

Game 3 Case Study Documentation

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Summary

- ***Get To The End*** is a college-themed board game inspired by *Candy Land*, where players progress through a path-based board by drawing cards that influence their journey. Each card presents a **Boost, Challenge, or Choice**, creating moments of advantage, setback, or decision-making.
- The game is designed for college students, using relatable scenarios like academic struggles, motivation, and college life. The goal is to reach the end of the board “getting to the end”, while navigating unpredictable events that reflect real student experiences.

Game Design Document (GDD)

Core Concept:

A linear progression board game where players roll the dice and draw cards that determine movement and outcomes.

Theme/Purpose:

To reflect the ups and downs of college life in a fun, accessible format.

Core Mechanics:

- Card-based movement system
- Event-driven progression
- Risk vs. reward decision-making

Design Process & Thought Process

The idea originated from wanting to create something familiar but re-themed for a specific audience. Inspired by *Candy Land*, I simplified movement mechanics and replaced color-based progression with event-driven gameplay.

I introduced three card types:

- **Boost** – Positive progress (moving forward, gaining advantages)
- **Challenge** – Setbacks (moving backward, losing turns)
- **Choice** – Player decision-making moments

The goal was to make the game feel relatable to college students while keeping it easy to learn and play.

Play Test

I did a playtest to make sure the gameplay worked with my initial concept and met my expectations for the finalized version.



Game Mechanics

Card Types:

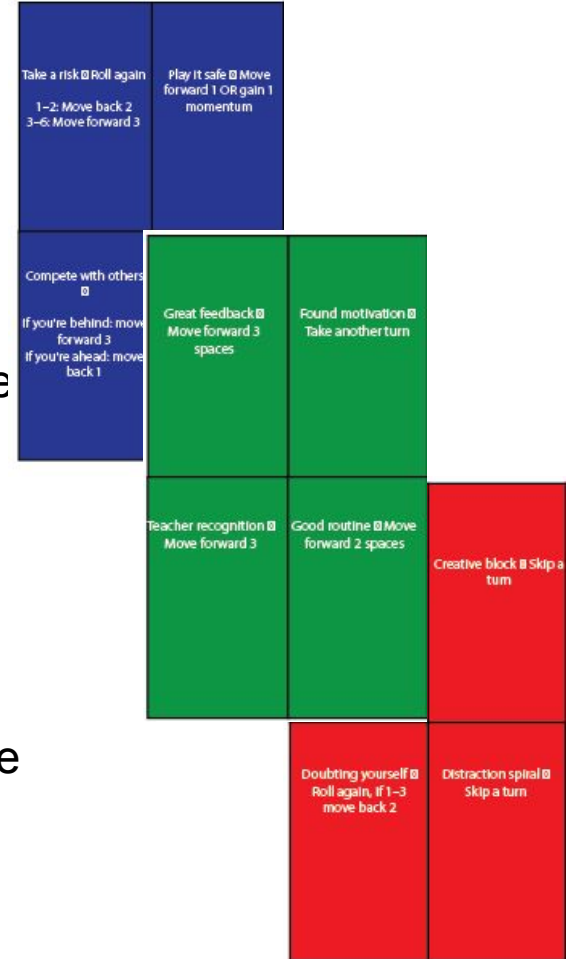
- **Boost Cards:** Move forward, gain advantages
- **Challenge Cards:** Move backward, lose turns and have disadvantages
- **Choice Cards:** Decide between two outcomes

Movement System:

- Players advance along a fixed path
- Movement is determined by card effects rather than dice

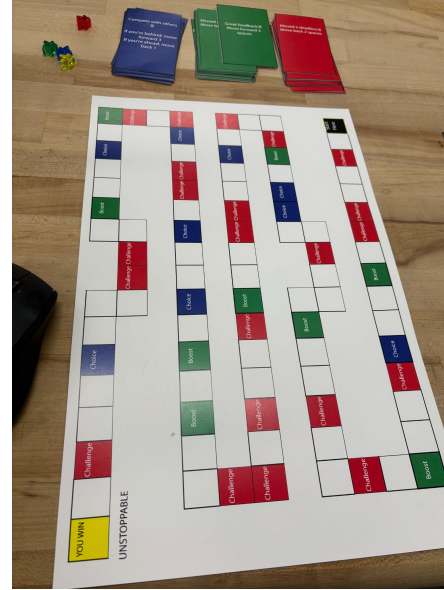
Win Condition:

