

Board Game Design

TILE CHESS- Redesigning Chess

Project Objective:

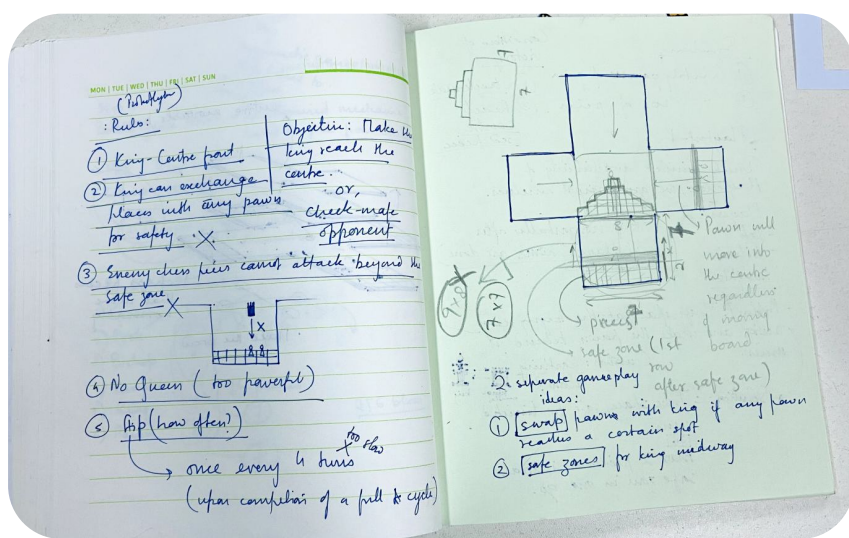
- To build a board game integrating the game mechanics and rules of the game chess and an additional keyword "Tile flip".

Design Process:

- We began our process by **exploring and numerifying** the game-play and mechanics of the traditional chess board game.
- Then our mission was to **research and understand** how tile flip was normally integrated into board games.
- Sketching & prototyping** led to 4-5 iterations of a design structure we had decided upon.
- Once a final design was selected, further **user testing** led to the final project outcome and required rulesets.

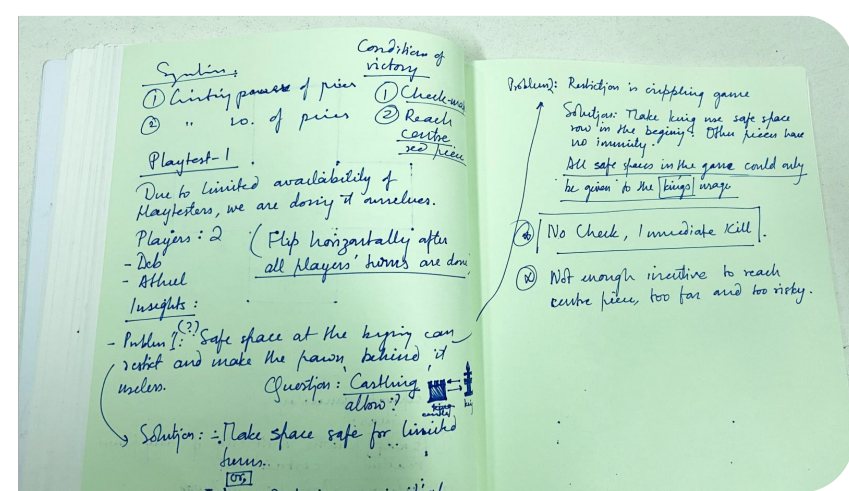
Assigning ranks and cumulative strength :

Pieces	Health	Speed	Attack	Power Budget (Speed + Health + Attack)	Cost	Power/ Cost	Kill Lanes	Abilities	Ability Power	Cumulative strength (power budget + ability power)	Ranks
Pawn	1	1	1	3	1	3	3	2	3	6	6
Knight	1	3	4	8	1	8	8	4	24	32	4
Bishop	1	7	13	21	1	21	4	3	28	49	3
Rook	1	7	14	22	1	22	4	3	28	50	2
Queen	1	7	27	35	1	35	8	5	56	91	1
King	1	1	8	10	1	10	8	2	8	18	5



Ideas

Sketching sessions made it apparent that the idea of a tile flip as a mechanic would be possible only through true symmetry in the game-board design. On a separate note, designing an interesting game board was one of the primary aims for the project.

