

(Smart) Board Games

By Norafizah Normin

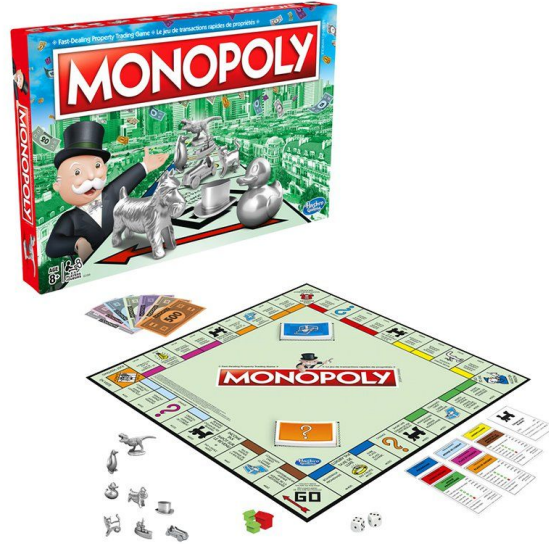


What is a board game?

“a tabletop game that involves counters or pieces moved or placed on a pre-marked surface or board, according to a set of rules”

Examples of board games

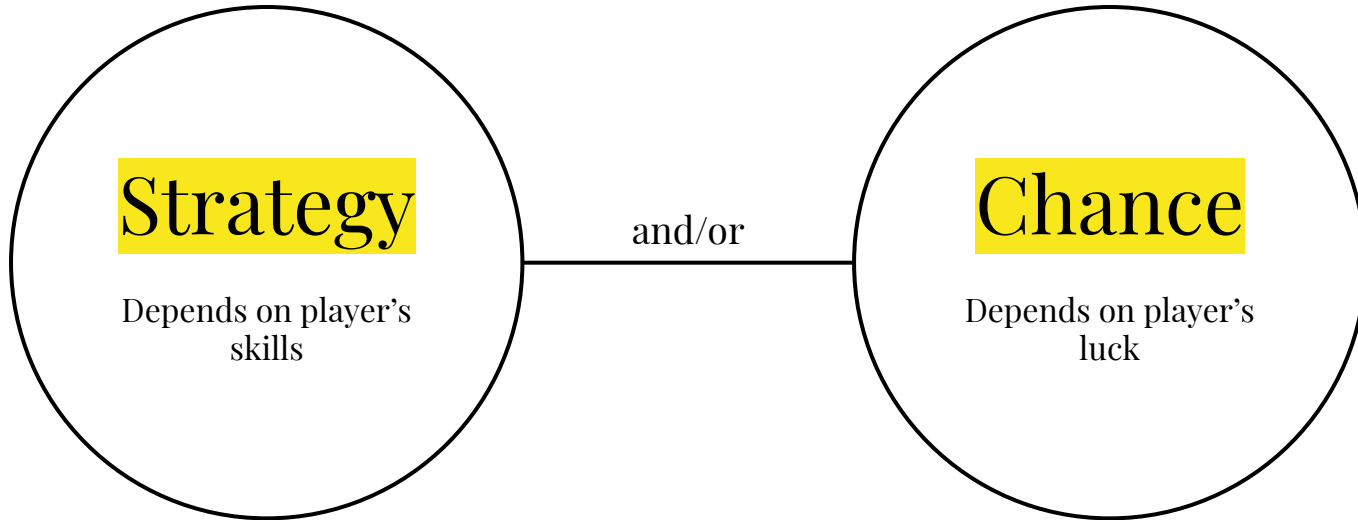
- Monopoly
- Scrabble
- Cluedo
- Snake and Ladder
- Ludo
- Chess
- Game of Life



History of board games



Most board games are based on either:



Cluedo

Example of a strategic board game
(that also includes several chance elements)

- A murder mystery game
- **Goal:** Figure out who is the murderer, what weapon was used and location of murder
- **Elements:** Board, counters, dice, cards
- **Strategy:** Make notes, plan your moves, deduce strategically

How do you deduce without revealing to everyone?



