
Johnny's Journey

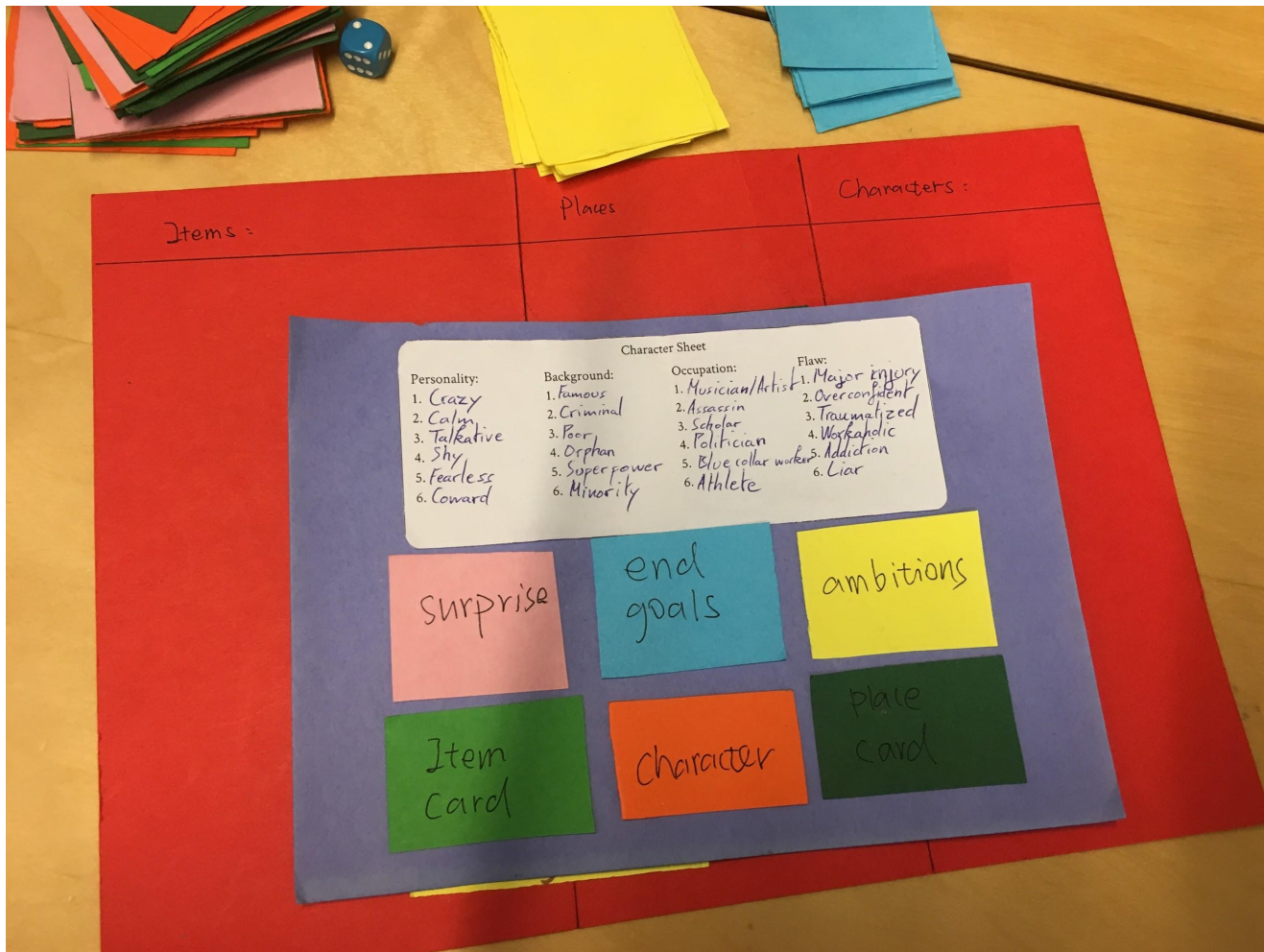
— *A story telling board game* — ^{Group 2}