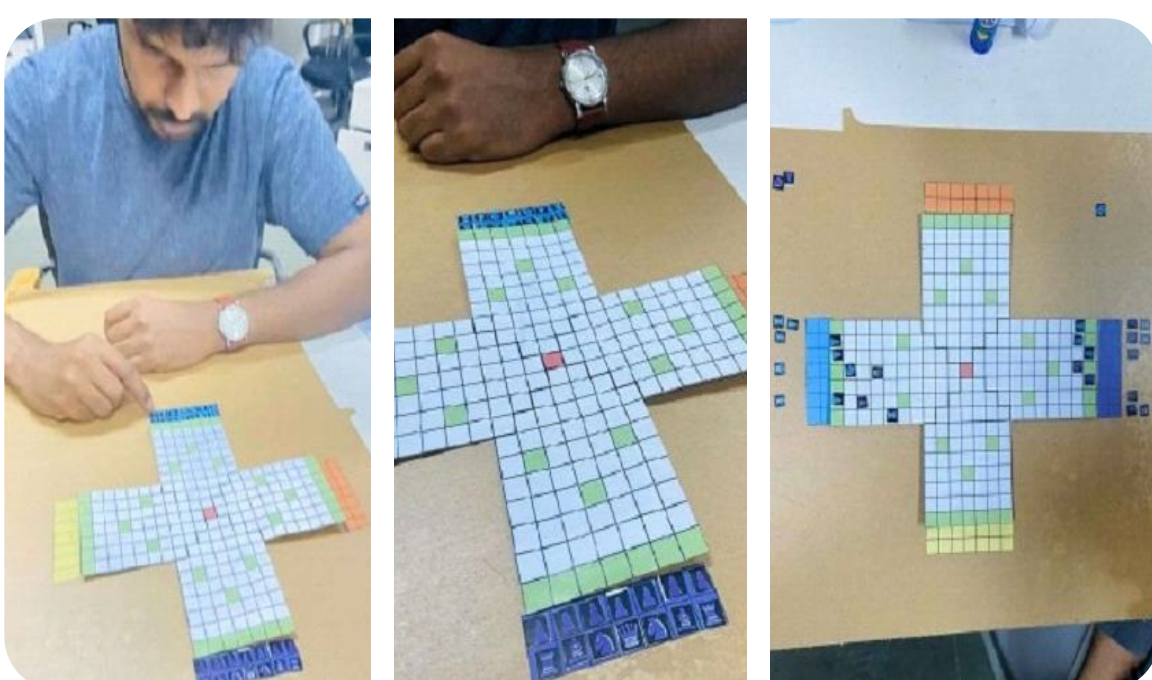
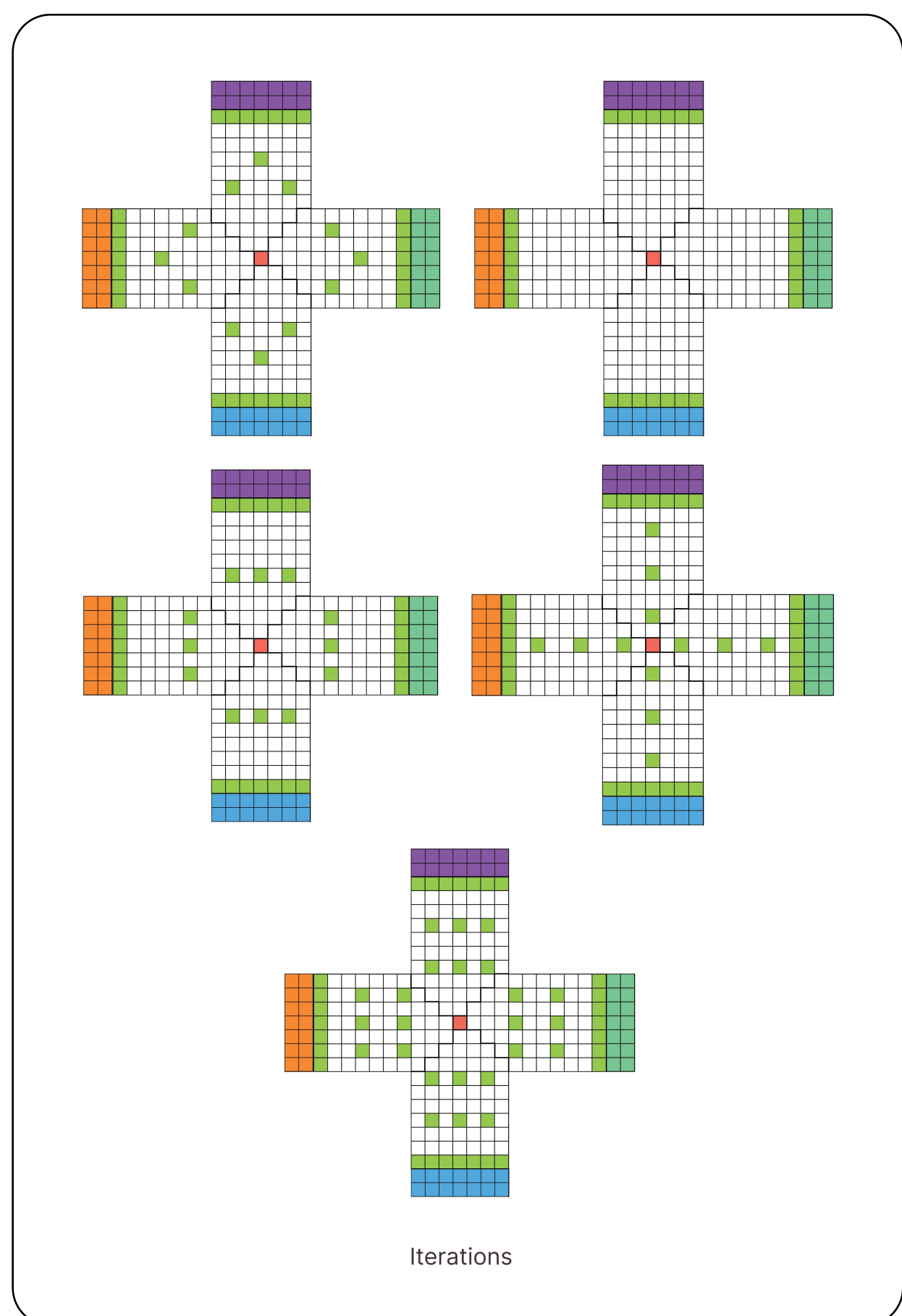
