

Game 1 Case Study: *Escape*

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Summary

Escape is a prison escape themed board game where players navigate from confinement toward the center of the board, which represents freedom. Using dice-based movement and directional mechanics.

The game is designed for players who enjoy suspenseful, urgent gameplay with a mix of randomness and strategy. Each move carries weight, reinforcing the tension and urgency of escaping.

Design Process & Thought Process

Concept: 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.

Objective: Be the first player to reach the center (freedom).

Core Mechanics: Dice-based movement (direction + distance), obstacle navigation.

Message/Purpose: To simulate the urgency and challenge of escaping confinement with directional dice

Game Design Document

A center-focused escape game where players move inward using dice mechanics, and rolling directional die that poses challenges.

Message/Purpose:

To simulate the tension, uncertainty, and urgency of escaping confinement through gameplay.

Core Mechanics:

- Dual-dice system (direction + movement)
- Grid-based navigation
- Linear and non linear pathfinding

Rulebook

Objective:

Be the first player to reach the center of the board.

Turn Structure:

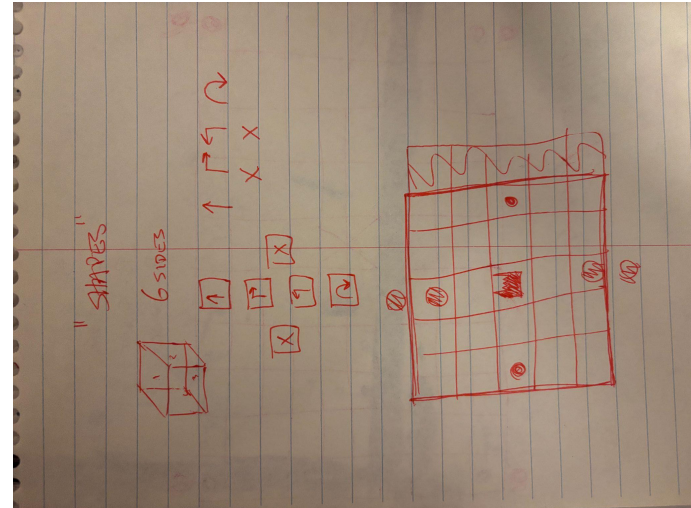
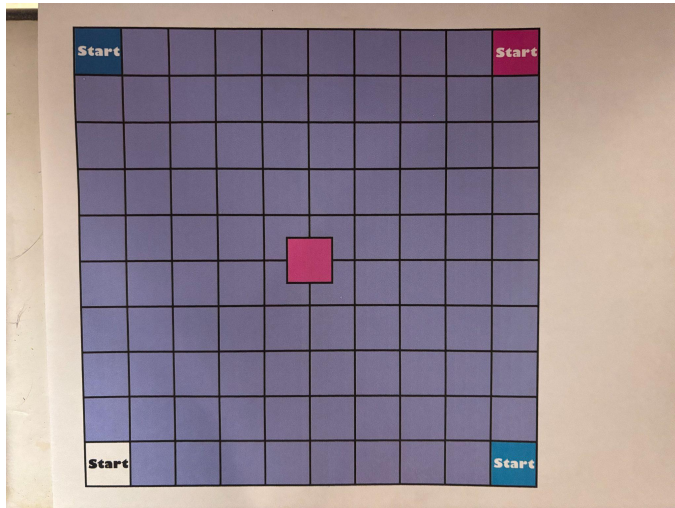
1. Roll both dice
2. Move in the direction shown on dice
3. Move the number of spaces rolled on the dice

Rules:

- Players must follow the exact direction rolled
- Movement cannot exceed board boundaries
- If blocked, movement is reduced or redirected (depending on final rules)

