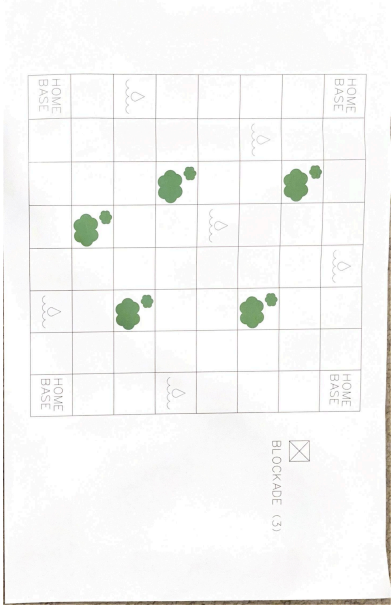
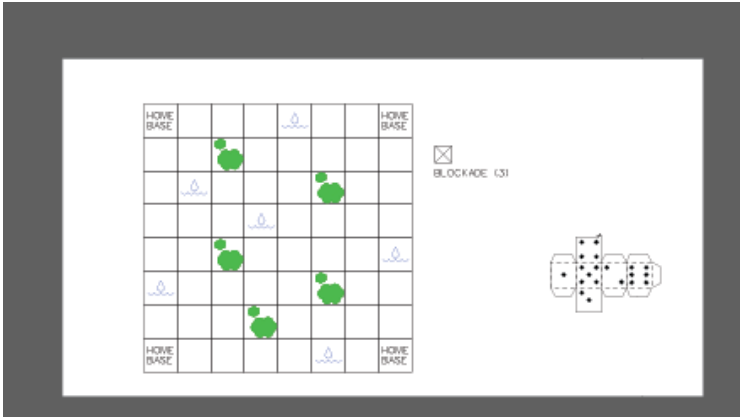
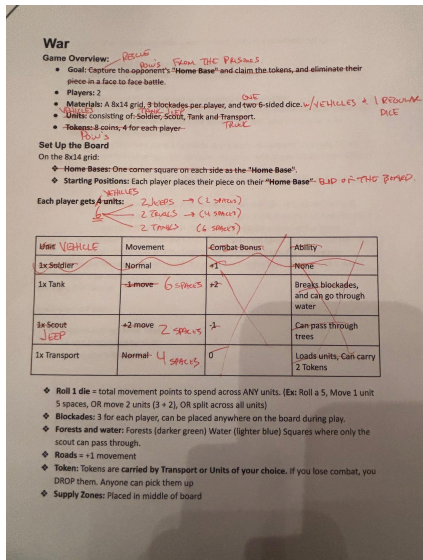
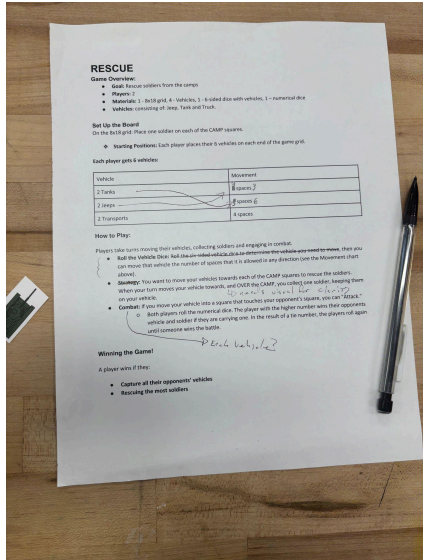


# Game 2 - Rescue Documentation

## Week 9

For this game, I wanted a concept that resonated with themes of war of what's happening overseas with Iran, which I felt was relevant. My original idea was for players to advance toward and capture each other's "Home Base."



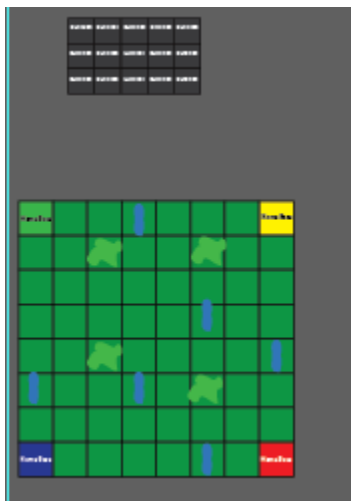
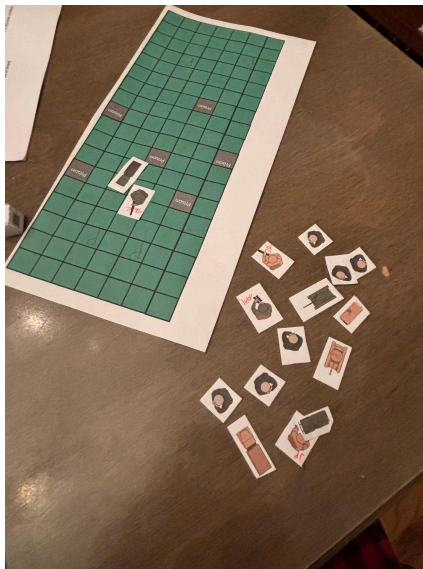