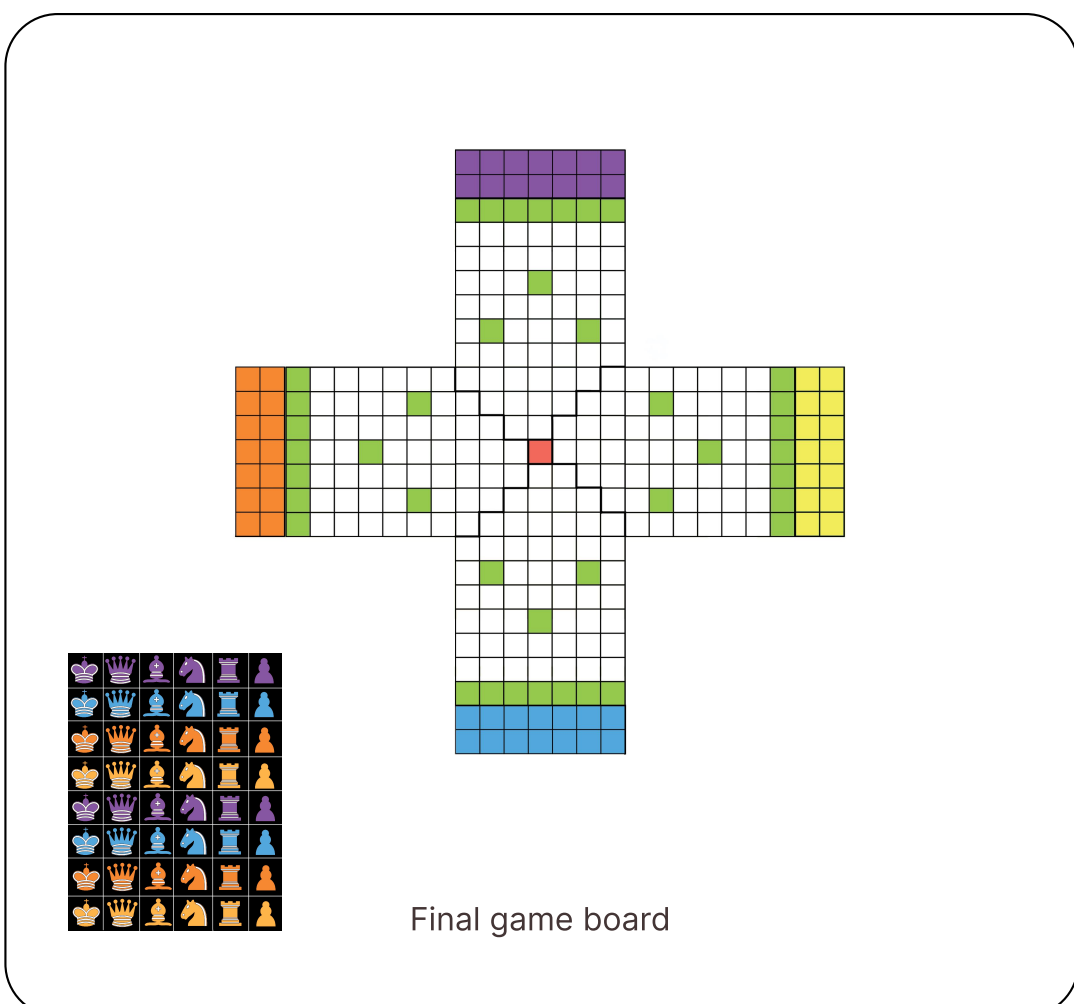