- First player to reach the final space (“The End”) wins



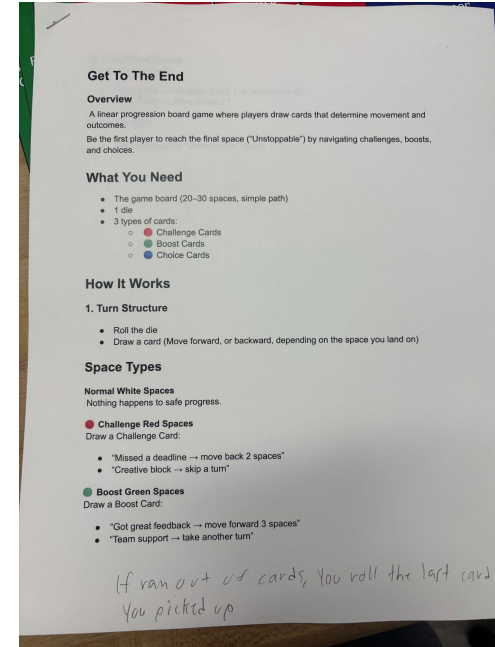
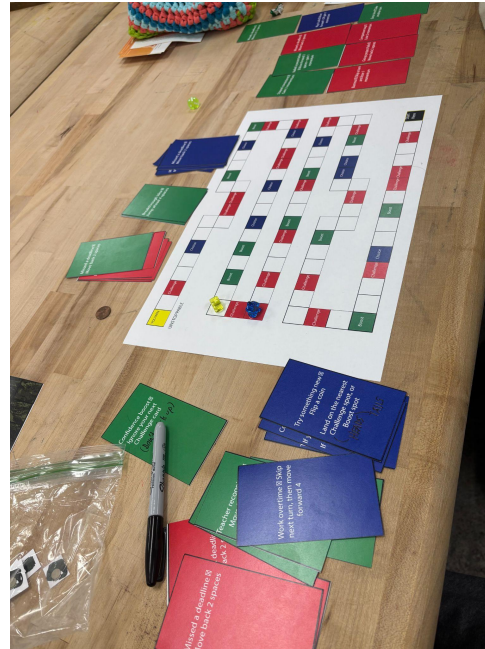
Week 13 Iteration & Refinement

During this week i adjusted the game board and any other rules that needed fixing. Like the cards and their relation towards the Challenge, Boost, and Choice. I also wanted them to enforce a narrative to better convey the message of the college life.



Week 14 Play Test

I did a play test this week for test the rules and how the gameplays holds up

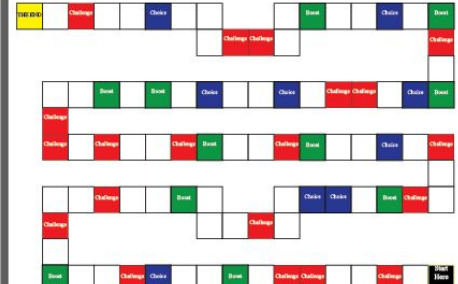


Week 15 FINAL

Missed a deadline Move back 2 spaces	Creative block Skip a turn	Rat feedback Move back 3 spaces	Stomach Skip a turn and lose 1 momentum	Overheat Move back 1 space	Group project hits Move back 2 spaces
Double your effort Roll again, if 1-3 move back 2	Distraction spiral Skip a turn	Technology Clash Go back to your previous space	Comparison Trap You're comparing yourself to others Lose 2 momentum	Poor test grade Move back 1 space	Missed a deadline Move back 2 spaces

Great feedback Move forward 3 spaces	Found motivation Take another turn	Naïveté a presentation Move forward 2 spaces or gain +1 on dice roll	Help from a friend Move forward 2	Breakthrough idea Jump ahead 4 spaces	Stayed consistent Gain +2 dice roll
Professor recognition Move forward 3	Good morning routine Move forward 2 spaces	Getting good grades. Confidence boost Ignore your next Challenge card	You were given extra time on an assignment. Take another turn	Professor loved your presentation Move forward 4 spaces	Constant Deadlines Move forward 3 spaces