1. Theme

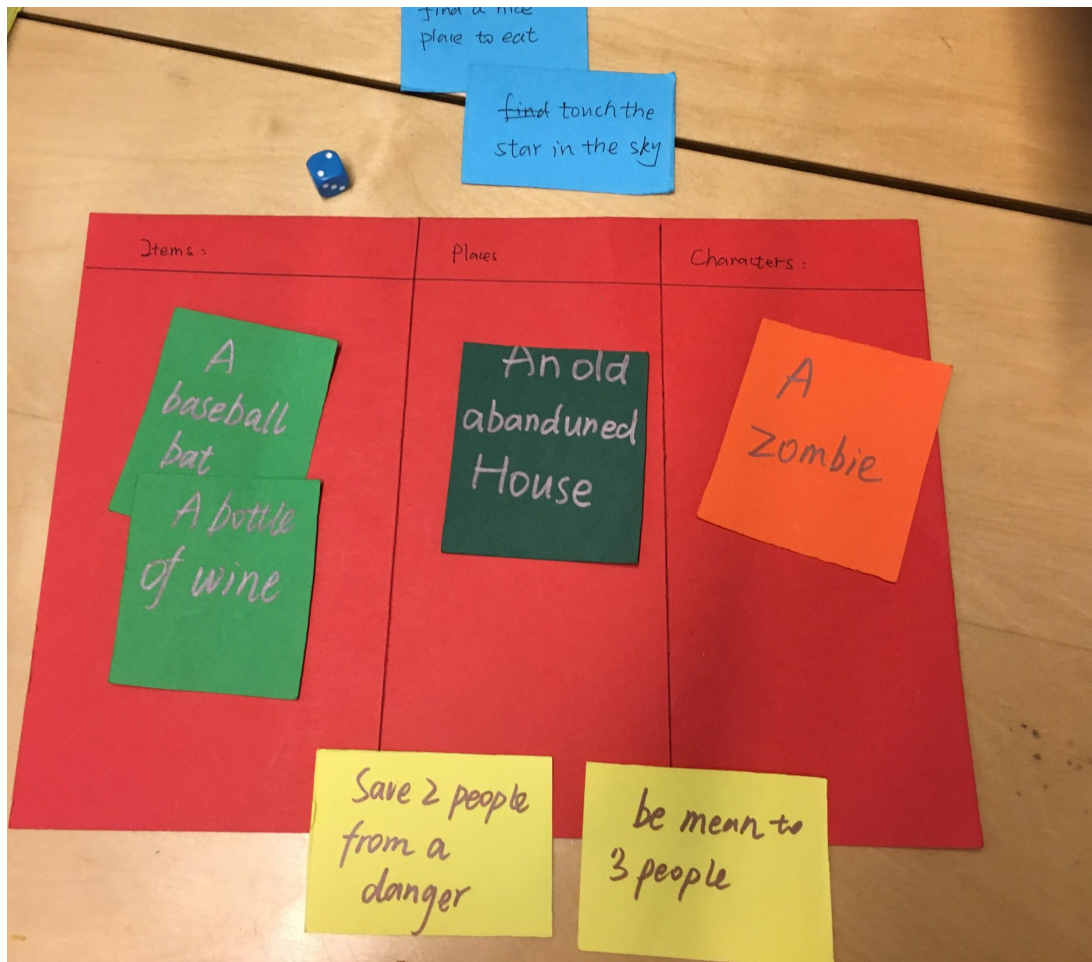
Collaboration through Shared character Johnny

- Item, place, character cards
- Ambitions, end goals, surprise
- Game board, dice

