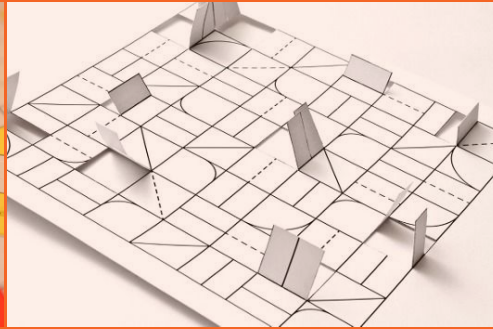


---

# Board Game Design



Week 2

---

---

**Week 1: Brainstorm**

**Week 2: Start Design**

**Week 3: Prototype & Rules**

**Week 4: Playtest**

---

# Game Objects



## Also Called: "Game Components"

Today, let's look at some common objects that board games use, these include game pieces, cards, tiles, and any other things that the players use in the game.





---

# Example

# Monopoly



# Example



# UNO



Normal Cards



Action Cards

Wild Draw 4

Wild

Draw Two

Skip

Reverse

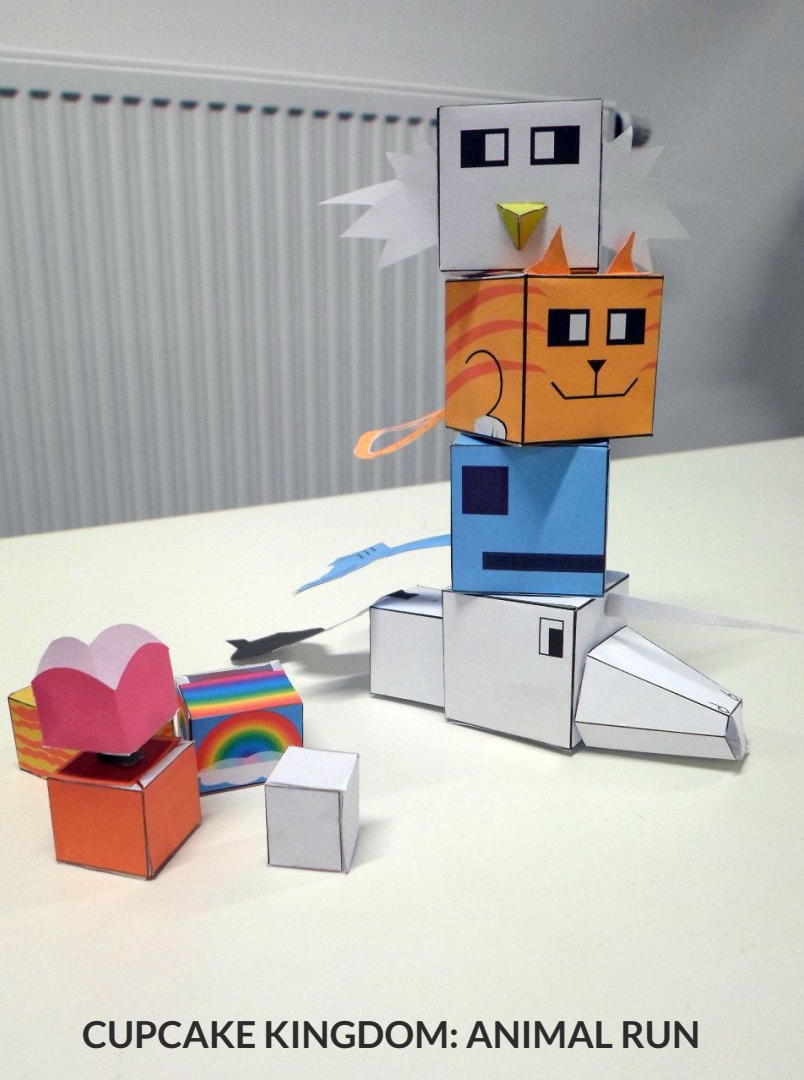
---

Example

# Carcassonne







---

## Board Games are **Diverse**

Some Board Games have unique game objects and parts to them that make them stand out.

This means you don't have to use game objects in the same way as other games but it is a good place to start.

## Example



# Tzolk'in: The Mayan Calendar



Turn gears on the board to turn time.



---

# Many Objects = a **LOT** to Learn!

## Twilight Imperium



Try not to make the game too complicated. Many players will get confused if they have a lot of objects to keep track of.

Players might forget how to play or forget an important part of the game and it will feel unfair.

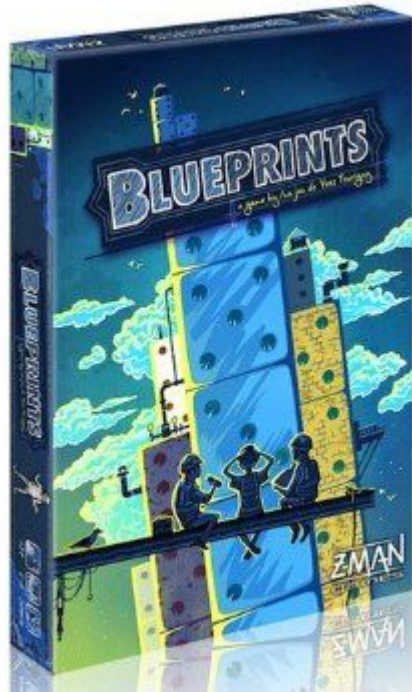
Players might get bored if it is too complicated or they might just give up.

---

---

suggestion: **Try to keep it simple.**

## Example



## Blueprints



**Core Mechanic:** Roll and Stack Dice

Uses a common game object in a new way

Roll Dice (4 colors)

Take 1 and use it to build your tower.

Get points for different number and color combinations.





---

# Remember

## Theme

Are the objects related to your *theme* or *topic*?

## Interaction

Do the objects help players to *interact* with each other?

## Mechanics

How can the player *use* the game objects?

*What happens* when they use it or take it?

Does it make sense?

---

# Works Cited

<http://www.hongkiat.com/blog/boardgames-for-geeks/>

<https://boardgamegeek.com/boardgame/126163/tzolk-may-an-calendar>

<http://www.boardgamequest.com/top-ten-dice-games/>

CUPCAKE KINGDOM: ANIMAL RUN

[http://www.brightidea.eu/wp-content/uploads/boardgame\\_objects.jpg](http://www.brightidea.eu/wp-content/uploads/boardgame_objects.jpg)