Take a risk Roll again Get 1-2. Move back 2 Get 3-6. Move forward 3	Play it safe Move forward 1 OR gain -1 on die roll	Work Overtime Skip next turn, then move forward 4	Ask for help on an assignment Move forward 2 but lose 1 die roll	Try something new Flip a coin	Take a break Skip a turn but gain +2 on dice roll
Compete with others If you're behind, move forward 3 If you're ahead, move back 1	Family emergency Lose turn or move back 4 spaces	Misleading assignments Move back 3 or move back 4	Car Breaks Down Move back 2 spaces and 1 die roll	Push yourself Gain +3 on next dice roll OR move forward 2	Club Meetup Lose 2 turns or pick up next Challenge Card



07 - Pathboard 3

08 - Pathboard 4

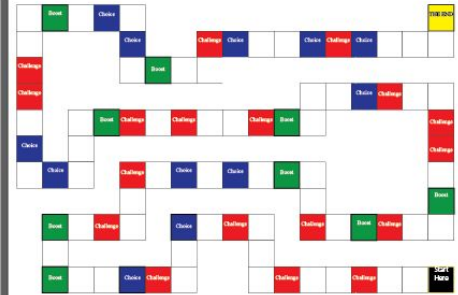
09 - Pathboard 5

10 - Pathboard 6

Laf your flag Move back 3 spaces	Missed a deadline opportunity Move back 2 spaces	Overthinking Skip 1 turn	Bad time management Move back 2 spaces	Criticism hits hard Lose 1 on die roll and move back 1	No inspiration Skip 1 turn
Took on too much Move back 3 spaces	Unexpected problem Roll again, if 1-3 move back 2	Technology crash Go back to your previous space	Comparison trap Lose 2 on die roll	Low energy day Move forward 1 less on your next die roll	Sabotage after progress Move back to your previous Boost space

Small wins to Eat Move forward 1 and gain +1 on die roll	Productive day Move forward 3 spaces	New inspiration Gain +2 on dice roll	Support a friend Move forward 2 and take another turn	Everything clicks Jump ahead 3 spaces	Strong focus Gain +2 on dice roll and move forward 1
Good feedback loop Move forward 2 and ignore next Challenge of 1 space	Creative flow Take another turn	Confidence Boost Ignore your next Challenge card	Big opportunity Move forward 4 spaces	Extra time Take another turn	Positive mindset Gain 3 momentum

Take the shortest to class Move forward 3 BUT next Challenge card is doubled	Stay consistent with deadlines Move forward 2 OR gain +2 on dice roll	Go all in on the assignment Roll twice, take the higher number (but lose 1 momentum)	Play it smart Move forward 1 AND ignore your next Challenge card	Change direction Move to the nearest Boost space OR move back 1 and gain +2 on die roll	Trust your instincts Roll again. If even -2 spaces. If odd -3 spaces
Take pressure off Skip 1 turn Gain +2 on dice roll ignore next Challenge	Push through Move forward 2 OR (if 1-3 roll 1-2 = back 2, 3-6 = forward 4	Complete harder If tied or behind move forward 3. If ahead no movement but gain +2 on die roll	Ravel mindset Lose 1 die roll Move forward 5 spaces	Trust the process Move forward 2 OR gain 2 OR momentum but skip your next turn	Last push for Finals Roll the dice if 1-2. Move back 2 if 3-6. Move forward 2 if 5-6. Move forward 4



Game Reflection

This project helped me understand:

- How to adapt an existing game concept into a new theme
- The importance of balancing randomness with player control
- How visual design supports gameplay clarity

What worked well:

- Strong, relatable theme
- Simple and accessible gameplay
- Effective use of card variety

What I would improve:

- Add more strategic depth
- Introduce additional mechanics (what happens when you move back too many spaces?, more player interaction)
- Expand replayability with more card variations, (maybe a random card that has everything like the Boost, Challenge card etc.)