

Game 2 Case Study: *Rescue*

Made by Andrew Hudock

Summary

Rescue is a two-player strategy board game focused on military tactical movement, positioning, and risk management. Players control a fleet of military vehicles tasked with infiltrating prison zones, rescuing captured soldiers, and safely extracting them while defending against the opposing player.

The game is designed for players who enjoy competitive strategy games with added combat mechanics and spatial decision-making. Each turn requires players to balance offense (attacking opponents) and defense (protecting captured soldiers), creating a dynamic and reactive gameplay experience.

Game Design

Core Concept:

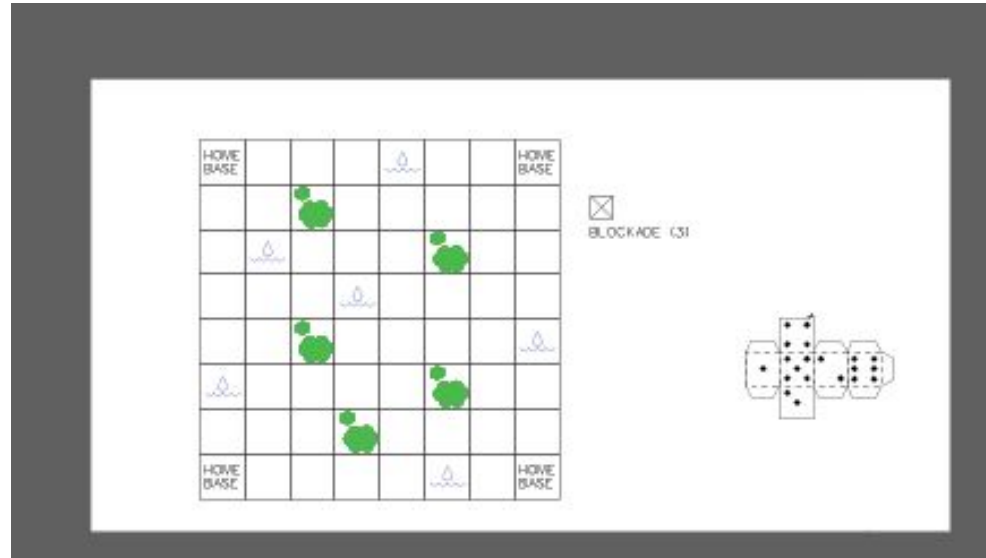
A head-to-head rescue mission where players must navigate an 8x18 grid, retrieve prisoners, and return them while avoiding or engaging enemy units.

Message/Purpose:

The game emphasizes strategic planning, timing, and decision-making under pressure. It explores the idea of risk vs. reward, whether to prioritize rescuing prisoners or disrupting your opponent.

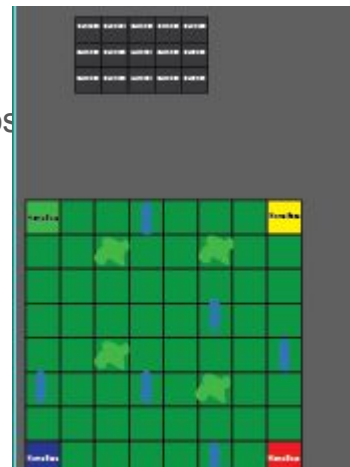
Week 9


For this game, I wanted a concept that resonated with themes of war. My original idea was for players to advance toward and capture each other's "Home Base." While traversing through trees and water on the board






Week 9

I fixed the game board to be colored and added blockers for gameplay. These would pose an opposing player to work their way around the board.

