WAR MACHINES
A DIESEL PUNK DICE-BASED BUILDING GAME

MARK THOMPSON
ESQUIRE GAMES
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Document Details

Purpose
The purpose of this document is to create the repository of information dedicated to the design and construction of a game project (Currently titled War Machines). This document comprises of four component documents (The concept document, The game design document, The art bible and The technical and managerial document)

Author(s)
Lead Designer – Mark Thompson
1.1 – Initial Concepts

1.1.1 - Initial Concepts and Synopsis

War Machines is a thematic dice-based building game for 2 – 7 players in which you play a group of scientists from different nations who have each been tasked to build a war machine, the race is then on to beat the other scientist to launching their War Machine and wining the day. War Machines take influences from games such as Elder Signs and Caverna in its visual and gameplay design.

1.1.2 - Basic Gameplay

In War Machines, players take on the roles of scientist working against each other to construct war machines first. To do this, players will roll dice to match symbols within the rooms of their labs to achieve that rooms goals. There are 3 types of rooms;

1) Construction Rooms – There are four of this type of room based on the four parts needed for each war machine (The Chassis, Propulsion, Systems and Weapons). In the construction rooms, you roll the dice to match the symbols on the room. The more dice you match, the higher the quality of that part. You then place that constructed part on its place in The Hanger.
2) Modification Rooms – There are two types of rooms of this type in the lab. Each room does different things but the idea of matching symbols to determine quality still remains.
   i) The first type of this room is The R & D Lab. By matching the dice to the symbols of this room you can choose to either upgrade a component of the war machine or draw from a deck of cards which contain both positive and negative modifiers.
   ii) The second type of this room is The Espionage Department. In this room the player has three spy tokens, the level of which are determined by matching the spy symbol. Player can then send the spies to other players to cause detrimental effects in their lab
3) The Hanger – There is only one hanger and it is the location where the built war machine parts are placed to show completion. In addition to the four spaces for the parts there is also a space to place modifiers which can be drawn from the deck.

At any time during the war machines construction players can attempt to launch their machines. To successfully launch the machine, players will have to role a D20 and roll higher than $20 - x$ (where $x$ is the total number of points their machine is worth). If the player fails, the war machine takes “damage” and parts lose levels. If the player succeeds however, their war machine is locked down for its point value and every player is given one more turn to try and launch theirs for maximum points. At the end of that, each war machine is tallied for points, any bonus points are applied and the winner is determined.
1.1.3 – Concept Art

Player Board Concept Drawings – (From left) Player’s Board Sketch, Formal Board Mock-up, Room Tile Design with Hanger Design, Elder Signs Game Layout, Caverna Room Tiles

1.1.4 – Artistic Concepts

This game is somewhat satirical look at nature of arms races and as well as a look at statistics and luck. Arms races are a terrifying notion because they require the desire/skill to look beyond the task (or the reason for the task) at the effect that task will have on others, it is
a friendly competition that at its heart is actually about wiping everyone else out with the bigger scarier machine. I want to see if I gear the design of this game to produce meta-game language use that is fun but also gives the ability to pause and go “huh…it’s like playing a cold war”.

As for the more mathematical concepts, because of my decision to use dice in game that requires a strategy, I will also need to greatly look into statistic, luck and risk v. reward in order to create a fulfilling gameplay experience that doesn’t feel cheap and get dull too quickly.

1.1.5 – Component List & Timeline

<table>
<thead>
<tr>
<th>Piece List</th>
<th>Quantity</th>
<th>Prototype Completion Date</th>
<th>Final Completion Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Game Boards</td>
<td>7</td>
<td>10/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Room Tiles</td>
<td>35 (4 rooms x 7 boards + 7)</td>
<td>11/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Chassis Tokens</td>
<td>24 (7 players x 3 variations + 3)</td>
<td>10/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Propulsion Tokens</td>
<td>24 (7 players x 3 variations + 3)</td>
<td>11/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>System Tokens</td>
<td>24 (7 players x 3 variations + 3)</td>
<td>10/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Spy Tokens</td>
<td>35 (3 basic for each player + 7 players x 2 variations)</td>
<td>10/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Launch Dice (D20)</td>
<td>1</td>
<td>6/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Modifier Cards</td>
<td>40</td>
<td>17/3/2016</td>
<td>6/5/2016</td>
</tr>
<tr>
<td>Game Box</td>
<td>1</td>
<td>1/4/2016</td>
<td>6/5/2016</td>
</tr>
</tbody>
</table>