Snake and Ladder

Example of a luck board game

- Rolling dice game
- **Goal:** Reach the finishing line
- **Elements:** Board, counters, dice
- **Luck:** Your chance of winning the game is depended on your luck in rolling a dice

So I don't need my brain for snake and ladder, yay



no. of players

Can range from a single player to multiplayer

Single player

vs

Multiplayer

- Ambush
- B-17 Queen of the Skies
- Fields of Fire

- Connect 4 (2 players)
- Ludo (up to 4 players)
- One Night Werewolf (up to 10 players)

Battle

vs

Cooperative

Have players compete against one another

- Example: Jenga
- **Advantages:** competitiveness may be a driver for players, may also encourage players to form alliances
- **Disadvantage:** there will be a loser

All players have to work together to finish the game

- Example: Pandemic
- **Advantages:** Everyone is either a winner or loser together
- **Disadvantages:** People may lose interest easily

Case Studies

Evolution of Monopoly

The Landlord's Game to Monopoly: Ultimate Banking Edition



Sept. 23, 1924.

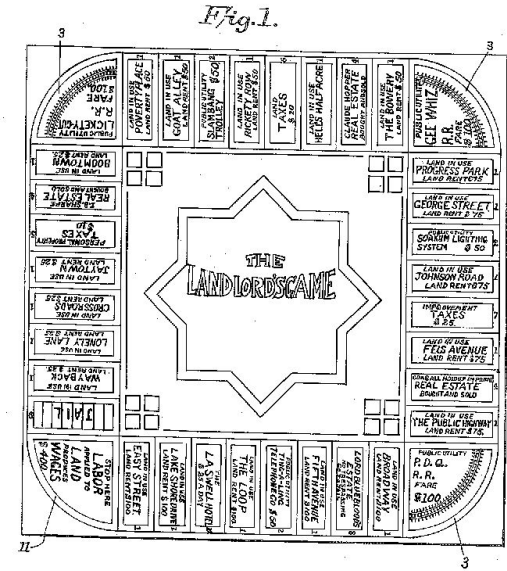
E. M. PHILLIPS

1,509,312

GAME BOARD

Filed April 28 1923

2 Sheets-Sheet 1



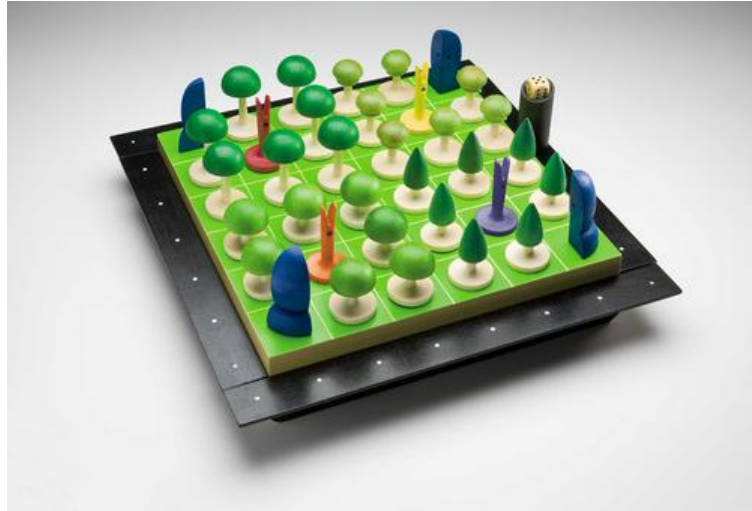
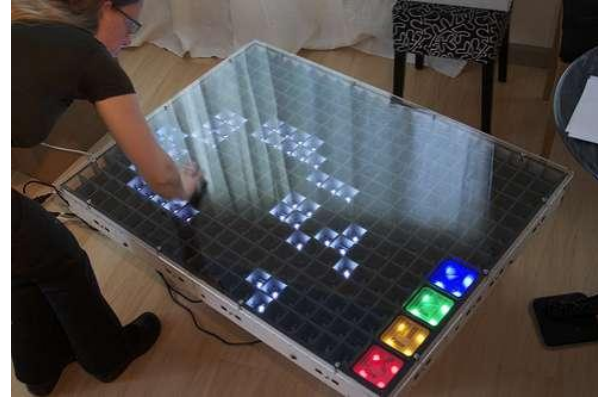
Elizabeth Marie Phillips,
BY John A. Stanley,
INVENTOR.
ATTORNEYS.