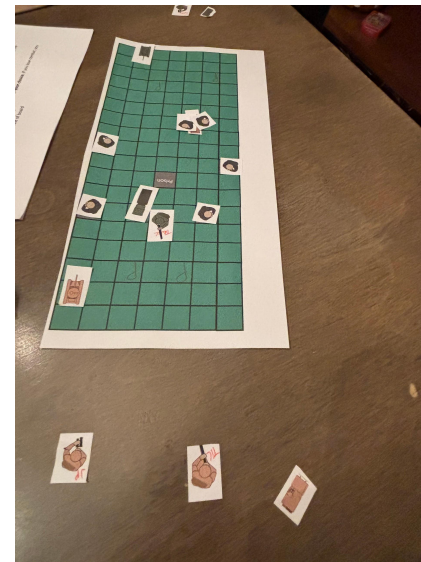
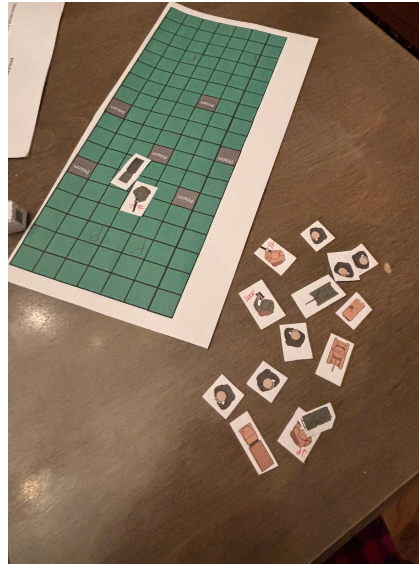
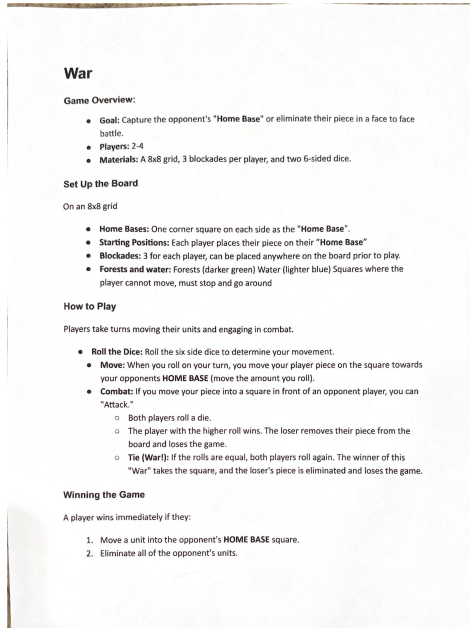


<input type="checkbox"/> Author ↕	Comment	Submitted on ↕
<input type="checkbox"/>  bozobear smjst280@mail.rmu.edu 173.71.182.165	<p>I like how this concept leans into a more strategic, almost tactical board game structure. Especially with the different unit types and how they interact with terrain. The movement system using a single roll across multiple units is interesting too, because it creates real decisions instead of just moving one piece at a time. The transport and token system also adds a nice layer of risk, since you're not just fighting, you're managing what you're carrying.</p> <p>I do think some of the rules could be simplified slightly, especially around movement and when combat is triggered, just so it stays intuitive during play. There's a lot of good depth here, consider tightening the core loop to make it easier to pick up on while. Strong build for a competitive, decision-heavy game.</p> <p>Unapprove Reply Quick Edit Edit History Spam Trash</p>	2026/04/02 at 12:52 am
<input type="checkbox"/> Author ↕	Comment	Submitted on ↕

