Statement of Intention

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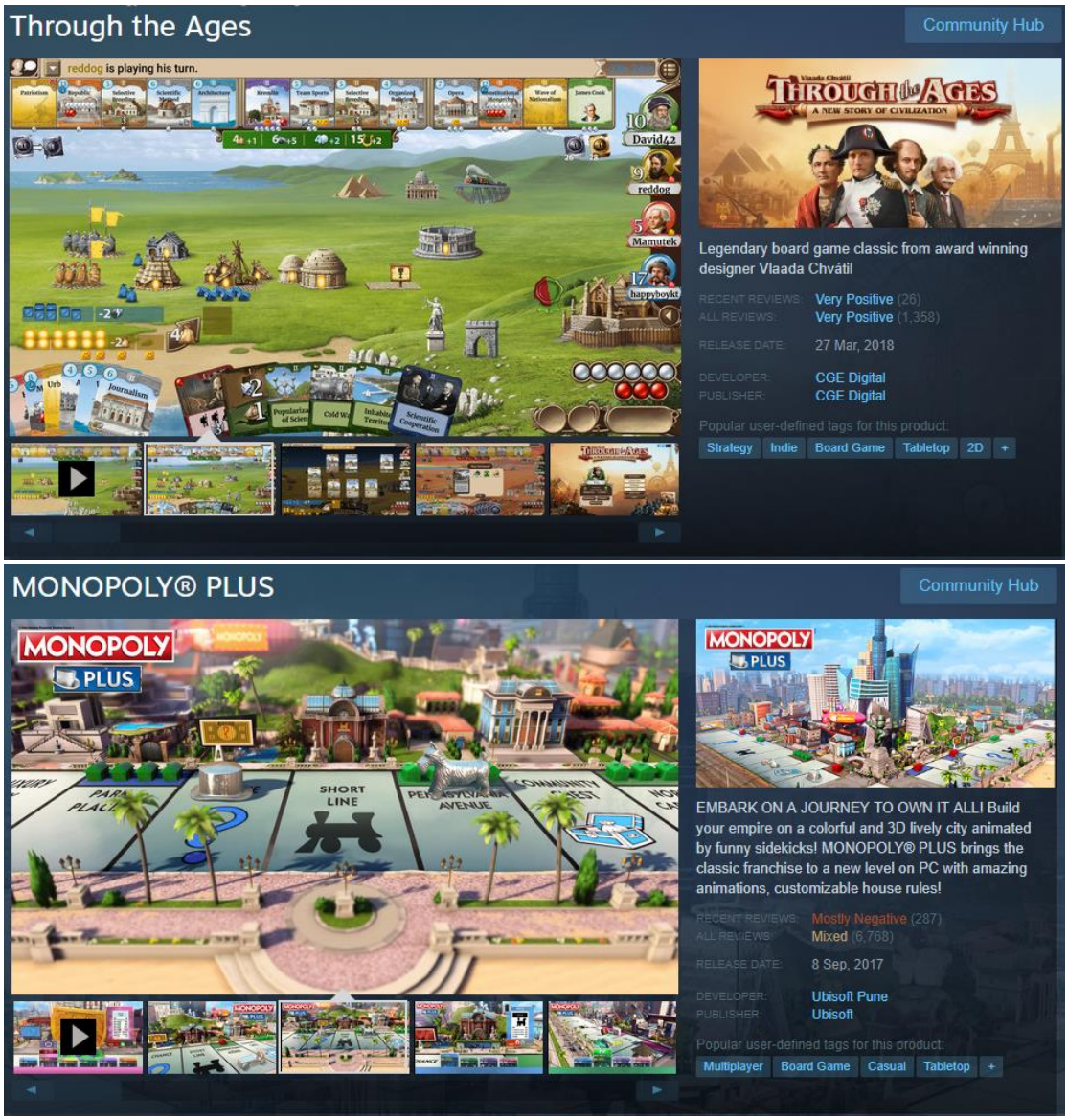
Inquiry

The inquiry of this project is how a mobile app or a mobile game could be working as a part of a boardgame. I am trying to figure out a potential way of using AR or mobile app to support a boardgame. 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. In terms of AR, it is considered as a way to enhance the weakness of 3d visualization of boardgames.