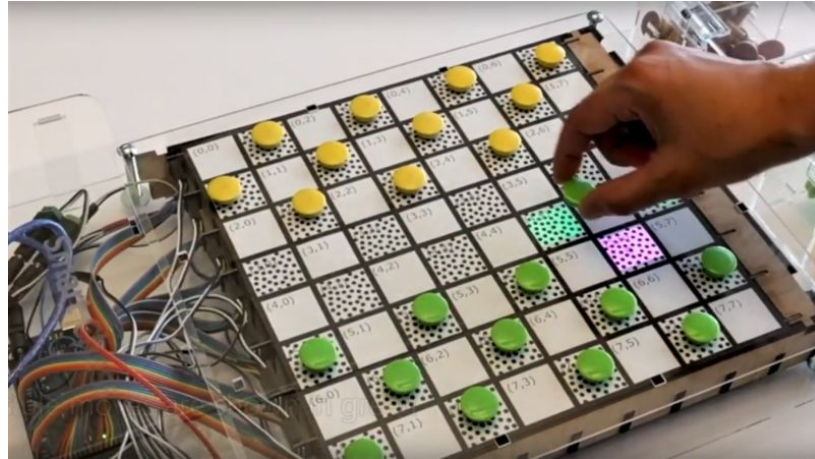
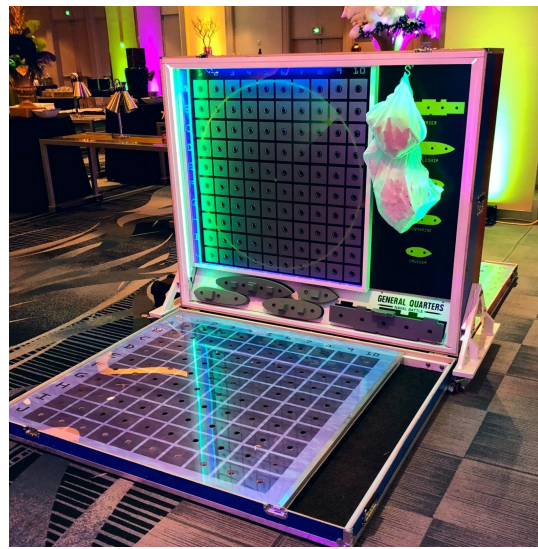
Case Studies: Smart (?) Board Games



LED Gameboard by Wolfgang Huther

- Multiplayer game of up to 2 players
- Selection of a **variety of games**
- Such a **simple interface** that doesn't require you to read through the instructions to figure out the game
- **Intuitive:** with the buttons, it becomes intuitive for players to press the button, especially when it is lighted up
- **Simple design**, without overcomplicating the visuals





Overpopulation

A smart, interactive board game

Set many years into the future, where the human population exceeds the carrying capacity of Earth. In order to decrease the population, a new law governs that the dictator have to choose a group of people to cull.

