# VCII FINAL PROJECT: FIRST DELIVERABLE
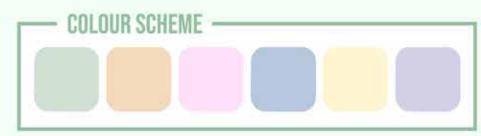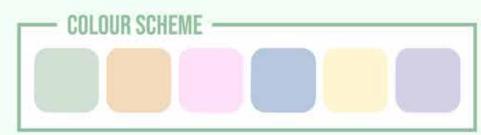
# ZERO

## BOARD GAME

GINNIE LEE ZIQI U1830708H

# ZERO

## COLOUR SCHEME

BUILD. RECYCLE. ESCAPE.

ZERO

BUILD. RECYCLE. ESCAPE. PLAY YOUR PART.

This game includes:
Factor cards.........59
Path tiles............40
Tokens................7
Dice..................2

BUILD. RECYCLE. ESCAPE.

ZERO
PLAY YOUR PART.

**OUTER PACKAGING** (printed prototype)

# ZERO

## COLOUR SCHEME

## OUTER PACKAGING (Digital mock up)

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8 809516 793190

THIS GAME IS PLAYED ALONGSIDE THE 'ZERECYCLE' APP, AVAILABLE ON APPLE APP STORE AND ANDROID PLAY STORES

# ZERO

**GAME**

## OUTER PACKAGING (Design)

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# GAME



ZERO

## INNER PACKAGING (Printed prototype)

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In recent years, global temperatures and concerns for the environment have been rising. ZERO aims to encourage better recycling habits and inspire more people to plat their part for the Earth.
ZERO is played alongside the SGRecycle app, free for download on the Apple App Store and Andriod Play Store.



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## BUILD. RECYCLE. ESCAPE.

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### PLAY YOUR PART.

## INSTRUCTIONS

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## CONTENTS

59 game cards: - 37 object cards
    - 5 global warming cards
    - 7 draw a tile cards
    - 5 character cards
    - 5 chance cards

40 game tiles: - 27 path tiles
    - 1 start path tile
    - 5 blockages
    - 7 exit tiles

    7 tokens

    2 dice

## SET UP

- All game cards should be stacked together, facing downwards.
- All non-exit square tiles (green backing) should be stacked together, facing down.
- All exit tiles (yellow backing) are to be stacked together, facing down.
- The start path tile should be placed at the centre of play area, facing up.

## GAMEPLAY

All players are to choose a token and place their tokens on the START tile.

On every turn, players draw a tile from the non-exit tile deck and are free to link the tile to any of the exisiting tiles in the play area.

Players are to throw the dice the third round onwards, and can freely move their token according to the number shown on the dice.

When player lands on a factor (🅖) tile, player draws a game card and keeps it.

Draw a tile card: Player are to draw a tile from the exit tile deck and are free to place the tile anywhere. This card has to be in player's hand for at least 2 rounds before playing.

## INSTRUCTIONS

(Continued)

Global Warming card: When a player draws a global warming card, player plays the card immediately and places a global warming tile (circle tile) on top of the tile player's token is on.

Tiles with global warming will require 2 turns to pass through. (i.e player has to stop an wait for his/her next turn to continue moving regardless of how many steps player have left.)

Object cards: Player holds on to these cards until their token reach the exit tiles.

Exit tiles include: Paper, plastic, metal and glass recycling bins, a trash bin, and 2 exits. Players are to dispose all cards in their hand before heading to the exits to escape.

### SGRecycle

When their tokens reach the bins, players can dispose their cards at the correct bins to .recycle' or .throw' the objects. This is done via the SGRecycle app. When successfully disposed, player can leave their cards beside the bin tiles.

Once players hands are cleared of cards, he/she can then head towards the exit to .escape'.
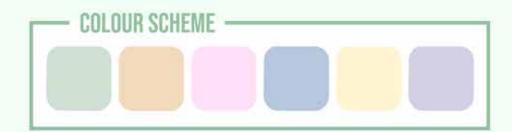
Chance card: When drawn, player earns the chance to access the app SGRecycle to check the list of recyclables OR player can also choose to swap one of his/her cards with another player.

Character card: When drawn, player is to access the SGRecycle app to ballot for characters with powers that allows player to speed up his/her escape.

Player wins once he/she exits empty-handed.

