think it was worth it because I am proud of what we have achieved as a group.

Sophie's Comments

Throughout this projects as a group we have collaborated together very well and have divided the work up equally. The game has developed over time very well as well, any issues we have come against we have been able to overcome. The final project as a whole I am very proud of and think it is one of our best pieces of work.

Charlotte's Comments

I believe that our group worked well as we all liaised constantly making it easy to combine ideas and create a successful games. I find that our games is engaging to our target audience and the group work was split evenly therefore, we all shared our input. The quality of our game is of high standard and the effort we put in was substantial.

Kirsty's Comments

I have really enjoyed this project. Although my group and myself have gone through some bumps, we have got through it and the outcome is a really successful game that people enjoy playing.

Tamzin's Comments

As a whole I found the games design module enjoyable but challenging. The most difficult task was keeping everyone happy. Having diverse interests and skills, dispersing the tasks evenly and to everyone's satisfaction proved difficult. I enjoyed the process and it was very satisfying to watch our ideas develop from a concept into a complete final product. In hindsight we could have done some things differently and could make some minor improvements but I am happy and proud with the outcome of our group.
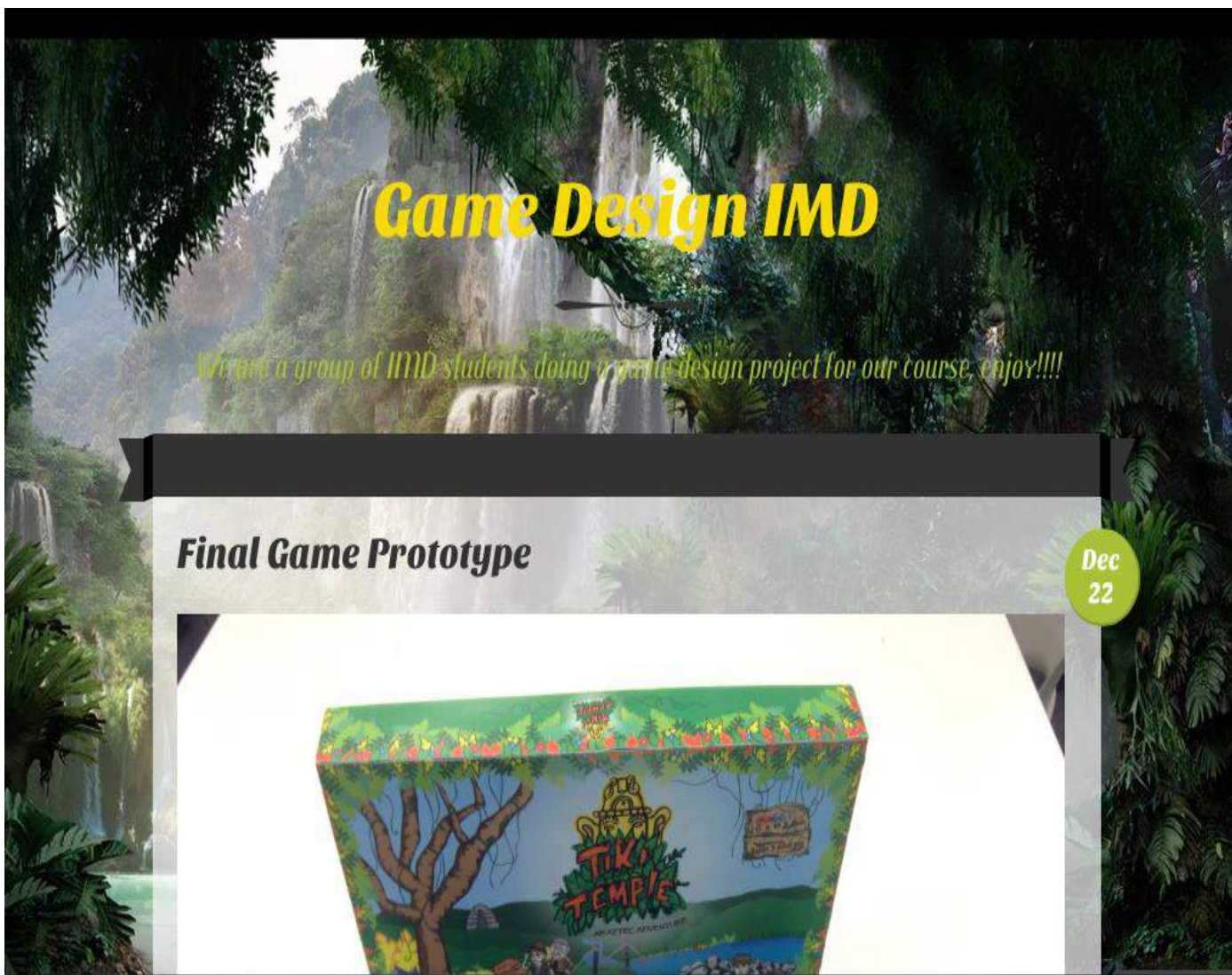
Blog

For this project we created a group blog on wordpress.com this blog enabled us to put updates on about how the work was progressing as well as show Ben during meetings. As well we set up a group message on Facebook to keep in touch when not in class.

Blog Address
http://gamedesigncksst.wordpress.com

Above is a screenshot of the blog