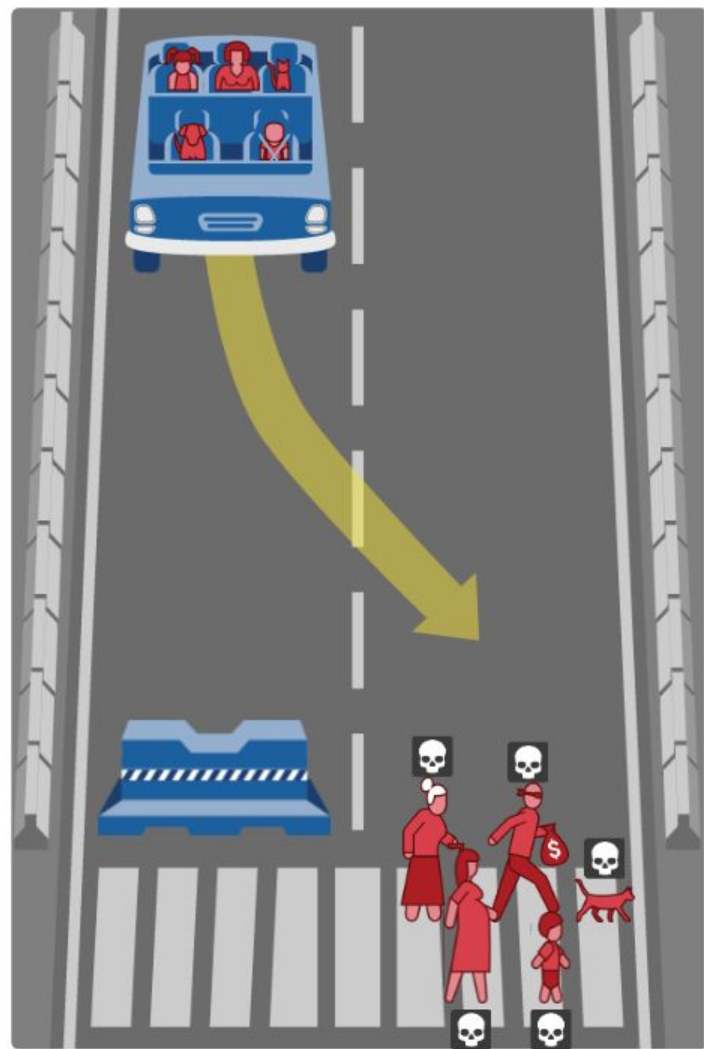
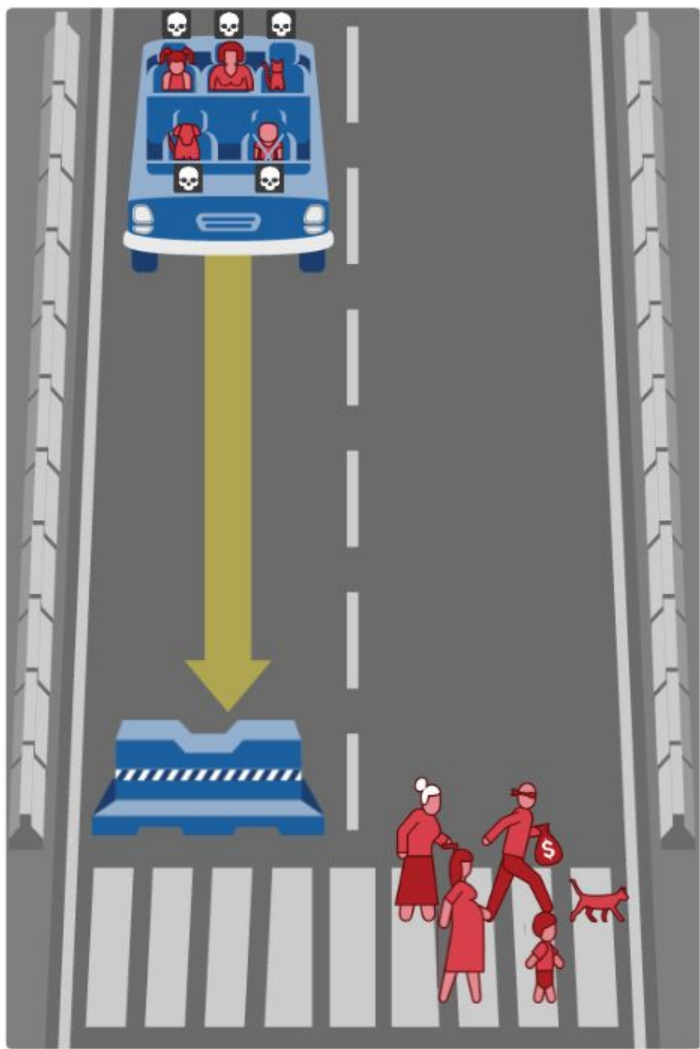
(satire/cynical theme)



Inspirations

I drew inspirations from different card games such as Cards Against Humanity and Bad People.