Prototyping

The initial design variations for the prototype was quickly designed on Google sheets and Photoshop. After quick games on each prototype board, we narrowed our design down based on criteria we wanted fulfilled when we began redesigning the principles of chess:

- Multi faceted strategy
- Asymmetrical gameplay
- Long & tense drawn out rounds

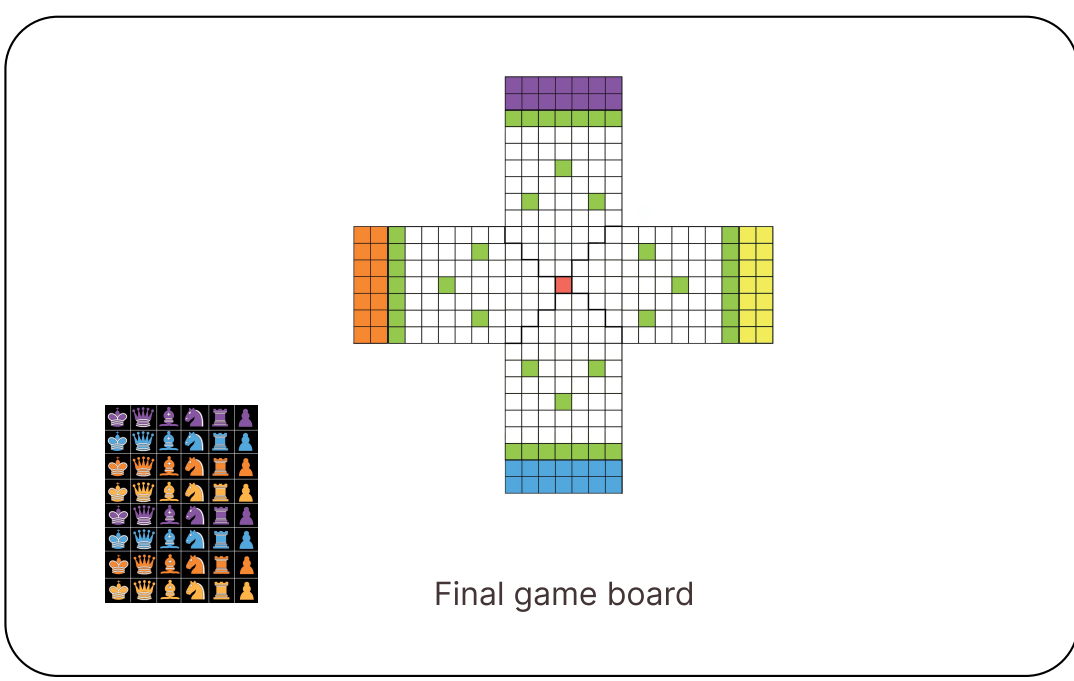
Multiple playtests were conducted to determine the right balance for the game and the rules were concluded based on such observations.



Final play testing (Image 1)



Final play testing (Image 2)



Game: TILE CHESS

This is a fun, asymmetrical and more strategic version of chess where you are forced to play on multiple strategic fronts due to the ever evolving chess board. Every tile flip allows for evolving tactics and unexpected gameplay.

Rules:

- While assigning ranks and cumulative strength we found that the cumulative strength for queen was too much to be added into the mechanics of the board game we have in mind. Queen has been disabled for this game.
- King will be positioned at the center of a horizontal lineup which has 7 columns, in format similar to chess.
- The objective of the game was to make the king reach the center or make a checkmate.
- The board can be played either in dual player mode or with 4 players.
- If the players are in dual player mode the board flips 180 degree once a round of moves is complete both the players.
- If there are 4 players then the board flips 90 degree clockwise, same ruleset as before.
- The safe zones are marked in green and can be used only by the King pieces. King can indefinitely stay in that zone.