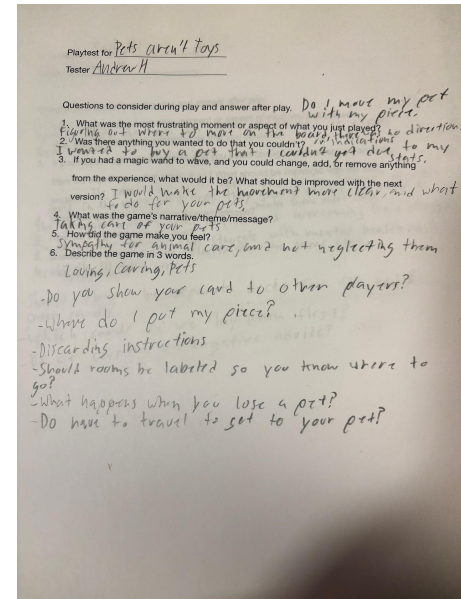
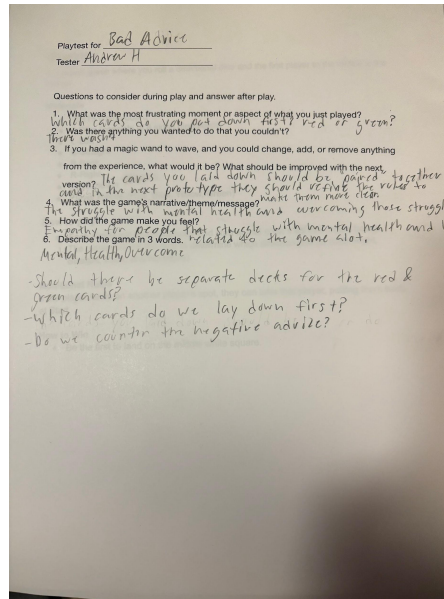
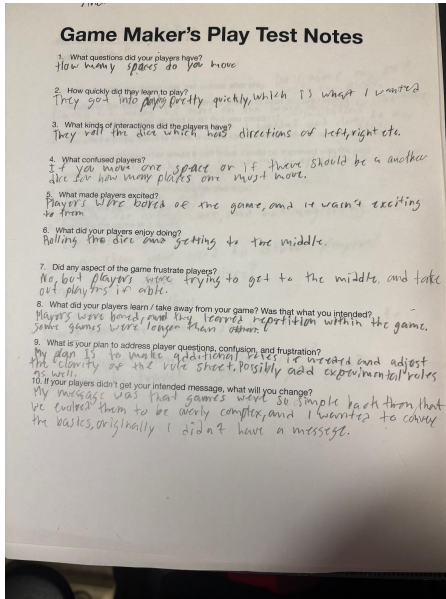
Week 6

Developed the core idea of a prison escape game with the center as the goal. Focused on creating tension through obstacles and movement.



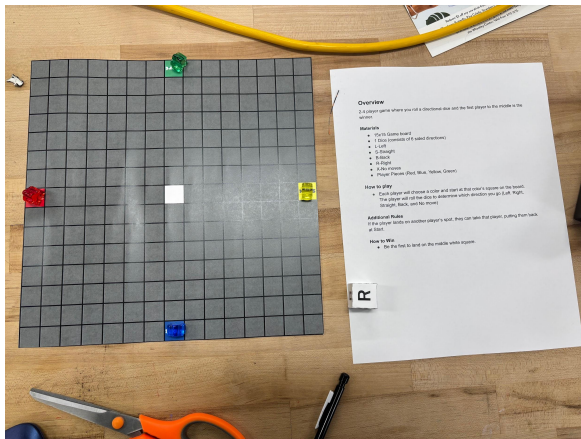
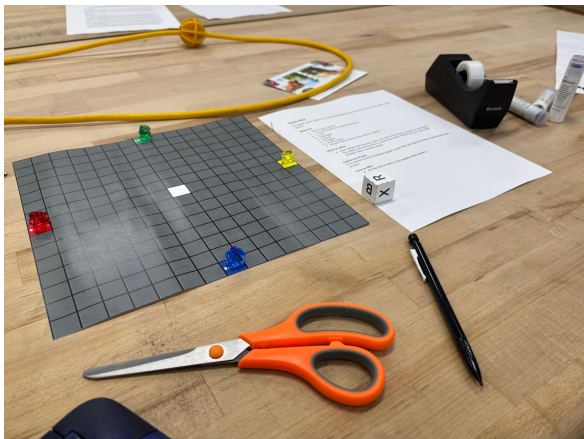
Week 7 Play test

Feedback revealed confusion in rules and gameplay flow. Players struggled to understand movement and objectives.



Week 8 Refinement

Simplified rules and adjusted board design to improve clarity and player experience.



War

Game Overview:

- Goal: Capture the opponent's "Home Base" or eliminate their piece in a face to face battle.
- Players: 2-4
- Materials: A 8x8 grid, 3 blockades per player, and two 6-sided dice.