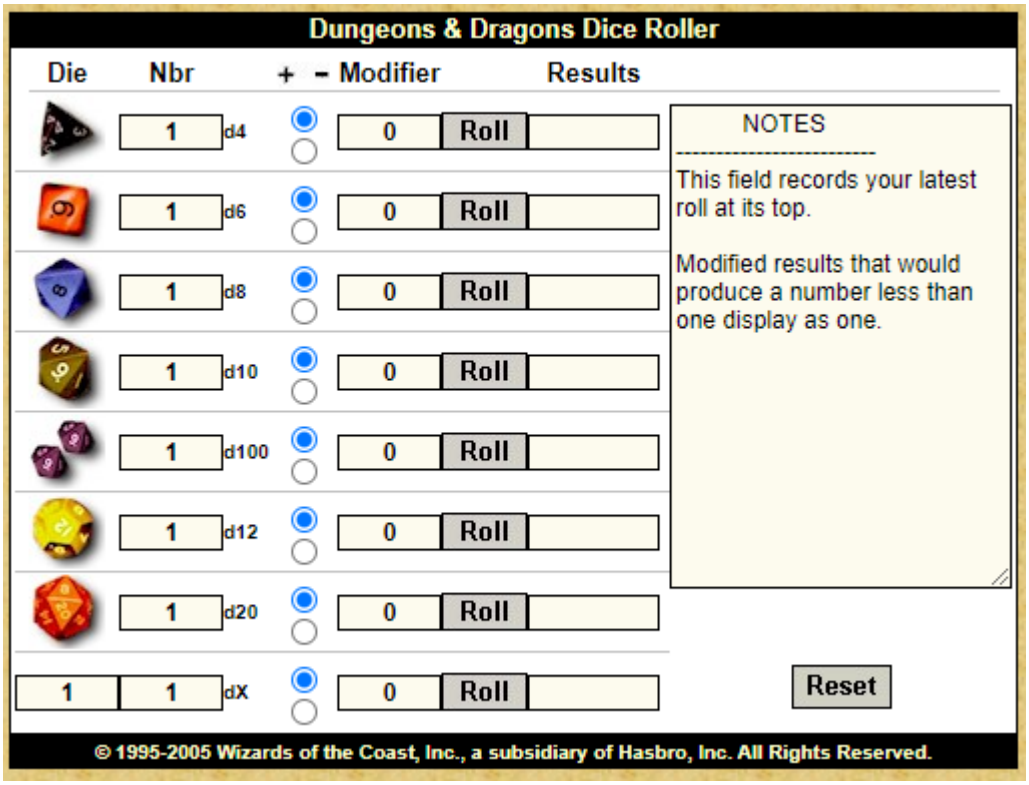
Context

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.