<input type="checkbox"/>  bozobear smjst280@mail.rmu.edu 66.206.188.53	<p>Game 2</p> <p>Removing dice is a smart refinement! It shifts the game from luck-based to strategy-driven, which makes player decisions feel more meaningful and intentional. Movement and positioning now become the core of the experience instead of reacting to random rolls. The only thing to watch is predictability. Without some form of variability, the game could become too solvable over time. Adding light uncertainty (like event cards or limited choices) could help keep tension high while still prioritizing skill.</p> <p>Game 3</p> <p>This game has a solid tactical foundation with clear goals: rescue units, manage movement, and engage in combat. The different vehicle types and movement values add a nice layer of strategy, especially when deciding how to approach camps and opponents. The combat system leans on randomness just enough. Tightening that system and tying combat to a roll creates a more consistent and engaging gameplay loop overall.</p>	<p>Game 2 Refinement and Game 3</p> <p>View Post</p> <p> </p>	2026/04/16 at 11:14 am
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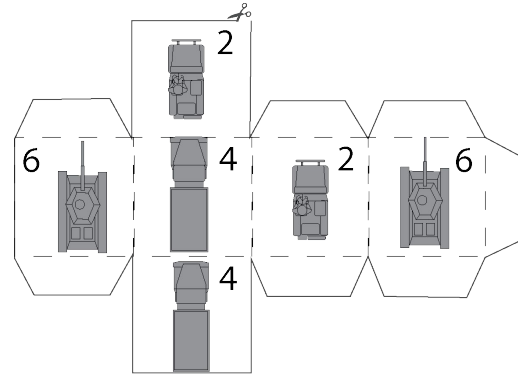
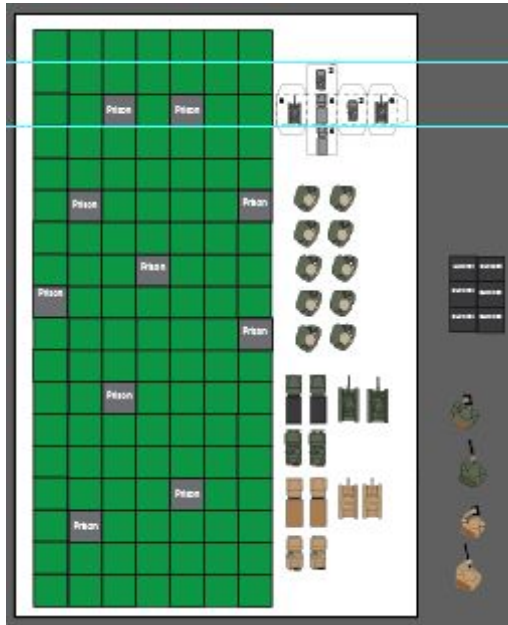
Week 8 Play Test

For this play test I learned that the restrictive trees and rives opposed frustrating obstacles for the players, so I removed them. In addition i added a die



Week 11

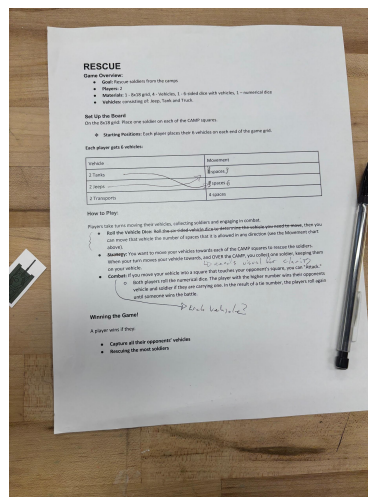
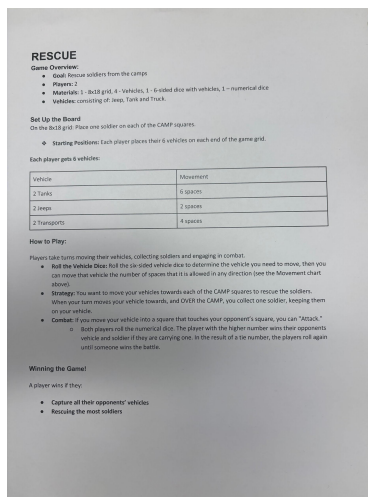
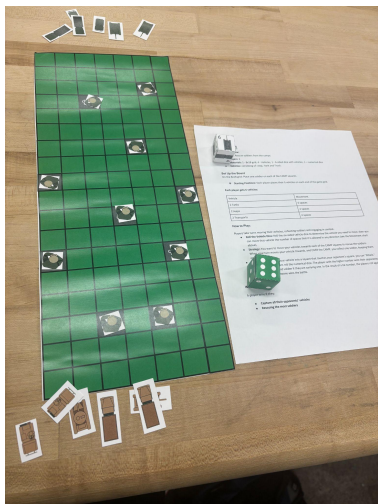
In the next iteration, I removed the dice to encourage greater strategic decision-making for players, as I found them unnecessary during playtesting. I also removed the Home Bases. Since I wanted the player to send in their unit freely when rolling a dice.