1.1.7 - Recap & Breakdown

Product Name: War Machines
Game Type: Competitive, Dice, Building, Strategy
Narrative theming: Diesel Punk, Wartime, Science Fiction/Science Fantasy
Artistic Conceit: Arms Race/Cold War, Perspective Creating Metagame Language
Gameplay Conceit: Fulfilling use of Luck/Statistics, Risk V. Reward
2.2 – Game Design Breakdown

2.2.1 - Gameplay Overview

War Machines is a thematic dice-based building game for 2 – 7 players in which the players take on the roles of scientist working against each other to be the first to construct war machines. To do this, players will roll dice to match symbols within the rooms of their labs to achieve that rooms goals. There are 3 types of rooms, Construction Rooms, Modifier Rooms and the Hanger. Each room has a different overall outcome, but the concept of rolling dice and meeting the object in aid of that ultimate goal is always present.

For a greater basic overview of the game play please refer to Section 1.1.2 in this document or (if an external document) refer to the conceptual document.

2.2.2 - Players, Pieces and Tokens

This section will discuss the game pieces in an explanatory fashion to explore what they do in the context of the game. Later on in the document I will discuss design, where I shall isolate the specific visual elements of each of these items.

Game board

In War Machines, each player is given their own game board. The game board is representative of a workshop where they (as the scientists) are building their war machines. There are 7 rooms to each workshop which, are comprised of 3 types of rooms: Construction Rooms, Modification Rooms and The Hanger.
Construction Rooms – In each workshop there are four rooms dedicated purely to building a part of the war machine. These rooms are actually separate of the board and are dealt out at the beginning of the game to create a variating component to keep the game fresh through multiple plays. These are greater explained in the Tiles heading bellow but by matching dice to symbols on tiles, different levels of war machine can be created.

Modification Rooms – There are two types of rooms of this type in each workshop. The two types of modification rooms are; The R & D Lab and The Espionage department. 

The R & D Lab is the same on every board and is merely a “board permanent” version of the gameplay found in the construction rooms (discussed in Tiles). The R & D Lab allows players to increase the point value of their war machine by upgrading the parts they have constructed or allows them to draw a card from the modifier deck to play on theirs or other player’s war machines (Expanded on in Cards).

The second type of this room is The Espionage Department. This room has the same setup as The R & D Lab with the exception of Spy Tokens present. What the Spy Tokens do will be discussed in Tokens, but again they also can be levelled by matching symbols within the room

The Hanger – The last room type is The Hanger. Its purpose is giving the player a place to store the constructed parts of the war machine, as well as any modification cards that are applied to the war machine. The room itself only dictates one gameplay component in that only there are only allowed to be two modification cards applied to any war machine (This will be expanded on in Game Rules).

Tiles

There is only one type of tile in War Machines and they are the primary gameplay mechanic. Each tile has on it 3 tiers, 3 sets of symbols that represent what is needed to be rolled in order to achieve the various levels of each tokened item. The format goes thusly:

<table>
<thead>
<tr>
<th>Level of Completed Item</th>
<th>Dice Roll Required to Complete</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A 1</td>
</tr>
<tr>
<td>2</td>
<td>A 1 and a 2</td>
</tr>
<tr>
<td>3</td>
<td>A 1, a 2, and a 3</td>
</tr>
</tbody>
</table>

In order to achieve the next level of item, the player must have rolled all the previously required symbols before running out of rolls (Discussed in Dice). Once the player has complete all their rolls the player can then take a token equal to the highest level they managed to complete.
Tokens

There are two different types of tokens in War Machines The Component Token and The Spy Token. Each of these tokens have very different jobs but share in the method of how they are attained and the concept of making them stronger.

The Component Tokens are representative of the parts required to build the war machine (The Chassis, Propulsion, Systems and Weapons). These four types of parts can come in three levels, each worth a different point value. Once a player has rolled the level requirements, they are given that token to put in the matching location in The Hanger and that point value is then deduced from the Launch Requirement (Discussed later in Rules).

The Spy Tokens are representative of a player interaction mechanic which, depending on the level of the token, can have a variety of effects on the player. The player starts the game with three, level one spy tokens. To use the spies ability, the player assigns the token to another player and once that token has had its effect, is removed from play. By matching the symbols in The Espionage Department the player can then choose to level up an existing token or gain a new spy.