## Week 10

In the next iteration, I introduced a token that players can obtain by landing on a "Supply Box" square on the board.

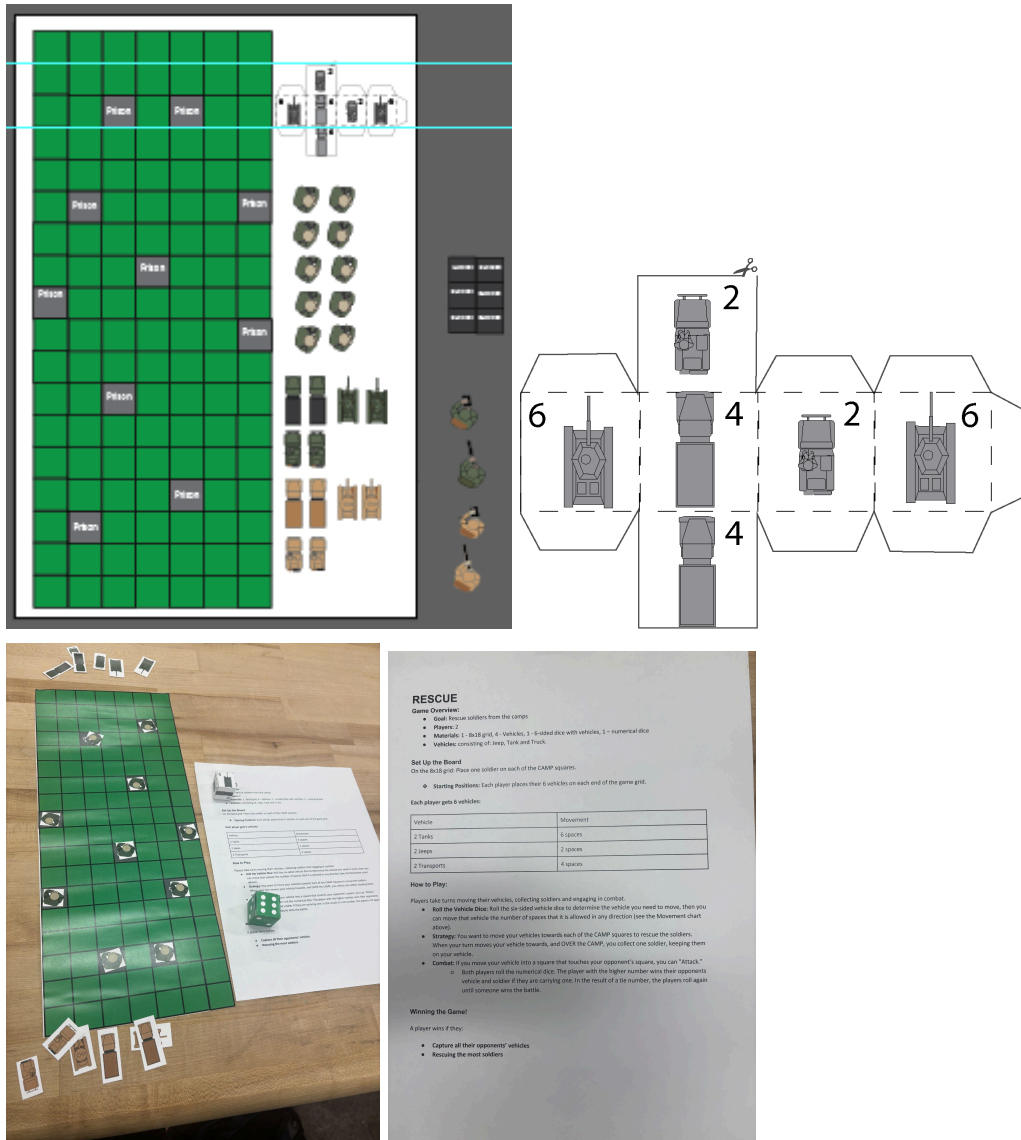


I adjusted the board to resemble a terrain layout, allowing players to move their units across different areas. I also color-coded the four "Home Bases" to distinguish each player's starting position.