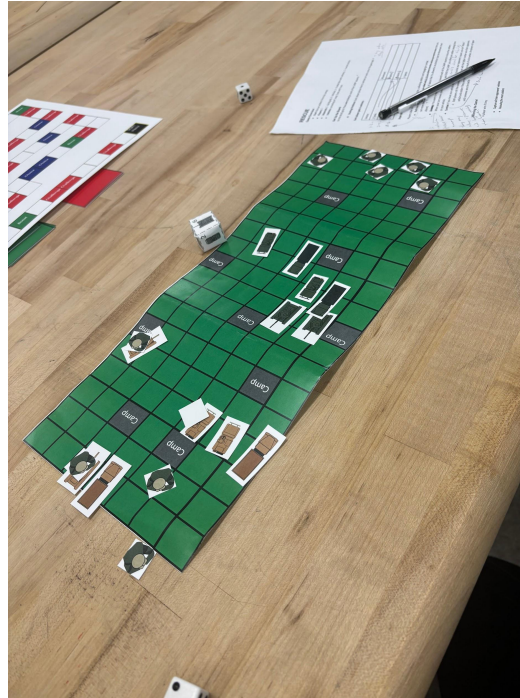
Week 12

<input type="checkbox"/> Author ↕	Comment	Submitted on ↕
<input type="checkbox"/> bozobear smjst280@mail.rmu.edu 173.71.182.165	<p>I like how this concept leans into a more strategic, almost tactical board game structure. Especially with the different unit types and how they interact with terrain. The movement system using a single roll across multiple units is interesting too, because it creates real decisions instead of just moving one piece at a time. The transport and token system also adds a nice layer of risk, since you're not just fighting, you're managing what you're carrying.</p> <p>I do think some of the rules could be simplified slightly, especially around movement and when combat is triggered, just so it stays intuitive during play. There's a lot of good depth here, consider tightening the core loop to make it easier to pick up on while. Strong build for a competitive, decision-heavy game.</p> <p>Unapprove Reply Quick Edit Edit History Spam Trash</p>	2026/04/02 at 12:52 am
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I changed the name of the game to “*Rescue*” to ensure the concept remained respectful toward real soldiers who have experienced imprisonment, and to avoid unintentionally representing that trauma in a negative way. Despite this change, the core idea of rescuing soldiers remained the same. I redefined the prison squares as points where players can capture soldiers. However, if an opposing player is present on the same square, the interaction shifts into combat. This was intended to reinforce the tension and conflict within the gameplay while maintaining the overall rescue objective.



Play Test



War

Game Overview: *RESOLVE BATTLE FROM THE PRISONS*

- Goal: Capture the opponent's "Home Base" and claim the tokens, and eliminate their piece in a face-to-face battle.
- Players: 2
- Materials: A 8x14 grid, 8 blockades per player, and two 6-sided dice. *w/ VEHICLES + 1 PRISON DICE*
- Units: consisting of: Soldier, Scout, Tank and Transport.
- Tokens: 8 coins, 4 for each player. *TRAIL*

Set Up the Board

On the 8x14 grid:

- Home Bases: One corner square on each side as the "Home Base".
- Starting Positions: Each player places their piece on their "Home Base". *END OF THE BOARD.*

Each player gets 4 units:

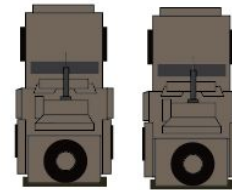
- 2 JEeps → (2 spaces)
- 2 Trucks → (4 spaces)

Unit	Movement	Combat Bonus	Ability
3x Soldier	Normal	+1	None
1x Tank	→ 1 move 6 spaces	+2	Breaks blockades, and can go through water
1x Scout	+2 move 2 spaces	-2	Can pass through trees
1x Transport	Normal 4 spaces	0	Loads units, Can carry 2 Tokens