<table>
<thead>
<tr>
<th>Level of Spy Token</th>
<th>Colour of Level</th>
<th>Token Ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Red</td>
<td>Highest Level Part Loses a Level</td>
</tr>
<tr>
<td>2</td>
<td>Orange</td>
<td>Player Loses a Dice Next Turn</td>
</tr>
<tr>
<td>3</td>
<td>Green</td>
<td>Part is Completely Removed, you gain a level one of that part or upgrade your matching part by one level</td>
</tr>
</tbody>
</table>

Dice

There are seven dice in War Machines, six for performing actions and one for launching the war machines. The action dice are a set of six, 8-sided dice with a set of symbols on each face. The symbols match to symbols on the board which you must pair by rolling the dice to complete the objective.

<table>
<thead>
<tr>
<th>Dice Number</th>
<th>Numbers Odds</th>
<th>Symbol/Numeric</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6/48</td>
<td>Blank</td>
</tr>
<tr>
<td>2</td>
<td>12/48</td>
<td>(For Testing 2 &amp; 7)</td>
</tr>
<tr>
<td>3</td>
<td>12/48</td>
<td>(For Testing 3 &amp; 6)</td>
</tr>
<tr>
<td>4</td>
<td>12/48</td>
<td>(For Testing 4 &amp; 5)</td>
</tr>
<tr>
<td>5</td>
<td>12/48</td>
<td>(For Testing 3 &amp; 6)</td>
</tr>
<tr>
<td>7</td>
<td>12/48</td>
<td>(For Testing 2 &amp; 7)</td>
</tr>
<tr>
<td>8</td>
<td>6/48</td>
<td>Spy</td>
</tr>
</tbody>
</table>
To roll for a task, a player nominates the task and then rolls the dice. If a symbol matches, they can take that dice and place it on the matching symbol (as long it is in the same level the player is trying to complete). If a player fails to roll anything that matches, a dice is removed from the dice pool and the player rolls again. A third level item must be obtained with all three remaining dice and must be rolled on the first attempt. If the player choose to take the risk and fails this roll, they will not get the part at all and success will grant the level three item. If the player has achieved the second level, they may choose to use their remaining dice to try for a second part, however like trying for the third level part, it must be attempted with a single throw.

The Launch Dice is a standard 20-sided dice used for determining the success of a war machines launch. In order to enter the endgame, player must role higher than the launch requirement (being $20 - x$, where $x$ is the current point value of the war machine). Launching can only be done as long as a player has one of each part at any level and they roll higher than the launch requirement. It will be the only action a player can perform that turn and if they fail, damage will be taken to the war machine (meaning all parts will drop a level) and any parts that fall to level 0 on a launch are destroyed.

Cards

The cards in War Machines are a 44 card deck comprised of cards which apply positive and negative modifiers to players or war machines. They are a resource that can be collected from any successful action of any kind. These cards come in four flavours;

Positive Modifier – Instant (Keep for Use Later)
Positive Modifier – Permanent (Apply Immediately)
Negative Modifier - Instant (Keep for Use Later)
Negative Modifier – Permanent (Apply Immediately)

(Permanent modifiers only have an effect on the overall score of the war machine and do not affect the launch requirement). Once a card is played, it is left on the board until the affect ends or as a modifier it is overridden and then placed back in the deck and shuffled.

Additional Components

In addition to the components mention above, War Machines has a few extra pieces that create the full package. For ease of keeping track of player scores and launch requirements, there is a central scoring board in the euro-game style along with player markers. The game will also include a fully detailed rule book which should help in the crafting a Meta-game narrative and discussion in the favour of my artistic concepts.
2.2.3 - Game Rules

Setting Up & Starting the Game

To set up the game, the players sit around the Scorekeeping Board and each player is given their own Game Board and the matching coloured Character Marker. The room tiles are then shuffled and distributed to each player one at a time clockwise until each player has four room tiles. Player’s then get three level one spy tokens to start with and that sets up the game ready to play. Who play’s first is then decided by rolling the D20, the highest roll goes first and play continues left.