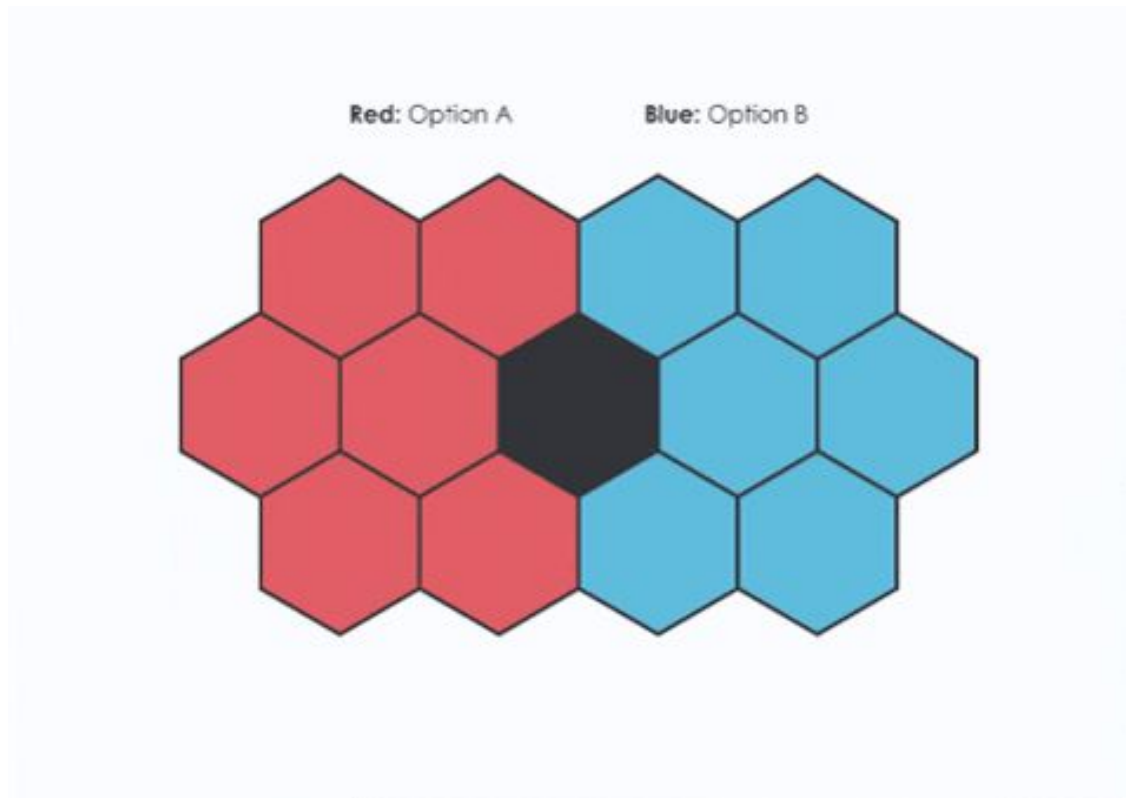
Game Rules

- Min 3 players, max 4 players
- In each round, group will decide the dictator for that round.
Players are to assign counters to each tile, multiple counters of varying demographics is allowed on each tile.
- At the beginning of each round, each side of the board will randomly light up several tiles.
- The dictator of that round will decide which side he choose to kill
- The rest of the group has to choose which option they think the dictator chose.
- A point is given if they can guess correctly which option the dictator chose.

Demographics

- **Pregnant woman:** constitute more than 1 life
- **Elderly:** will age affect your decision?
- **Animals** (dogs or cats): would you save animals over humans?
- **Child:** will age affect your decision?
- **Criminal:** are they worth a second chance?
- **Doctors:** saving them could mean saving many other lives

Sketch



Flow of Game

- 1) Choose a dictator
- 2) Place the counters (human figures representing the demographics) onto each tile in whatever position they like
- 3) Press the start button, and random tiles will light up on each side
- 4) Dictator has to make a decision on which side to kill and press either the red or blue button on their side of the board
- 5) The rest will then have to decide what they think the dictator chose, and press the corresponding button (red or blue) on their side
- 6) If they chose the same as dictator, +1 points



Any Suggestions?