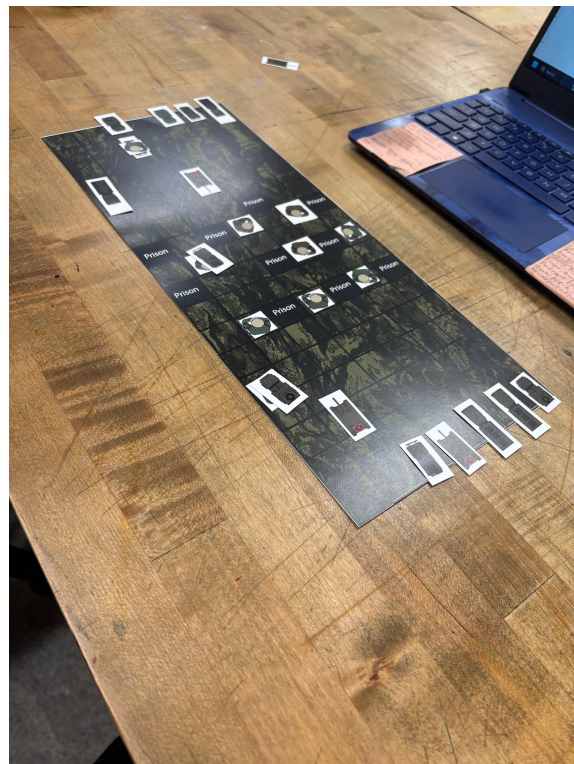
- Roll 1 die = total movement points to spend across ANY units. (Ex: Roll a 5, Move 1 unit 5 spaces, OR move 2 units (3 + 2), OR split across all units)
- Blockades: 3 for each player, can be placed anywhere on the board during play.
- Forests and water: Forests (darker green) Water (lighter blue) Squares where only the scout can pass through.
- Roads = +1 movement
- Token: Tokens are carried by Transport or Units of your choice. If you lose combat, you DROP them. Anyone can pick them up
- Supply Zones: Placed in middle of board

Week 12 Iteration

For this iteration, I began to test the game again. I made several rule adjustments to improve gameplay balance and focus. I found that the game board felt too long during movement, as units were not engaging in combat as intended, which was a key mechanic I wanted to emphasize. To address this, I introduced a new unit type specifically designed for combat, separate from the extraction-focused units. I also updated the color scheme of each unit to better align with the new rural aesthetic of the game board, helping to create a more cohesive visual design.

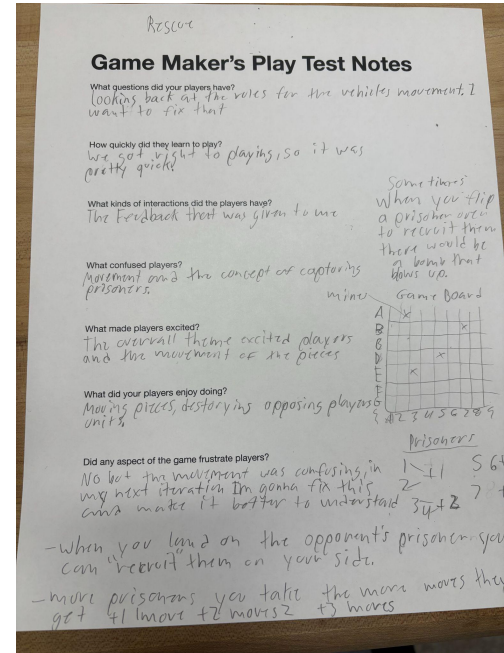
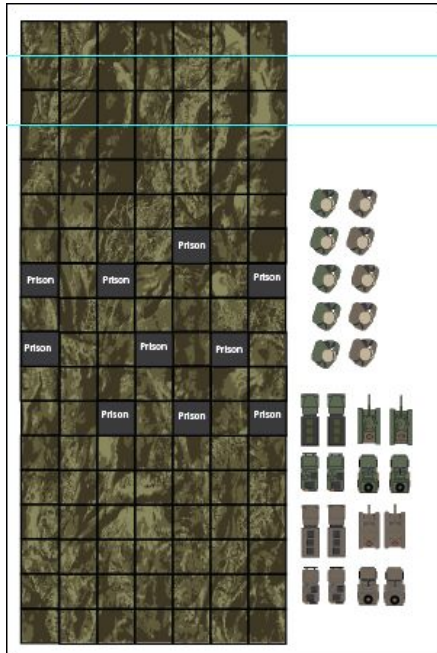


Week 13 Play Test



Week 14 Play Test

During this week i finalized my rules and adjusted the movement of each of the vehicles. I made the prison camps on the board more unified. I had another play test to finalize the way i wanted the game to be played.