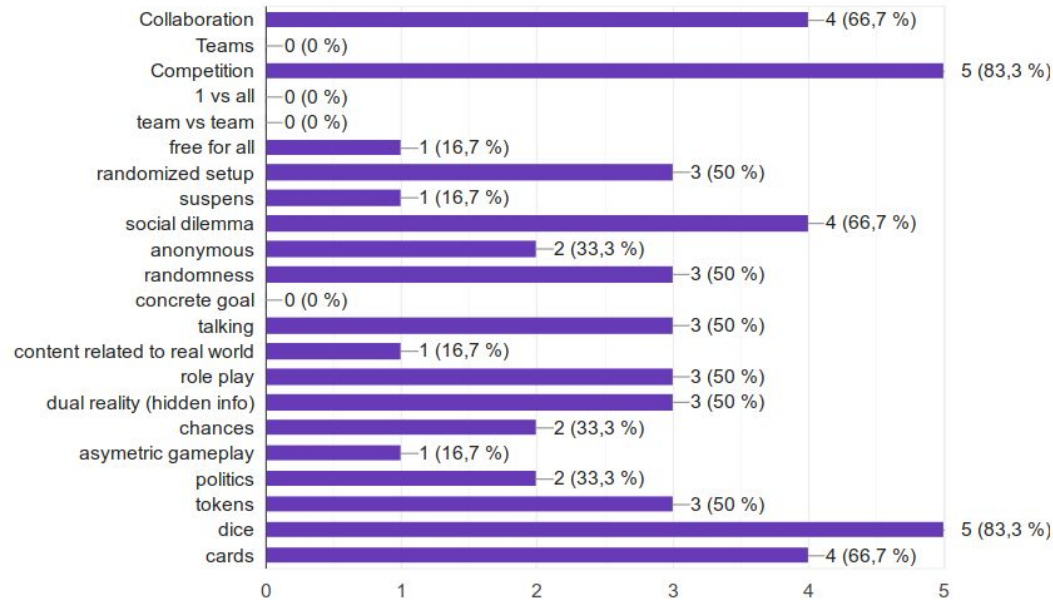
Start the Game



Tell A Story

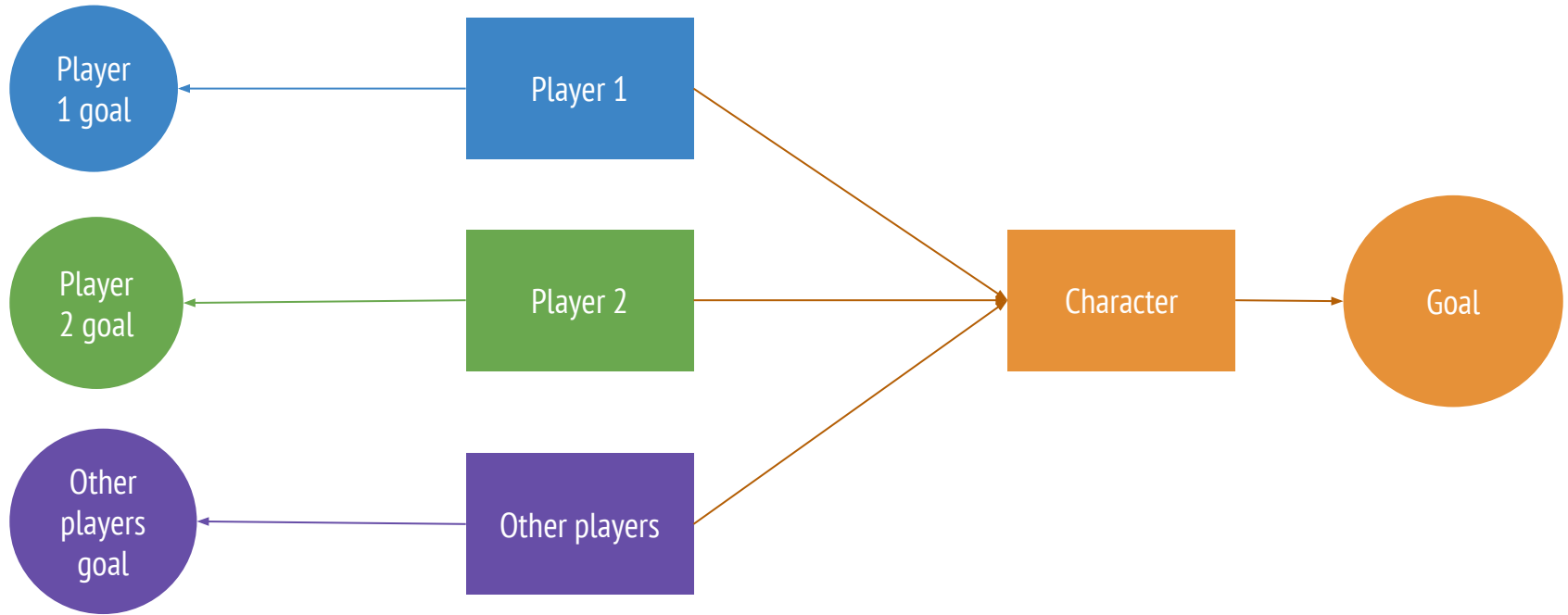


Ideation process



Competition	Collaboration
Cards	Social dilemma
Dice	Randomized setup
Randomness	Talking
Roleplay	Dual reality
Tokens	

Early concept



Early concept

- One 6-sided die
- Character sheet
- Mission cards
- Quest cards

First Prototype

- One 6-sided die
- Character sheet
- Ambition cards
- Event cards
 - Place
 - Item
 - Character
 - Surprise
- Player points

First Prototype - Character sheet

Character Sheet

Personality:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Background:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