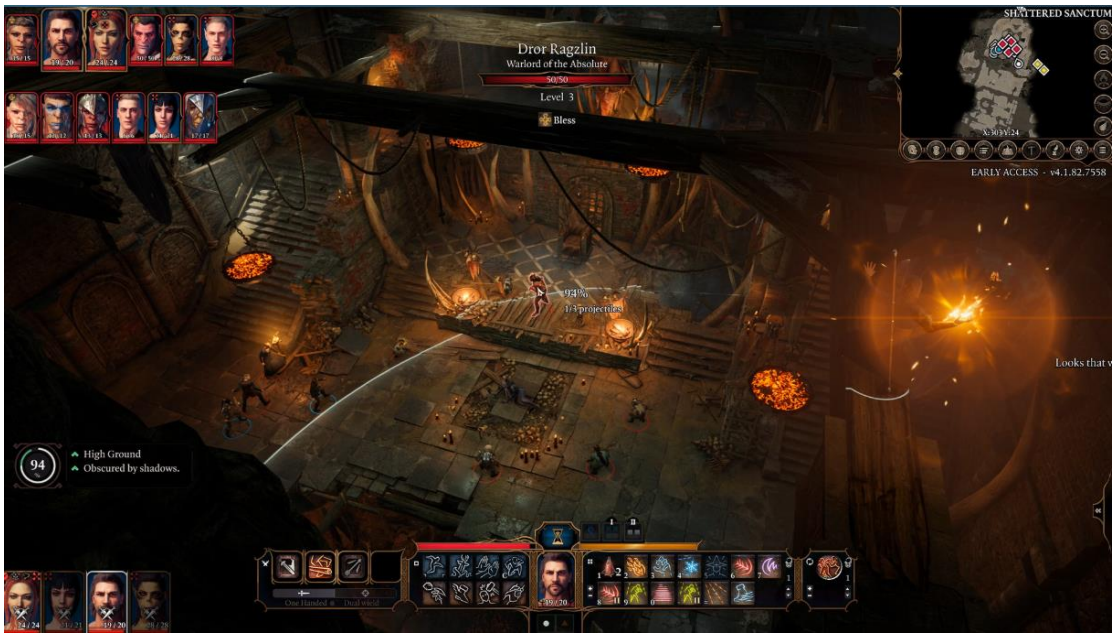
The good side of those digital version is they make those classic boardgames easier to be learnt. But the drawback is players lose the joy of setting up the board and playing around with pieces and cards.

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.



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 keep the turn based and strategic combat mode of D&D and improved 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. There is also a good experimental game demo of using AR on traditional boardgames.
https://www.youtube.com/watch?v=y_yigafU_l4