Assigning ranks and cumulative strength

Pieces	Health	Speed	Attack	Power budget(Speed+ health+Attack)	Cost	Power/cost	Kill lanes	Abilities	Ability power	Cumulative strength (power budget+ability power)	Ranks
pawn	1	1	1	3	1	3	3	2	3	6	6
knight	1	3	4	8	1	8	8	4	24	32	4
bishop	1	7	13	21	1	21	4	3	28	49	3
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king	1	1	8	10	1	10	8	2	8	18	5

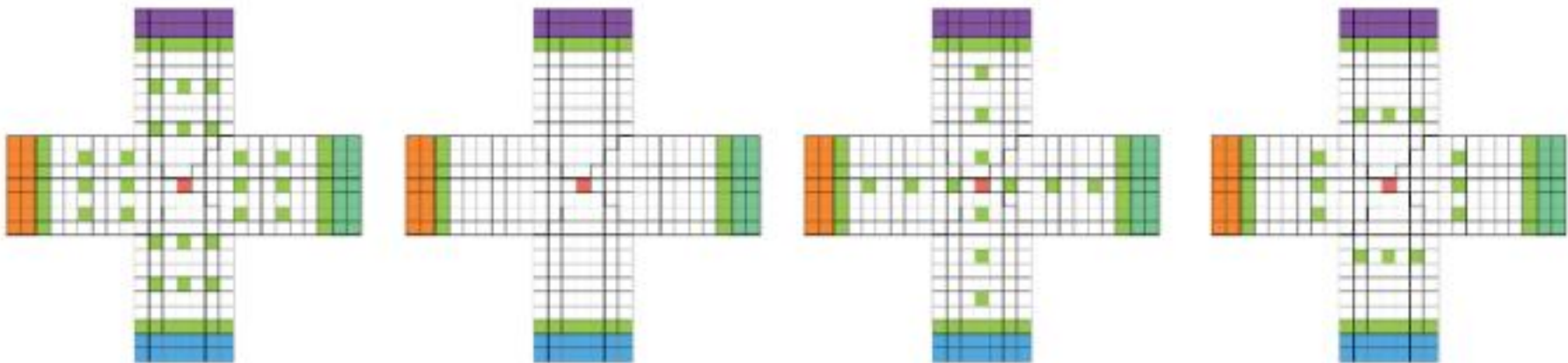
Rules

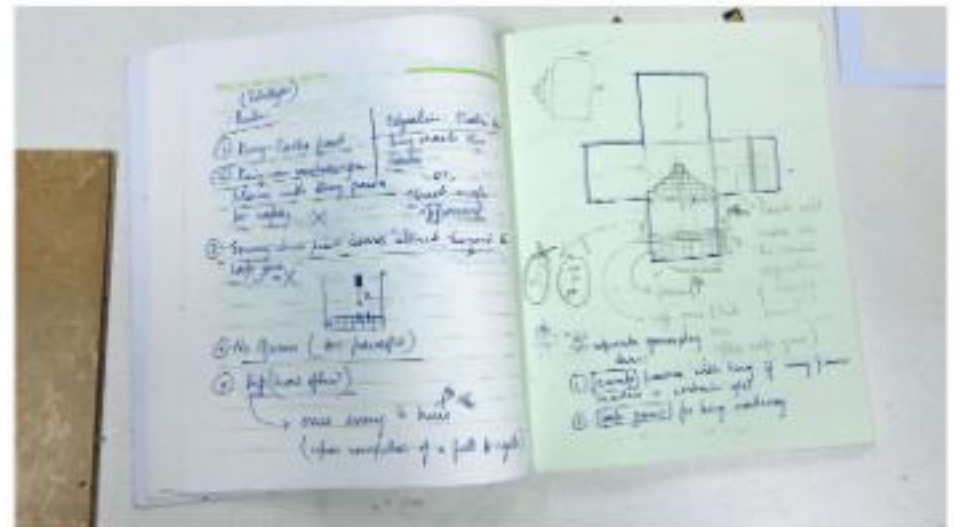
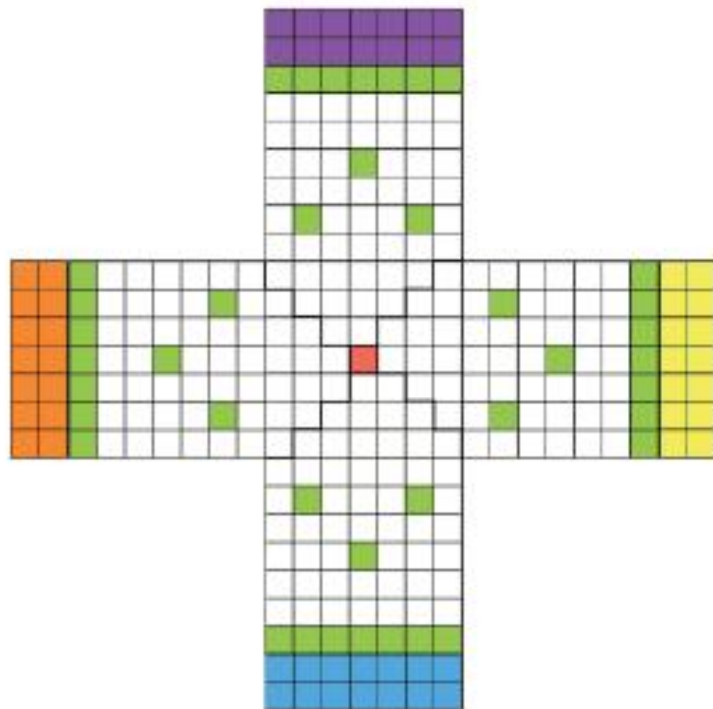
- While assigning ranks and cumulative strength we found that the cumulative strength for queen was too much to be added into the mechanics of the board game we have in mind. So we removed the Queen.
- King will be positioned at the center of a horizontal lineup which has 7 columns.
- The objective of the game was to
 - Make the king reach the centre or