Player Turn

A player’s turn is structure thusly;

1) Spy Phase - Any Spy Tokens & Cards referring to player’s turn begin taking effect
   a. Player’s may respond to spy tokens at the expense of their own spy tokens (with the exception of a level 3 spy which cannot be blocked). In an additional rule, if you attempting to launch this round you cannot counter a spy if you want to launch this turn as it must be the first thing the player does in their turn.
   b. The effect occurs

2) Launching the War Machine – To launch the war machine the player must have every required part and attempt to launch as the first action of their turn. To launch a player must roll the Launch Dice and attempt to roll higher than the Launch requirement score
   a. In a success, the game enters its endgame and that player receives a point bonus for finishing their machine first.
   b. In a failure, every part “takes damage” (drops one level). If that results in a part resulting in a zero level, it is destroyed. This ends that players turn.

3) Construction Phase – Player’s now announce which component they are going to build and begin rolling the dice to match the symbols in the nominated room.
   a. If players fail to roll a symbol they must remove one dice and roll again. If they run out of dice before reaching the alternate options, they receive a part to the highest level they completed and this phase ends.
   b. Once players have finished the second level matches, they have a choice to go on to level three or of have a shot at a second part
      i. If they try for level three they must still have all their remaining dice (3) and the all the symbols of a level three part must be matched in one roll. If they succeed, a level three part, if they fail they do not get anything
ii. If player choose to try for another part, the can have any number of dice left but they only get to roll them once to match the symbols as high as they can. If they fail this, they keep the first part and do not get the second. Success grants them that second part to the highest level they matched

c. If they run out of dice before reaching the alternate options, they receive a part to the highest level they completed and this phase ends

d. If the player receives a part at the end of this phase, the point value of that part is subtracted from the current launch requirement total and the player draws a modifier card

   i. If the player draws a permanent modifier card if must be played right away. Only two mods can be applied to a war machine and therefore to place a new card on full war machine, one of the cards must be overridden. If there is a blank spot on the nominated war machine it goes straight in there.

   ii. The instant cards have a greater effect on gameplay and played during the managerial phase.

4) Managerial Phase – Players can now choose one of the following rooms and actions;

   a. An instant modifier can be played this turn, it does not count as using this action. This is merely where a target is allocated for that card

   b. The Espionage Department

      i. Levelling up or returning a used spy by matching the symbols in the Espionage Department

      ii. Sending a spy to any other player

   c. The R & D Lab

      i. Level up a part by announcing which part you are going to level up and attempt to match the symbols of the next level up i.e. level one part needs level two to be completed to level up. You can only level one part, one level at a time and the player can only roll for it once.

      ii. In a successful levelling up the new level is subtracted from the Launch requirement and the player can draw a new modifier card

5) That ends the players turn and play moves to the next player

Victory

Once one player has launched their war machine, an endgame begins. The player who launched first receives points for launching first and their board state becomes untouchable. Each player then receives one more turn to get their war machine as high levelled as it can, as at the end of their turn their board states become locked and their war machines are automatically launched. The true winner is then determined by adding the modifier cards to the part values and the winner is the war machine worth the most points.
2.2.3 – Academic Design Principles

Risk Vs Reward

Risk vs. Reward in games has been said to be like ‘the thrill of gambling…It is reasonable to expect that greater risk will be accompanied by greater reward” (P. Williams, 2011) and this is a common component of gameplay. Risk vs. Reward is a way of getting players to get invested in the skill and gameplay of a game by asking players to go above and beyond the basic requirements of the game. These are present in games dating from Super Mario Bros. (Miyamoto, 1985), all the way to Super Meat Boy (McMillen, 2010). In Super Mario Bros and Super Meat Boy, the risk/reward structure undertaken are hidden items somewhere with the in the game various levels that grants either bonus lives (Mario Bros) or bonus content (Meat Boy). These items are a risk to complete because as Edward McMillen (developer of Super Meat Boy) says in an article on risk/reward, “[They] are placed in area’s that would require more action from the player and put them in much more danger – most importantly, the player isn’t ever required to collect [them]”.