Set Up the Board

On an 8x8 grid

- Home Bases: One corner square on each side as the "Home Base"
- Starting Positions: Each player places their piece on their "Home Base"
- Blockades: 3 for each player, can be placed anywhere on the board prior to play.
- Forests and water: Forests (darker green) Water (lighter blue) Squares where the player cannot move, must stop and go around

How to Play

Players take turns moving their units and engaging in combat.

- Roll the Dice: Roll the six side dice to determine your movement.
- Move: When you roll on your turn, you move your player piece on the square towards your opponents HOME BASE (move the amount you roll).
- Combat: If you move your piece into a square in front of an opponent player, you can "Attack."
 - o Both players roll a die.
 - o The player with the higher roll wins. The loser removes their piece from the board and loses the game.
 - o Tie (War!): If the rolls are equal, both players roll again. The winner of this "War" takes the square, and the loser's piece is eliminated and loses the game.

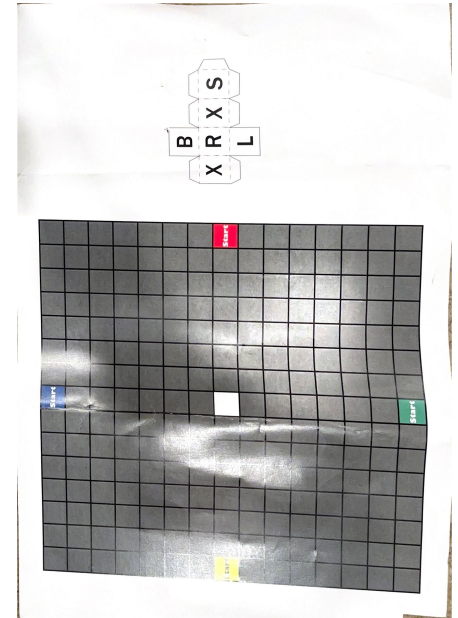
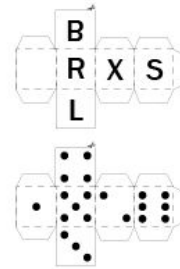
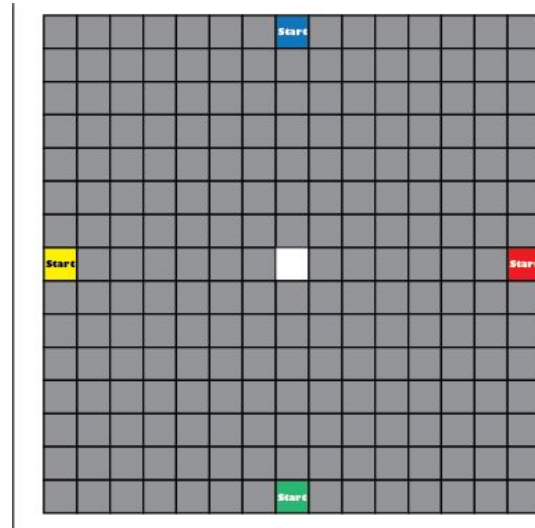
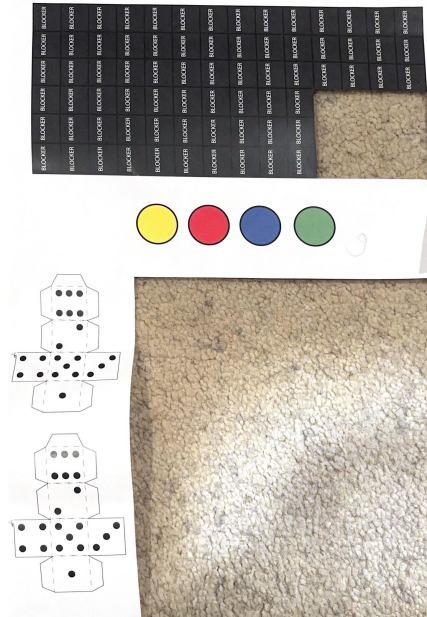
Winning the Game

A player wins immediately if they:

