

Game Design: Star Sailor Documentain

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Star Sailor Versions/ Idea

- The Purpose to Star Sailor was to have a fun and colorful game that showcases cute characters who fly around on a path of planets, until they meet their end goal
- I wanted to have the theme of environmental impact, this was added by having a mechanic that players can destroy planets in order to progress further
- The game is directed towards ages 8-12 as it is simple to follow, but with the mechanic of needed to keep track of your supplies, hence the slightly older age range



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- Ideas
- Mechanics
- Test Run

01

The Basics



Star Sailor V1

- I focused on getting the ideas done, as once I get my ideas done, then I can make it look pretty.
- Players enjoyed the simplicity of the game, but it was noted that the lack of theming made it not feel as fun, and the sliders seemed useless, as they were just large bars with little purpose.
- For the next version, I wanted to add the character sliders and make some things simpler



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- Rockets
- Issues
- Test Run

02

The Mechanics



Star Sailor V2

- I added rockets as dice, I wanted to have a cool novelty that had players “fly” in order to progress, hence rocket dice
- In reality, this didn't work too well, the dice was very loud and had skewed rolls, making players get a 3 or 5 around 60% of the time
- I added the character cards, however the major complaint with them was that the “filler” information was unneeded, and that they had to keep referring back to the rules to see the character movement mechanics
- This was fixed in the final version



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- New Cards
- Artwork
- Finalization

03

The End?



Star Sailor V3

- V3! The last one. I added artwork to all of the images and icons to make them more engaging, I also removed the repetitive planet cards that were in the previous versions, and just added them to the corner of the playing board
- The rocket dice were removed, and same with the filler text on the player cards, in order to make the game more streamlined





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● Materials

● Branding

● Changes

04

Moving Forward



Star Sailor V4?

- If the game would go into production, I would move forward with a few changes
- Materials: I could have the player cards be thicker and more sturdy, along with the board too. Custom dice would be cool too, or a way to bring back the rocket mechanic
- Message: I would push the message even more with sad art or characters based on the theme of environmental impact, as I want players to feel bad and be aware of the damage they are doing
- Overall this game was really fun to make, and I think it still has a cool concept that could be moved forward with and eventually produced.