In War Machines, this risk/reward mechanic is primary to the levelling of items and the launching of the war machine. The launching of the war machine is the most dramatic of these risk/reward situations. In order to “launch” a war machine the player must roll higher than the Launch requirement (which is 20 – the parts of the war machine), this creates a situation in which by having every part be at least level one they have a 3 in 20 of rolling higher than 16 (20 – 4) on a D20. Naturally as you get higher levelled parts this number drops and the odds successful launch begin to greatly rise, but this has three gameplay risks. A failed launch will cause all parts to take one level of damage and any level one parts to be destroyed, it will cause the end of your turn and waiting might result in someone else getting there before you do. Succeeding has it rewards as well, the player to launch first receives bonus points towards winning the game and in the endgame, their board state becomes locked and unchangeable.

In the part construction facet of the game there is also a risk/reward component. A player may freely roll for levels one and two without the risk of not getting the levels they have completed however this is not the same for level three. By trying for the highest level at the construction phase of their turn’s, players risk not getting the part at all at 6 in 72 chance of getting the symbols required for the higher level. Instead player may also try at this phase to risk going for a second component with their three remaining dice. Failing this result in much the same as before as a loss of all parts, but the chance of completing a first level item is 6 in 24 as opposed to the 6 in 72.

Within the game however there is another way to level up parts. Levelling up a part allows only one dice throw but this is 12 in 48 (1 in 4) chance of getting the symbols you need to go to the next level. However unlike the above example, failure means that nothing happens so there is no risk inherately on levelling up, rather this risk comes from not doing so and this is the fundamental of War Machines.
Deconstructive Meta-game

While Meta-game is not an officially defined term, a Meta-something is defined as a “prefix added to the name of a subject…that analyses the original [Subject] but at a more abstract level” as well as “a prefix added to the name of something that consciously references or comments upon its own subject or features”. This second definition is what I am looking to create in the design and layout of War Machines.

More specifically, the desire to craft this game comes from the desire to use the art of semiotics and language, both visual and written, to craft a discussion about the games themes and idea’s without having to (in any way) directly display them. The themes of War Machines are that of arms races and war and the design should allow players to come across the underlying negative impacts of arms races naturally with gameplay with the pure act of discussing the game during the act of playing.

For reference of this type of play, it is important to discuss games which feature mechanics that exists purely in the Meta (These are games such as The Resistance or The Dead of Winter which feature a defector mechanic). Games with a defector are games with a strong Meta because a section of play exists outside of the game, it exists in the discussion and dissection of people’s actions and play. This leads to a creation of a language of discussing the game and the actions of the game that is advised by the language used by the rule book (or even the games assets) and is ultimately defined by the players themselves. It is this language I want to help the game craft through its design, from the competitive environment and the risk/reward gameplay, these things resemble a state of being of that existing in the cold war world between nations. The artistic theming on top of that should then visually confirm these ideals, for the diesel punk aesthetic it is a post-war industrial aesthetic which fits both game and intentions.

It is my hope that between the art, the game and the rule book I can give the players enough thought out and designed information to craft a reflective Meta-game experience.
SECTION 3 – ART BIBLE & VISUAL DESIGN DOCUMENTATION

3.1 – Art Bible

3.1.1 – Overview

The artistic theming of War Machines is that of Diesel Punk, Wartime, Arms Race/Cold War and Science Fiction. These theme are important to capture visually as they will be instrumental in the crafting of a play-based metagame language that draws focus to the artistic conceit mentioned by the concept document.

Asset list

<table>
<thead>
<tr>
<th>Piece List</th>
<th>Number of Design Variations</th>
<th>Dimensions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rule Book</td>
<td>1</td>
<td>A5/A4</td>
</tr>
<tr>
<td>Game Boards</td>
<td>Basic Layout all the same but 7 variations of game board art</td>
<td>Consult illustrator Concept document for greater details</td>
</tr>
<tr>
<td>Room Tiles</td>
<td>5 background arts</td>
<td>5 cm²</td>
</tr>
<tr>
<td>Chassis Tokens</td>
<td>1 central design in 3 colour schemes (red, green, orange/yellow)</td>
<td>2.5 cm²</td>
</tr>
<tr>
<td>Propulsion Tokens</td>
<td>1 central design in 3 colour schemes (red, green, orange/yellow)</td>
<td>2.5 cm²</td>
</tr>
<tr>
<td>System Tokens</td>
<td>1 central design in 3 colour schemes (red, green, orange/yellow)</td>
<td>2.5 cm²</td>
</tr>
<tr>
<td>Weapon Tokens</td>
<td>Standard weapon token design</td>
<td>2.5 cm²</td>
</tr>
<tr>
<td>Spy Tokens</td>
<td>1 central design in 3 colour schemes (red, green, orange/yellow)</td>
<td>2.5 cm²</td>
</tr>
<tr>
<td>Research Dice (D8)</td>
<td>6</td>
<td>TBC</td>
</tr>
<tr>
<td>Launch Dice (D20)</td>
<td>1</td>
<td>TBC</td>
</tr>
<tr>
<td>Modifier Cards</td>
<td>1 central design with varying text</td>
<td>8 x 5 cm</td>
</tr>
<tr>
<td>Game Box</td>
<td>1 Box Art (digital render of game in action on the back)</td>
<td>TBC</td>
</tr>
</tbody>
</table>
3.1.1 - Aesthetic Design