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	

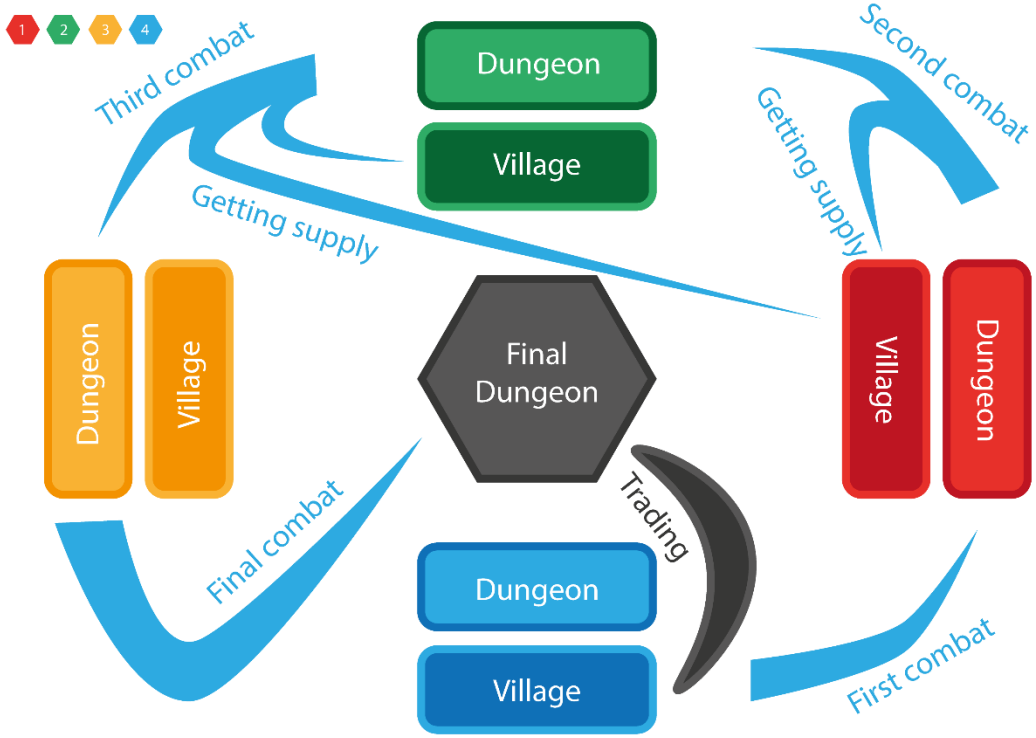
Outcomes

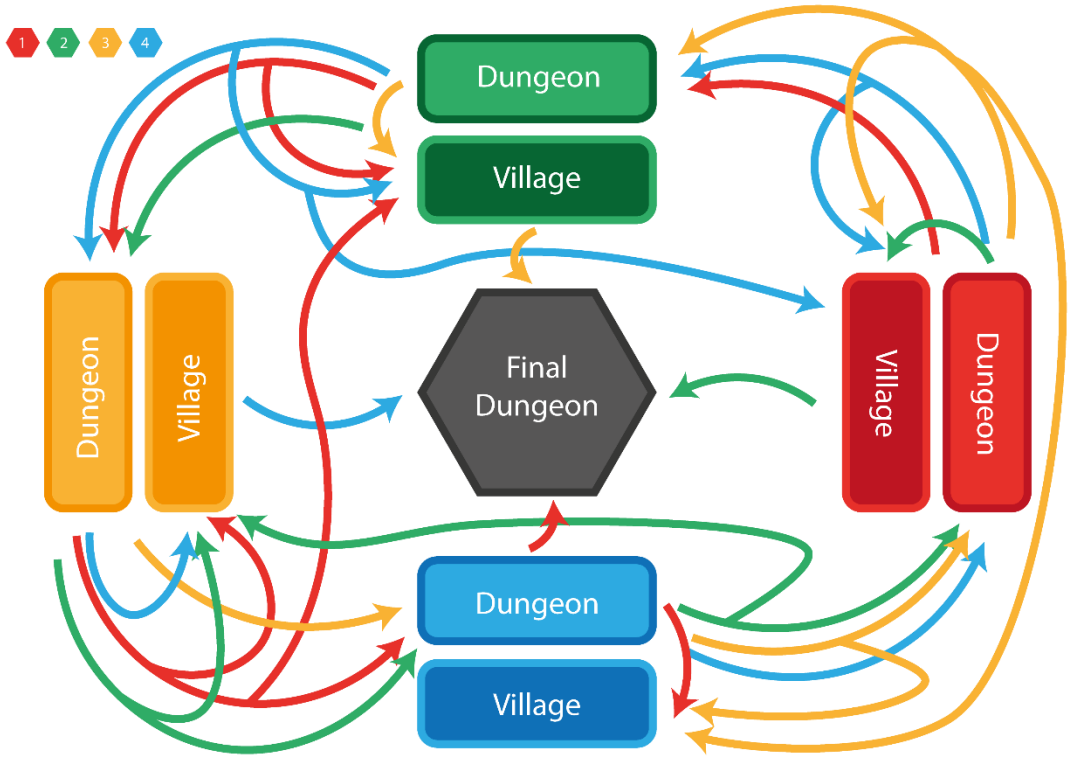
Both the boardgame part and the mobile app part of the game are produced as the body of the project. And also the printed cards, board map and idles and the most tangible outcomes. As for the intangible outcome, it explores a dynamic way of combining boardgames and digital games. If it succeed it could 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.

