



Skater Skirmish

Carson Bauer, Brayden Bauer, Owen Cable



Objective

Perform the tricks on the cards to earn points. The cards vary in difficulty, which determines the amount of points you receive for doing the trick correctly. The player with the most points at the end of the game wins!



Components

- Fingerboard
- Trick cards (Categorized by difficulty: Green, Yellow, Red)
- Scorecard
- Timer (Optional)
- Skate Park #1 or optional add ons



Setup

1. Shuffle the trick cards and place them face down in a pile.
2. Decide on the number of rounds you will play (Suggested: 3-5 rounds).
3. Determine the play order among players.



Game Play

1. On your turn, draw one trick card from the pile.
2. Announce the trick and its difficulty level.
3. Attempt to perform the trick within a set time limit (e.g., 30 seconds).
4. If you succeed:
 - Green Trick: Earn 1 point
 - Yellow Trick: Earn 2 points
 - Red Trick: Earn 3 points
5. If you fail, no points are awarded. The next player takes their turn.



Difficulty Levels

- **Green (Easy):** Basic tricks
- **Yellow (Medium):** Intermediate tricks
- **Red (Hard):** Advanced tricks



Ending the Game

After the predetermined number of rounds, tally the points. The player with the highest score is declared the winner.



Added rules/removed

Added: We learned that with no time limit pretty much anyone can do any trick, because of that we implemented a 30 second time limit for the player to perform the trick.

Removed: We removed the trick master rule which allows the player to continue going up the difficulty levels depending on if they completed the previous trick. (Ex-Green to yellow, yellow to red)

Changed: For the final edition of the skatepark, we made sure to keep the form factor smaller, as to not make it hard to store.



What we learned

While testing this game, we have quickly learned that most people are not very good at using a fingerboard. So to combat this, we made sure to keep the tricks generally easy, and not have anything too technical.



Game Board Prototype



Final Game Board