Inspirations

The design inspiration comes from a few sources which are pictured below, but the central ideas are those of war and diesel punk. Diesel punk is an aesthetic that can sit in time anywhere between the 1920’s to the mid-1940. It is an industrial heavy art style full of colour and flavour that make you think of film noir meets adventure serials. It’s Sky Captain and the World of Tomorrow, its oil, grease and Americana, its hard work and spunk and it’s “we won the war” but the war is far from over…
While this explains the aesthetic as I see it (and as I want players to see it to help construct a firm visual language for the game) there are somethings that refer more specifically as inspirations of the game. These things are other board games like Caverna and Elder Signs also greatly inspire this games visual designs and indeed mechanics of War Machines.

Pallet

Based on the above game inspirations, the pallet I am looking for in this game is a lovely earthy pallet of light browns, yellowy oranges, soft greens and purple blues. The bellow pallet diagram is a suggestion of colours to use that fill this desired design aesthetic but these specific colours are free to change and be adjusted as visual development begins.
3.2.1 - Component Concept Designs

Please Note: All Dimensions are in Centimetres and go Horizontal Length by Vertical Width

Game board

While the exact size and layout is still under inspection the image below is a mock-up of the bare minimum it can be (while retaining all the required parts to play, in their current designs). The board fits neatly on an A4 page currently and the dimensions are as follows (Please remember this is subject to possible increases);

- Top 4 rooms – 7 x 7 with a 6.5 x 6.5 internal area
- R & D Lab and Espionage Department – 6 x 9 cm
- The Hanger - 14.5 x 11.5
- Card Spaces – 5 x 8
- Token Spaces – The same size as the tokens themselves

In terms of the visual design of the board, it is representative of the lab/base the war machines are being constructed in. As such, they should visually resemble a top down look on this type of facility. The hanger, the R&D Lab and the espionage department are the same on all boards and remain uncovered whereas the rooms are covered by tokens and should still be decorated underneath in slightly different ways.

Tiles

The tiles are 5 x 5 and are place within the room zones. I want to get four or five visual variations on room tiles which are mostly covered by icons 1 x 1 in size. These, like the lab, are a top down look into a workshop/lab style room.
Tokens

For the tokens in war machine, all the tokens that share a type (Chassis, Propulsion, System, Weapons or Spy) all have the same design with a change in colour scheme dictating the level of the item. For the Part Tokens, I am looking for a blueprint style look with a colour board dictating the level of the item.

![Token Examples]

However for the spy tokens I am just looking for something semiotically linked to spys and spying, more specifically that idea cold war espionage. While my attempt bellow are a little to Spy Vs. Spy (Prohias, 1961), it’s a good place to start and can be changed enterily at the artist digression.

![Spy Token Examples]

Cards

The cards used in War Machines only really require the text, however an identifying symbol on the back is desired. A card in the style of the Monopoly community chest card with a symbol on one side and the text on the other.

![Card Examples]
Dice

There are 7 dice in War Machines, six of which are D8’s and are dedicated to the building component and 1, a D20, which is dedicated to the “launch” component. For the building dice I want to look at custom dice, and for that it will require symbols. As of yet the specific symbols have not yet been selected and can be discussed at artist digression.

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Quantity on Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resource 1</td>
<td>2</td>
</tr>
<tr>
<td>Resource 2</td>
<td>2</td>
</tr>
<tr>
<td>Resource 3</td>
<td>2</td>
</tr>
<tr>
<td>Spy Symbol</td>
<td>1</td>
</tr>
<tr>
<td>Blank Face</td>
<td>1</td>
</tr>
</tbody>
</table>

As for the D20, it is just a standard D20 and does not need any particular special considerations.