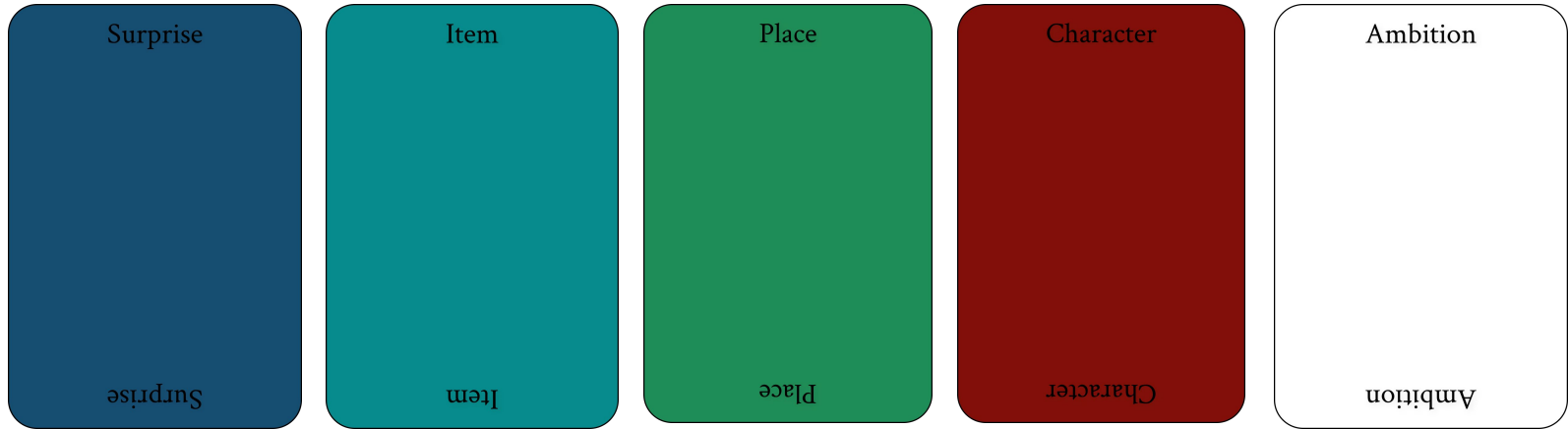
Occupation:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Flaw:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

First Prototype - Cards



...Unfortunately the cards ended up printed in grayscale.

First Playtest Session

- Monday, December 3rd within group
 - No surprise cards
 - One **vague** ambition
 - Three event cards on hand
 - First player to play five event cards wins

First Playtest Session

- Observations
 - Excessive discarding of cards
 - End of the game unrelated to ambitions
- Assumption: Surprise cards a funny twist?

Second Playtest Session

- Thursday, December 6th
 - Surprise cards introduced
 - 5 Event cards on hand
 - Game ends by fulfilling **measurable** ambitions
 - AB-Testing:
 - Competitive: Win with event cards
 - Collaborative: Just focus on storytelling