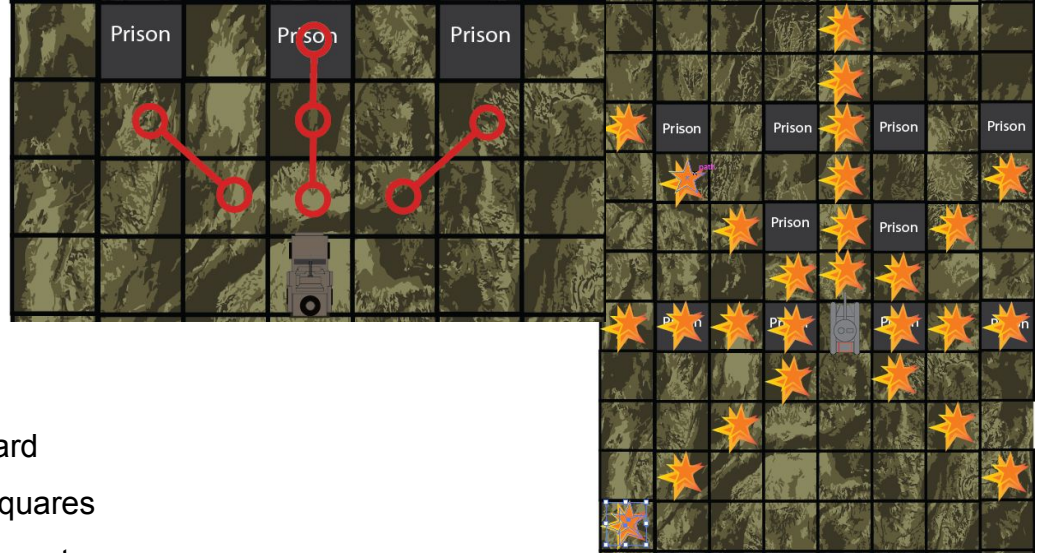
Mechanics & Rules

Core Mechanics:

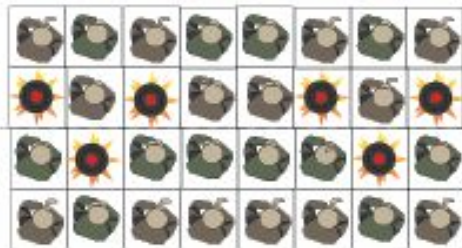
- Turn-based movement system
- Variable movement based on vehicle type
- Combat engagement system
- Capture-and-extract objective

Rules Overview:

- Each player starts at opposite ends of the board
- Prisoners are placed in designated “Prison” squares
- Players control 6 vehicles with different movement ranges
- Vehicles cannot pass through other vehicles
- Combat only occurs after reaching a prison or engaging an opponent carrying prisoners
- Tanks and Hummers have ranged attack capabilities (Tank: within 6 spaces front or diagonal Hummer: 3-2 space front and diagonal)



Week 15 FINAL



11 - Artboard 7



Game Reflection

To reflect, This project strengthened my understanding of:

- Designing balanced game systems
- Iterative problem-solving
- Communicating the message clearly to players

What worked well:

- Vehicle diversity created meaningful choices
- The rescue objective kept gameplay goal driven

What I would improve:

- Further balance between fast and powerful units
- Add visual hierarchy to the board design
- Refine combat mechanics for clarity
- Adjust movement between vehicles

Future Improvements:

- Introduce possible special abilities per vehicle
- Add different terrain variations, each with different attributes.
- Expand to 3–4 players