Additional Pieces

**Game Box** – In order to test the principle of this games design I will be playtesting it in a proper game environment with outside testers at a local game store. In order to test this fairly I want to produce a high quality product complete with game box. While I don’t have any specific wishes as to what goes onto the box art, I do want it to follow the typical game box conventions (that is symbolic image of gameplay on front and a render of the game in play on the back with text, which will come provided)
Score Tracker – The score tracker in War Machines is a single board with tracks running up it with player tokens to indicate how high the players “Launch Requirement” is. This track is would be just a flat board with tokens that sit on top of it, but the example from the game Ingenious (Knizia, 2004) pictured below has the overall visual style of what I desire.

Rule Book – A again, like the box, I want to create something that looks nice and official with the rules and diagrams displayed nicely with pictures and world building components included also.
4.1 – Project Management & Organisation

4.1.1 - Management Method

Overview

Developing a board game is an iterative process using tons of playtesting, refining, redeveloping and retesting to develop a complete and professional product. To aid in the development of War Machines as a product I will be managing the project in a Spiral Model development cycle. What this means is that at the beginning of each development cycle, a refined version of a game prototype is developed, and it is then tested, deconstructed, evaluated and finally a new prototype is made to begin the cycle again (Rouse, 2016). The other component that makes this style of development favourable for board game development is the testable application of art assets and components as they are produced without the creation of an enormous list of required changes, changes only need to occur in smaller more controlled instances not creating a work overflow. In the event of a work overflow, at the end of the current development cycle a Work Redistribution meeting will occur to get the development back on track.

Key Deliverables & Desirables

Key Deliverable:

A playable board game

a. Which successfully meets the required project brief
b. Successfully achieves its academic and artistic concepts during gameplay
c. Which is play tested in a real world situation
d. Is fun or, at the very, interesting to play

Desirables:

A professional, sellable product

a. Which meets the above criteria as well as having all the required pieces for a sellable product including:
   i. Game box
   ii. Rule Book
   iii. Custom Dice
Risk Factors

Lost Work – Risk: Low

By implementing the Version Control Method and the Work Redistribution Method, we should avoid most risks of this occurring during development and fix it should it cause work overflow.

Delays due to personal circumstances (Sickness, Death) – Risk: Mild

The Spiral method should allow for any delays caused by these such event to be offset as any new features can put into the next development cycle, however, should it effect the flow of development a Work Redistribution Method will go into effect the moment an event occurs.

Production Timeline

<table>
<thead>
<tr>
<th>Name</th>
<th>Start</th>
<th>End</th>
</tr>
</thead>
<tbody>
<tr>
<td>Documentation</td>
<td>15/02/2016</td>
<td>24/03/2016</td>
</tr>
<tr>
<td>Full Game Prototype 1</td>
<td>15/02/2016</td>
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<td>Prototype Tokens 1</td>
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<td>Prototype Cards 1</td>
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<tr>
<td>Play Testing &amp; Adjusting</td>
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<td>Final Adjustment</td>
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<td>25/04/2016</td>
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<td>2/05/2016</td>
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<tr>
<td>Exhibition</td>
<td>2/05/2016</td>
<td>9/05/2016</td>
</tr>
</tbody>
</table>
4.1.3 - Software & Resources

Required/Preferred Hardware

The required hardware’s for this project are the personal computers of each of the team members which can run the software mentioned below. On top of this the project will take advantage of the computers within SAE computer labs to complete work also. Other pieces of hardware that will be needed at later dates is a high quality laser printer and resources on which to print the assets and construct the game components such as card stock and cardboard.

Required/Preferred Software

The required software’s for this project will include;

- The Microsoft Suite, 2013 or later (Word, Excel, PowerPoint, for documentation)
- The Adobe Suite, CS6 (Photoshop and Illustrator)

Version Control Methods

To keep the work versions under control, I will be using a mixture of a work allocation method and version document numbering with a cloud based back-up system to ensure work is not lost. To keep track of the work taking place, a Trello board will be used with each team member as a column and each task a note. When doing a task, team members will move that note into their column to prevent multiple people working on it. Once done, that work is then uploaded to a shared google drive with the new version number in its title. A comment should then be made on the Trello board of what version that document is up to and it is moved back into the “Not currently being worked on” column.
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