Progressions

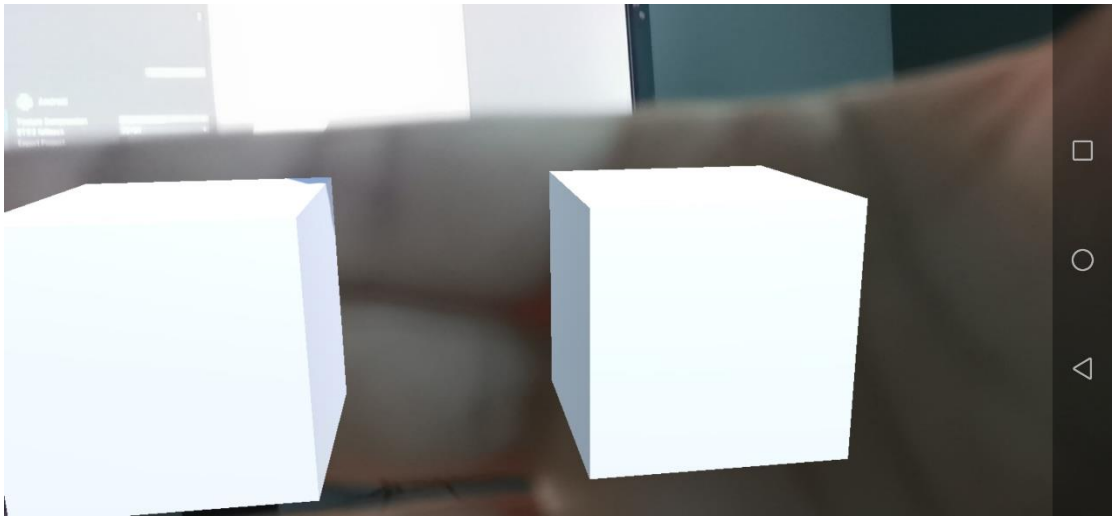
Mood board

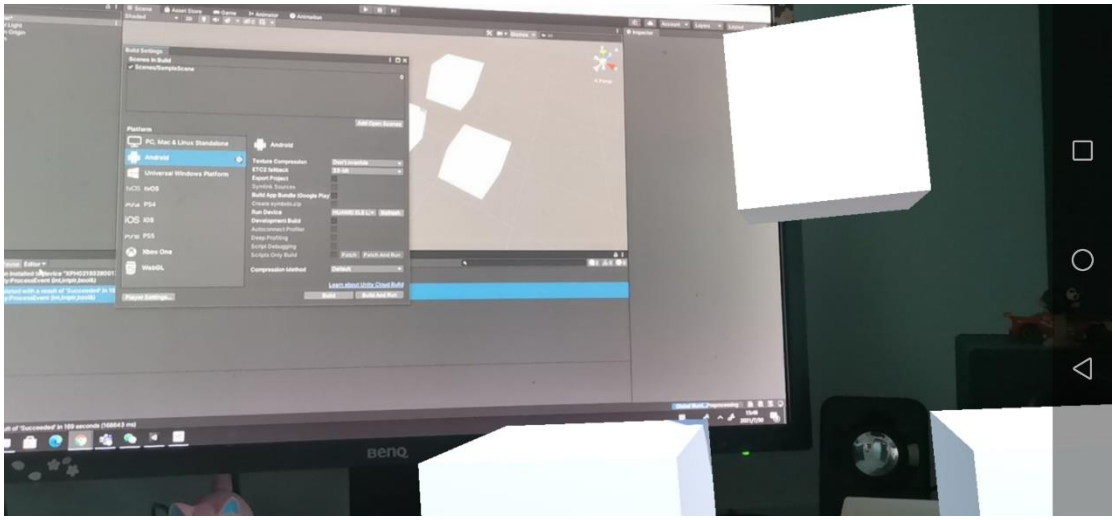
Mechanic Sketches





AR prototype




Build Settings
Scenes In Build
Scenes/SampleScene
Add Open Scenes
Platform
PC, Mac & Linux Standalone
Android
Universal Windows Platform
tvOS
PS4
iOS
PS5
Xbox One
WebGL
Texture Compression
ETC2 fallback
Export Project
Symbol Sources
Build App Bundle (Google Play)
Create symbols.zip
Run Device
Development Build
Autoconnect Profiler
Deep Profiling
Script Debugging
Scripts Only Build
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