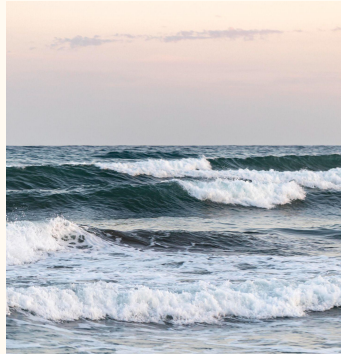


Final Game Design Presentation

Extraction



Game Design II Final - Presented by: Maria Wack



The Message

The game is about short-term gain and long-term consequence. Based on the resource collection mechanic of CATAN, every resource you take depletes the land. The player who extracts the most efficiently, not just the most aggressively, wins.

The Mechanics



Collect

“All players with a settlement on a producing hex may collect 1 resource card that corresponds to that hex tile’s resource type. One token is then removed from that tile.

Once all tokens are removed from a hex tile, that tile is “depleted” of its resource and is flipped over.”



Rolling a 7

“When a player rolls a 7, hexes do not produce any resources. Instead:

The player swaps the number disc on a tile of their choosing with either one of a different tile, or a number disc that was previously placed into the supply (no longer in use following depletion).”



Attack

Attack a neighboring settlement or city. This is any building of another color, but you must have first built a road that connects to their settlement. Roll one die for luck... the other player may then roll the other dice for defense, following the same rules for success.”

The Mechanics



Build

“Roads, settlements, cities, and development cards each have different costs. You must spend resources to “build” something and add it to the board, or draw a development card. Return used resources to the supply.”



Efficiency

“Cities are worth 2 points and allow a player to collect two resources while only extracting one token from a hex tile. This form of building is more efficient.”



Trade

“During your turn, other players may only trade with you, not with others or with the supply.”

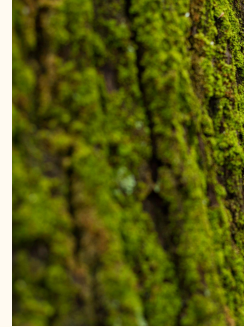
To trade with the supply, you must have 3 of the same resource to exchange for 1 of a different resource.”

Depletion System

Unlike Catan, the board shrinks as you play.

Cities are more efficient (2 resources, 1 token removed).

The map you end on looks nothing like the map you started with.



CATAN



BUILDING COSTS
- 4 Player Game

Road	1 VP
Settlement	1 VP
City	2 VP
Development Card	1 VP

* 1 VP (Victory Point)
* 1 VP (Victory Point)
* 1 VP (Victory Point)
* 1 VP (Victory Point)

BUILDING COSTS
- 5 Player Game

Road	1 VP
Settlement	1 VP
City	2 VP
Development Card	1 VP

* 1 VP (Victory Point)
* 1 VP (Victory Point)
* 1 VP (Victory Point)
* 1 VP (Victory Point)





What Worked & What Didn't

01

Disc Movement

Inspired by the desire to change
the game's probability

02

Token Movement

Added confusion to the game
and weakened my argument

03

Attacking

I found that players enjoyed
more player interaction

04

Disc Removal

Disc need to be reintroduced
for the pacing and to support
the point of an endgame

Next Steps for Development



*Refine Attack
Mechanic*



*Expand on
Prototype*



*Playtest with
new groups*

Thank you for Listening!

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