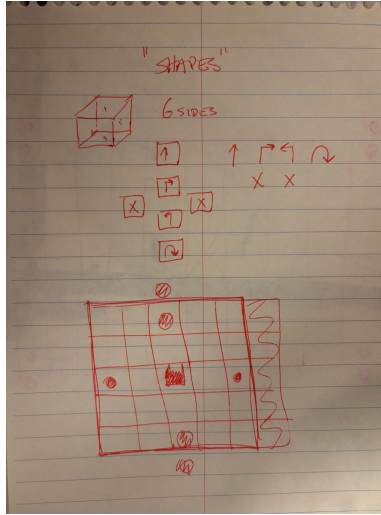
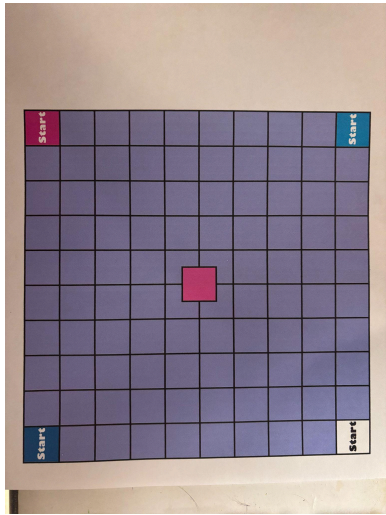


Game 1 - Escape Documentation

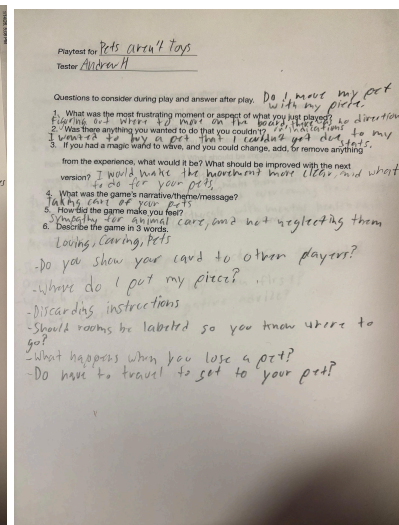
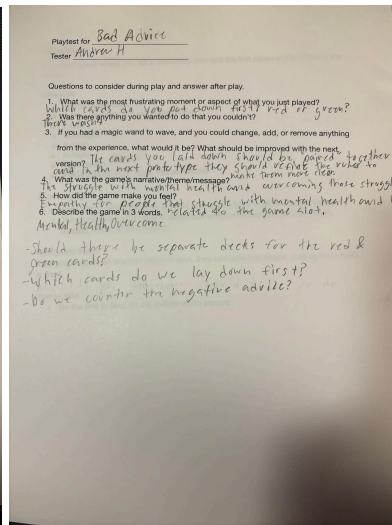
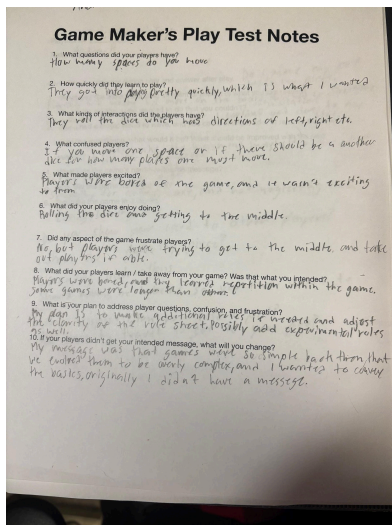
Week 6

For this concept, I envisioned a prison escape-themed game in which the player must roll die to escape their way out of confinement and reach the center of the board that acts as their freedom. The center represents freedom, serving as the ultimate goal and symbol of success. Throughout the game, players face obstacles and strategic challenges that simulate the tension and urgency of escaping, making each move feel purposeful and high-stakes.



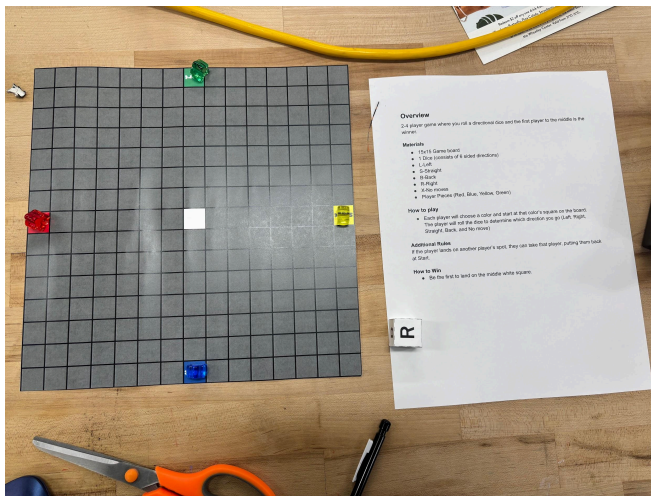
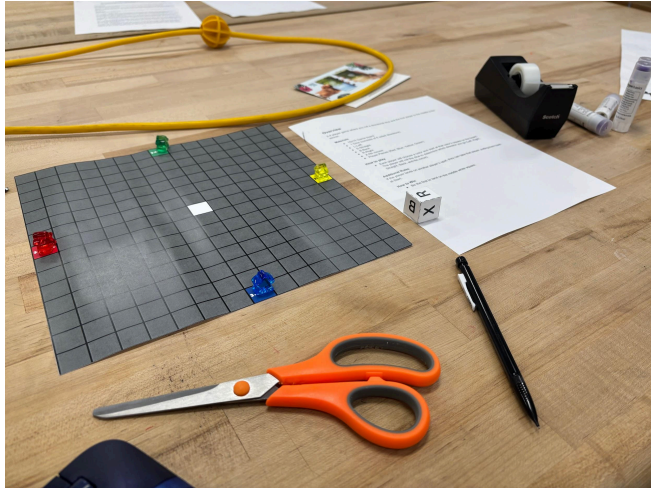
Week 7 Play test

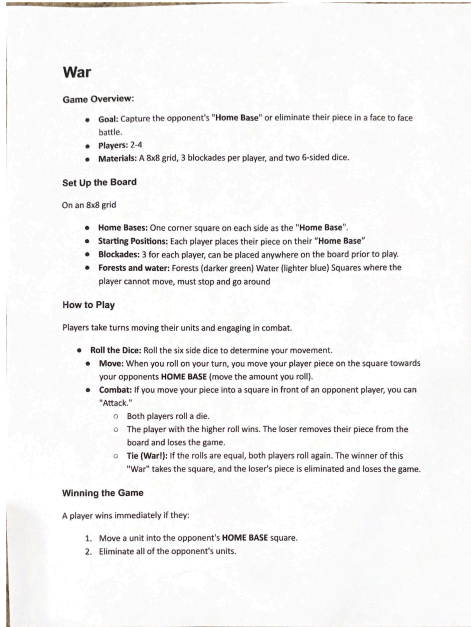
During playtesting, I received constructive feedback on both the gameplay and the overall rules. However, these elements were found to be confusing and did not fully meet my expectations.



Week 8

This week, I refined the game board and continued developing the rules while making adjustments to improve the overall gameplay.





Week 9

During this week, I expanded the size of the game board and updated the dice to include letters indicating the direction of player movement. I also added an additional die that determines how many spaces a player moves.