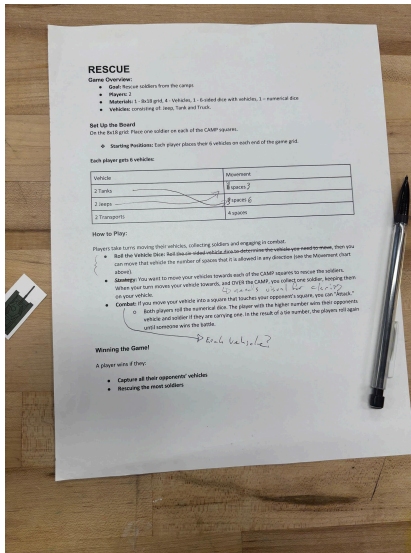
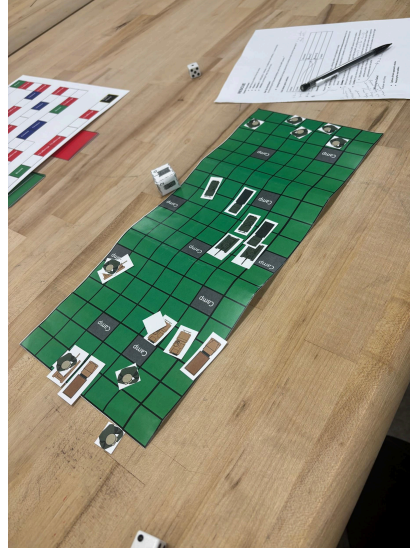


## Week 12

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.

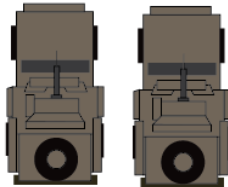


I changed the name of the game to "Rescue" to ensure the concept remained respectful toward real soldiers who have experienced imprisonment, and to avoid unintentionally representing that trauma in a negative way. Despite this change, the core idea of rescuing soldiers remained the same. I redefined 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.



## Week 13 Feedback from post.

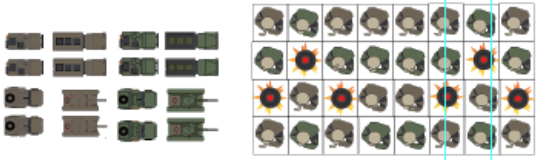
Author	Comment	Submitted on
<input type="checkbox"/> bozobear smjst290@mail.rmu.edu 173.71.182.165	<p>I like how this concept leans into a more strategic, almost tactical board game structure. Especially with the different unit types and how they interact with terrain. The movement system using a single 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><a href="#">Unapprove</a>   <a href="#">Reply</a>   <a href="#">Quick Edit</a>   <a href="#">Edit</a>   <a href="#">History</a>   <a href="#">Spam</a>   <a href="#">Trash</a></p>	2026/04/02 at 12:52 am
<input type="checkbox"/> bozobear smjst290@mail.rmu.edu 66.206.188.53	<p><b>Game 2</b> 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><b>Game 3</b> 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>	<a href="#">Game 2 Refinement and Game 3</a> View Post 2026/04/16 at 11:14 am



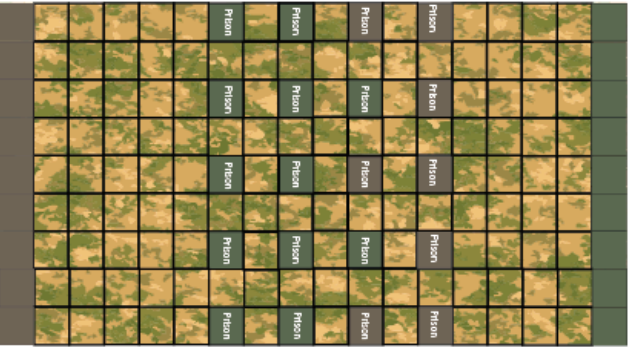
For this iteration, I began to test the game again. I made several rule adjustments to improve gameplay balance and focus. I found that the game board felt too long during movement, as units were not engaging in combat as intended, which was a key mechanic I wanted to emphasize. To address this, I introduced 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 14**





11 - Artboard 7



Week 15 FINAL