


Rationale

The inquiry of this project is how a mobile application or a mobile game could be working as a part of a boardgame. Through exploring this topic I want to design a game have both advantage of boardgames and digital games. The drawback of boardgames such as hard to learn and long waiting time during others turns can be fixed by the mobile part. And the mobile app could enable the boardgame achieve mechanics boardgames couldn't have.

Context

This project fit in the field of game and more specifically in the field of digital board games. Ubisoft and other board game developers have already digitalized many classic board games. They are the digital version of board games without any modification. Like Splendor, Through the Ages, monopoly, UNO, etc. But they are only the digital version of those classic board games.



Splendor Community Hub

The OFFICIAL digital adaptation of the best-selling board game. ** ONLINE MULTIPLAYER NOW AVAILABLE !!! **

RECENT REVIEWS: **Very Positive** (19)
ALL REVIEWS: **Very Positive** (469)

RELEASE DATE: 18 Sep, 2015

DEVELOPER: Days of Wonder
PUBLISHER: Days of Wonder, Asmodee Digital

Popular user-defined tags for this product:
[Casual](#) [Tabletop](#) [Strategy](#) [Board Game](#) +



Through the Ages Community Hub

reddog is playing his turn.

Legendary board game classic from award winning designer Vlaada Chvátil

RECENT REVIEWS: **Very Positive** (26)
ALL REVIEWS: **Very Positive** (1,358)

RELEASE DATE: 27 Mar, 2018

DEVELOPER: CGE Digital
PUBLISHER: CGE Digital

Popular user-defined tags for this product:
[Strategy](#) [Indie](#) [Board Game](#) [Tabletop](#) [2D](#) +

MONOPOLY® PLUS Community Hub




EMBARK ON A JOURNEY TO OWN IT ALL! Build your empire on a colorful and 3D lively city animated by funny sidekicks! MONOPOLY® PLUS brings the classic franchise to a new level on PC with amazing animations, customizable house rules!








RECENT REVIEWS: **Mostly Negative** (287)
 ALL REVIEWS: **Mixed** (6,768)
 RELEASE DATE: 8 Sep, 2017
 DEVELOPER: **Ubisoft Pune**
 PUBLISHER: **Ubisoft**

Popular user-defined tags for this product:
[Multiplayer](#) [Board Game](#) [Casual](#) [Tabletop](#) +

The good side of those digital version is they make those classic boardgames easier to be learnt. But the drawback is players lose the joy of setting up the board and playing around with pieces and cards.

And also there are digital tool apps used to support boardgames. For example, the D&D dice roller is designed for D&D players without dices with them.

Dungeons & Dragons Dice Roller

Die	Nbr	+ - Modifier	Results
	1 d4	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d6	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d8	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d10	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d100	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d12	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
	1 d20	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>
1	1 dX	<input checked="" type="radio"/> + <input type="radio"/> - 0	<input type="text" value="Roll"/>

NOTES

This field records your latest roll at its top.

Modified results that would produce a number less than one display as one.

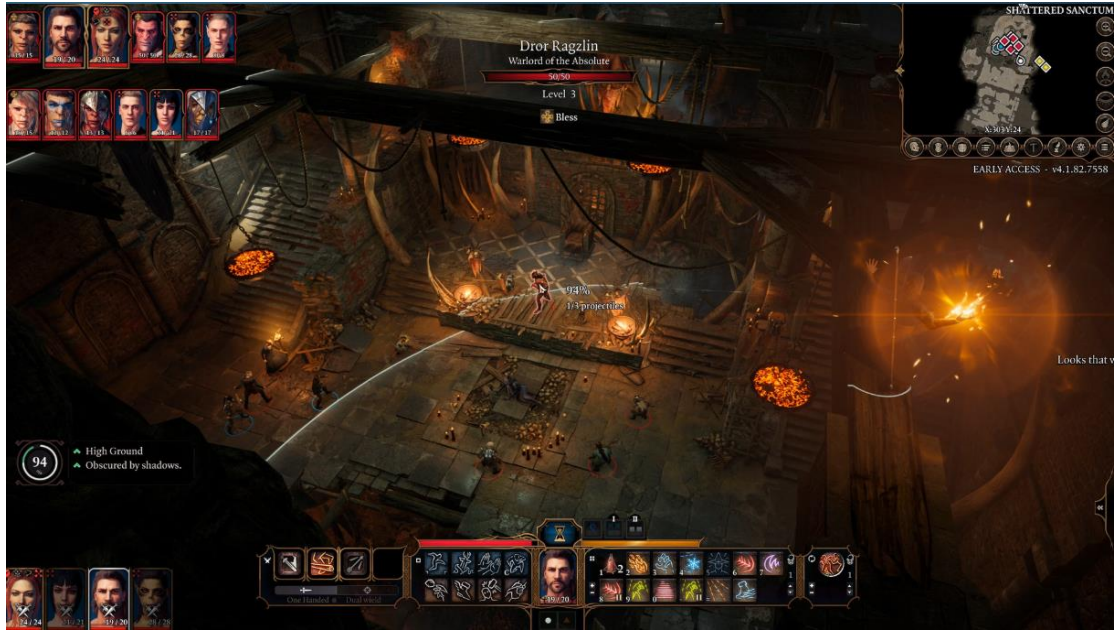
© 1995-2005 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.

Similarly there is also a Catan Map Generator which has both web and mobile version. It is used for Catan players to set up a relatively fair random board map avoiding people go first have too much advantage.



Besides the video game Baldur's Gate 3 developed by Larian Studios (2020) is a great example of transferring boardgame's mechanic into a video game. It keeps the turn-based and strategic combat mode of D&D and improves it with active cameras and environmental interactions and high-standard graphics which boardgames don't have.





It is a great example to study on how to effectively combine boardgames and video games.

Method

Coding application by Unity engine.

Creating assets by Blender(3D) and Adobe Illustrator(2D).

Print the cards and board.

3D print the idles and other pieces.

Week	Goals
1	Setting up the mechanic and rules of the game. Deciding the capability of the mobile app part. Finishing the mood board for art style (both 3D and 2D)
2	Finishing the content of the boardgame part including the board map and cards. Programming the prototype of application without art assets.
3	Finishing the prototype. Creating assets fit into overall art style.
4	Testing the mechanic and balance. Creating assets fit into overall art style.
5	Refine the mechanic of the game. Researching on model for 3D printing
6	Testing the mechanic and balance. Creating art assets. Researching on sound effects.
7	Refine the mechanic of the game. Creating sound effects.
8	Testing the mechanic and balance. Creating models for 3D printing
9	Refine the mechanic of the game.

	Creating models for 3D printing
10	Testing the mechanic and balance. 3D printing and painting the idles. Compose sound effects and assets.
11	Refining the game.
12	

Outcomes

Both the boardgame part and the mobile app part of the game are produced as the body of the project. And also the printed cards, board map and idles and the most tangible outcomes. As for the intangible outcome, it explores a dynamic way of combining boardgames and digital games. If it succeed it could potentially indicate a new way that engaging mobile games as a part of the board game which diversifies the potential directions of boardgames and also keep the social aspect and other benefits of boardgames.