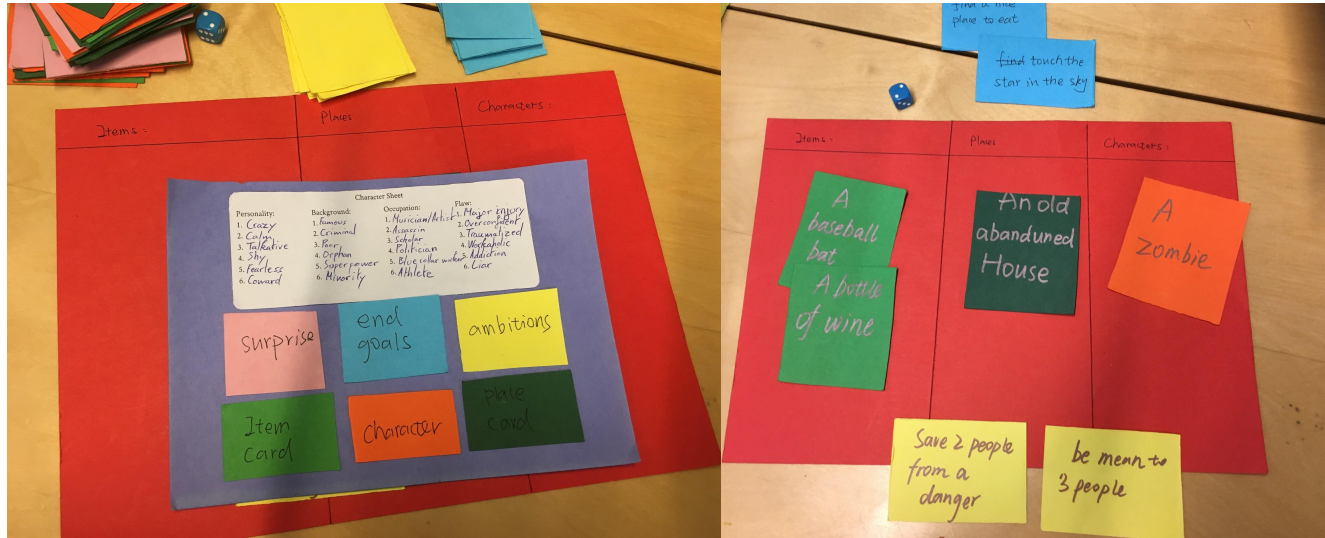
Second Playtest Session

- Observations:
 - Card type clarity
 - Start with multiple ambitions
 - Rushed ending
 - “Good” and “Bad” ambiguous
 - “Winning” unimportant
 - Ambition progress track-keeping

Second Prototype

- Cards cut from colored paper
- “End goal” cards
- Tokens representing ambition progress
- Keep the character sheet

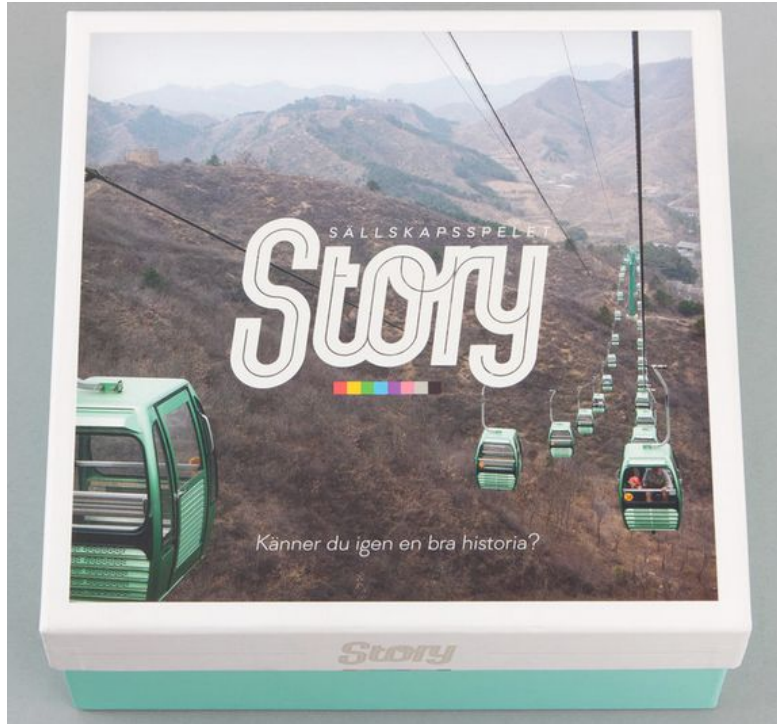
Second Prototype



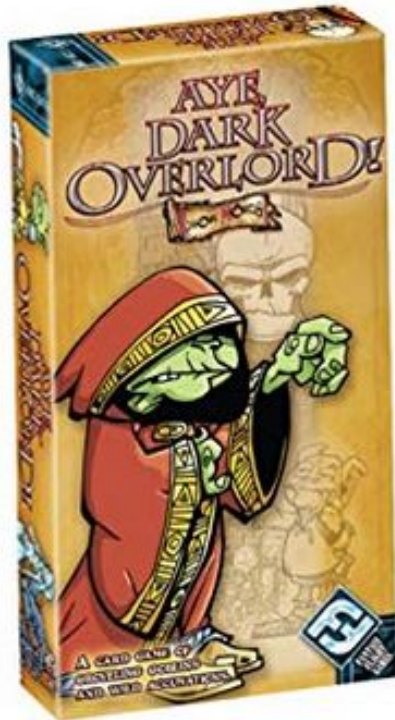
Third Playtest Session

- Friday, December 7th
 - Focus on collaboration
 - Fulfill end goals
- Observations
 - “Good” and “Bad” - Further clarification needed
 - Some ambitions and surprises not interesting
 - Some character attributes too bland
 - Usage of surprise cards unclear
 - Prototype drawbacks

Competitors



Competitors



Next step

- I. Clarify good and bad outcome
- II. Modify ambitions and character sheet
- III. Clarify and modify some surprise cards
 - A. when surprise cards can be played
 - B. some surprise cards should be deleted
- IV. Playtests with goal cards
- V. Reconsider competition?

Thank you! :D