1. Move a unit into the opponent's HOME BASE square.
2. Eliminate all of the opponent's units.

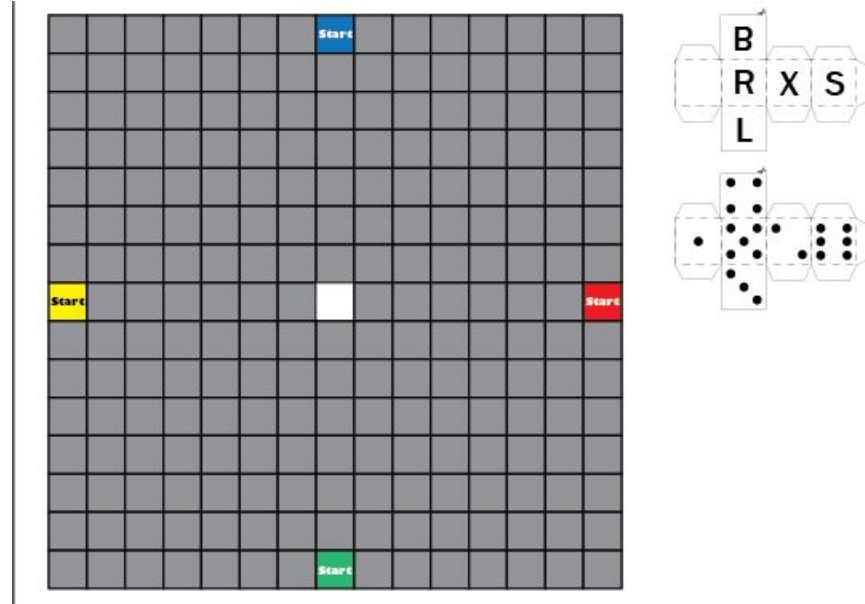
Week 9 Refinement

Increased board size for better pacing. Introduced directional dice (letters B, R, L, X, and S) and a second die for movement distance, improving control and strategy.



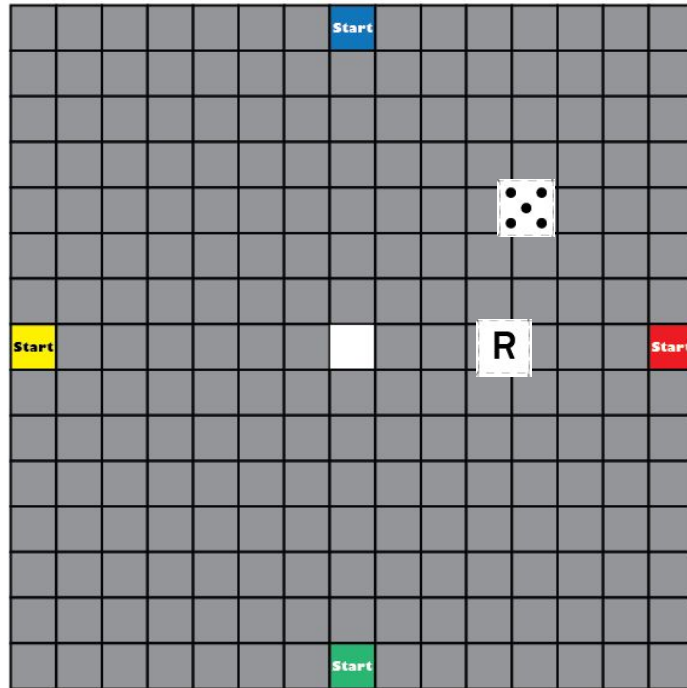
Week 10 - 14

I continued work on this game. Refining the rules and the overall game.



Week 15 FINAL

This is the game with rules and the game board finalized.



Game Mechanics

Movement System:

- **Directional Die:** Determines which direction the player moves (Ex: Straight, Back, (X) No Moves, Left, Right)
- **Regular Die:** Determines how many spaces the player moves

Board Structure:

- Outer edges = starting positions
- Center = victory condition

Constraints:

- Players must follow the direction rolled
- Movement is limited by board boundaries and obstacles

Strategy Element:

Players must adapt to randomness while planning efficient paths toward the center.

Player Goals

- Navigate from the outer edge to the center of the board
- Avoid obstacles and inefficient movement paths
- Reach the center (freedom) before other players

Game Reflection

This project helped me develop:

- Stronger rule clarification
- Iterative problem-solving skills
- Understanding of how mechanics affect player experience

What worked well:

- Strong central concept (escape toward freedom)
- Unique directional movement system
- Increasing tension as players approach the center

What I would improve:

- Further simplify movement rules
- Add more player interaction
- Introduce obstacles or special spaces for added depth

Future Improvements:

- Add guard zones or hazard tiles
- Include power-ups or temporary abilities
- Possibly expand to team-based gameplay or 4 players.