 - Make a checkmate
- The board can be played either in dual player mode or with 4 players.
- If the players are in dual player mode the board flips 180 degree once a move is made by both the players.
- If there are 4 players then the board flips 90 degree clockwise.
- The safe zones are marked in green and can be used only by the King pieces.

Prototyping

- The initial design for the prototype was quickly designed on google sheets and photoshop.

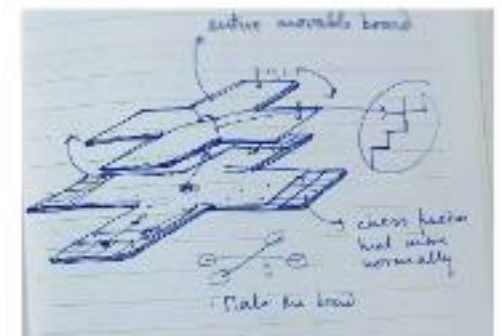
Initial design iterations of the board:



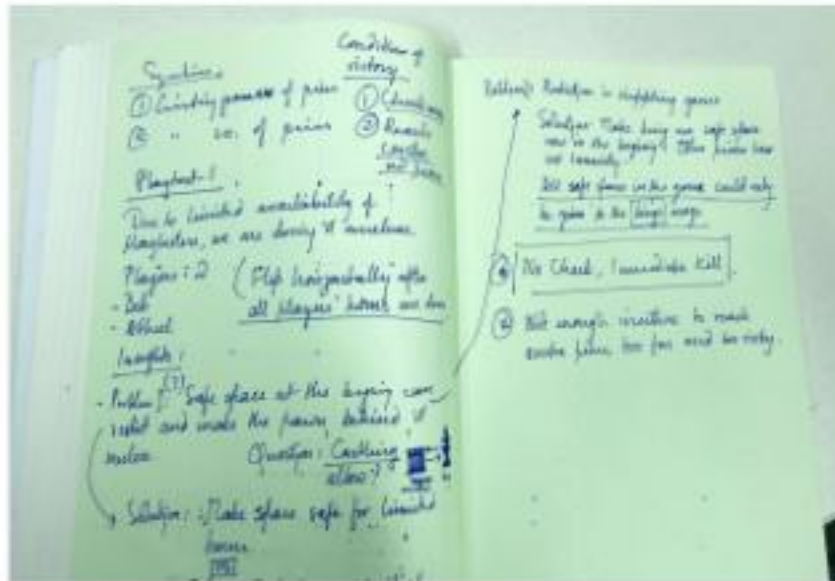


Playtests

- Multiple playtest were conducted to understand what was was the right balance for the game and the rules were concluded based on that.



Playtest sessions



Throughout the various stages we saw our design had to change in order to keep our game more balanced and made tweaks accordingly