# ZERO

**CARDS** (Physical mock up)

# ZERO

**GAME**
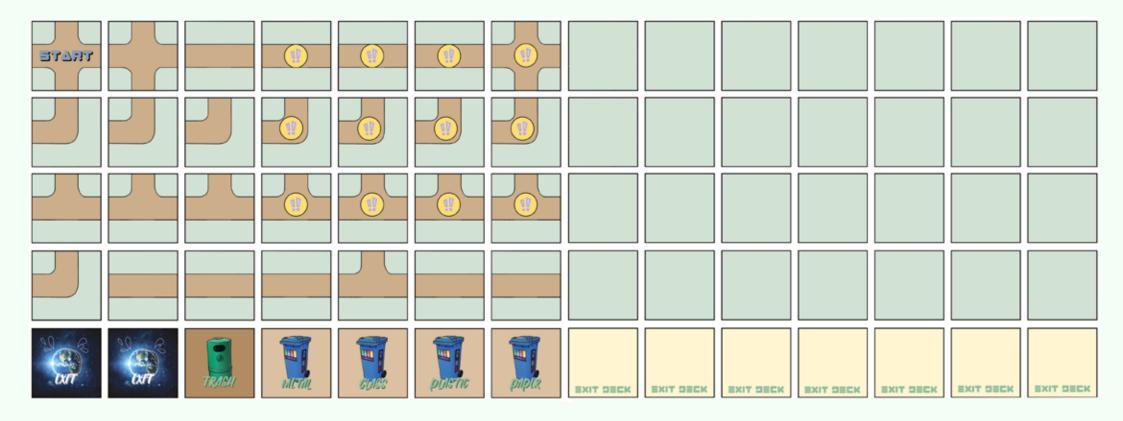
## CARDS (Digital)

### COLOUR SCHEME



| PRINTED PAPER | WRITING PAPER | NEWSPAPER | FLYERS | BROCHURE | BOOKS | MAGAZINE | PLASTIC PACKAGING WITH FOIL | CASSETTE TAPE | GLASS BOTTLES | GLASSWARE | BAKEWARE | WINDOW | MIRROR |

| TISSUE PAPER | WAX PAPER | SALAD PAPER PACKAGING | EGG TRAY | PLASTIC BOTTLES | CD CASING | BUBBLE WRAP | CERAMIC PRODUCT | LIGHTBULB | BEVERAGE CAN | BISCUIT TIN | BOTTLE CAP | ALUMINIUM | ELECTRONIC PRODUCTS |

| CLOTHES HANGER | EGG TRAY | FOOD PACKAGING | PLASTIC BAG | BIO-DEGRADABLE PLASTIC BAG | STYROFOAM CUP | PLASTIC STRAW | ELECTRONIC DEVICES | BATTERIES | CHANCE CARD | CHANCE CARD | GLOBAL WARMING | GLOBAL WARMING | GLOBAL WARMING |

| DRAW A TILE | DRAW A TILE | DRAW A TILE | DRAW A TILE | CHARACTER CARD | CHARACTER CARD | CHARACTER CARD |

# ZERO

## COLOUR SCHEME

# TILES (Digital)



START

EXIT • EXIT • TRASH • METAL • GLASS • PLASTIC • PAPER • EXIT DECK • EXIT DECK • EXIT DECK • EXIT DECK • EXIT DECK • EXIT DECK • EXIT DECK

# ZERO

## TILES / DICE (Net) / TOKENS (Net)

# ZERO

## COLOUR SCHEME

## GAMEPLAY

# ZERO

## GAMEPLAY

### Set up



card deck

tile deck

tokens

exit deck

starting tile

dice

global warming tiles



on every turn, each player draws a tile from the tile deck

all players' tokens to be placed on starting tile

player to also throw the dice to determine the steps player can move

# ZERO

## GAMEPLAY

card deck

when player lands on factor tile, player draws a card from card deck

factor tile

PRINT

PRINTED PAPER

if card is not a yellow action card, player keeps the card

# ZERO

## COLOUR SCHEME

## GAMEPLAY



player draws from card deck

token lands on a factor tile

Yellow action cards: GLOBAL WARMING - player plays card immediately



global warming tile

tiles with this tile require 2 steps to pass through

player draws a global warming tile and places it on the tile players' token is on

# ZERO

## COLOUR SCHEME

## GAMEPLAY



Yellow actioncard : DRAW A TILE - player plays this card immediately



player then draws a tile from the exit deck

EXIT DECK

DRAW A TILE

# ZERO

## GAMEPLAY



player draws a tile from the exit deck

and player is free to place it anywhere

at the end of the game, the play area should look something like this :)

# ZERO

## GAMEPLAY



when the bins start appearing, players can start depositing their cards at the correct bins

cards on hand to be deposited at the correct bins

player can exit once hand is empty :)



deposited cards

to check whether cards are deposited correctly, players are to use the SGRecycle app (explained in the second deliverable :))

players have to successfully exit empty-handed :: first player to exit wins the game

# ZERO

## GAMEPLAY

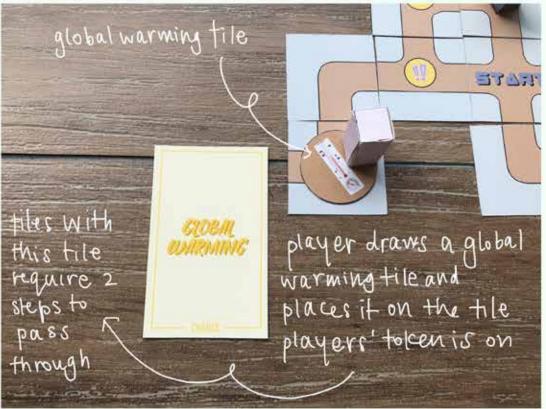**CHARACTER CARD** · CHANCE

**Yellow action cards : CHARACTER CARDS –**
players can activate characters to activate 'powers' to help them during the game, these characters are activated and explained on the SG Recycle app (to be elaborated in the 2nd deliverable ☺)

**CHANCE CARD** · CHANCE

**CHANCE CARDS –**
players can check with bin their card belongs to for more accurate disposal of their cards, this is done through the SG Recycle app (to be elaborated in the 2nd deliverable ☺)

ZERO

COLOUR SCHEME

1ST DELIVERABLE - BOARD GAME: ZERO

BUILD. RECYCLE. ESCAPE.

ZERO

PLAY YOUR PART.