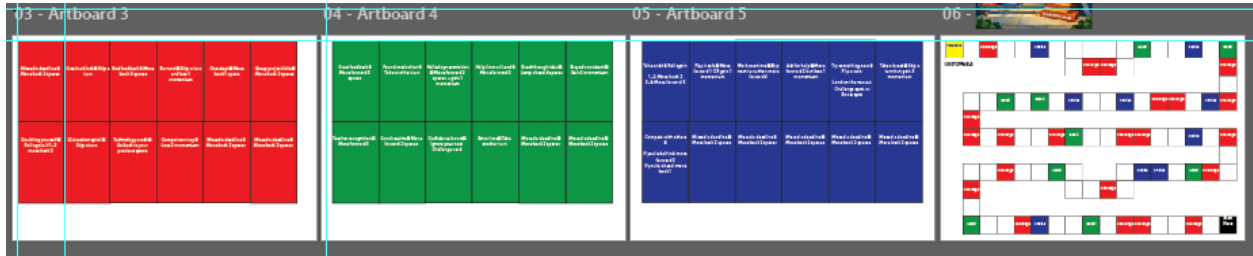
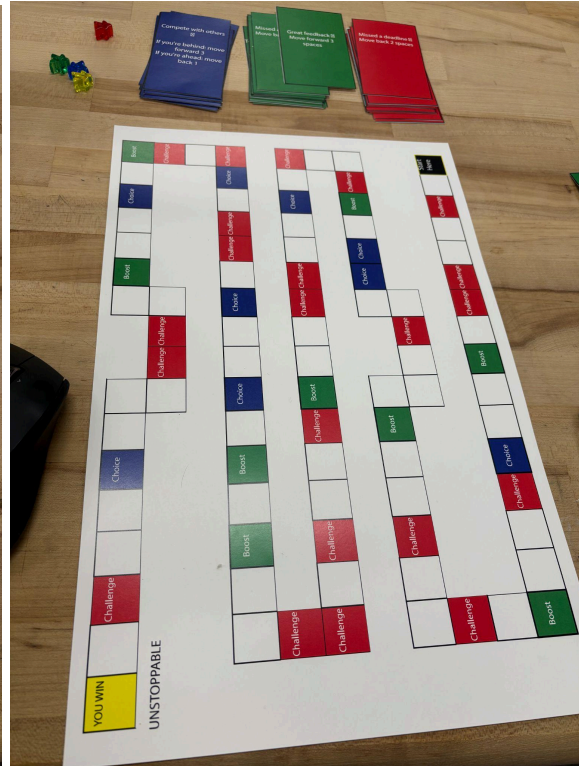


Game 3 - Unstoppable Documentation

Week 10-11



For my Game 3 idea I made a game that's inspired by Candy Land, but college related. I felt that students could relate to the theme and the concept. Each card features a Boost, Challenge, and Choice. They each do different actions and have consequences for the player when getting to the end reaching “Unstoppable”.



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I really like how intuitive this concept is: roll, move, draw makes it immediately playable, which is honestly harder to achieve than it sounds. The life/creative journey theme also gives the mechanics some grounding, especially with the way Challenge and Boost cards mirror real setbacks and wins; it keeps the game from feeling generic even though the structure is simple. The Choice cards are probably the strongest part because they introduce just enough agency to balance out the randomness. I do think the momentum idea could be pushed a bit further, it almost feels like it could be the core system rather than an add-on! Overall though, this feels like a really solid foundation that could get interesting fast.

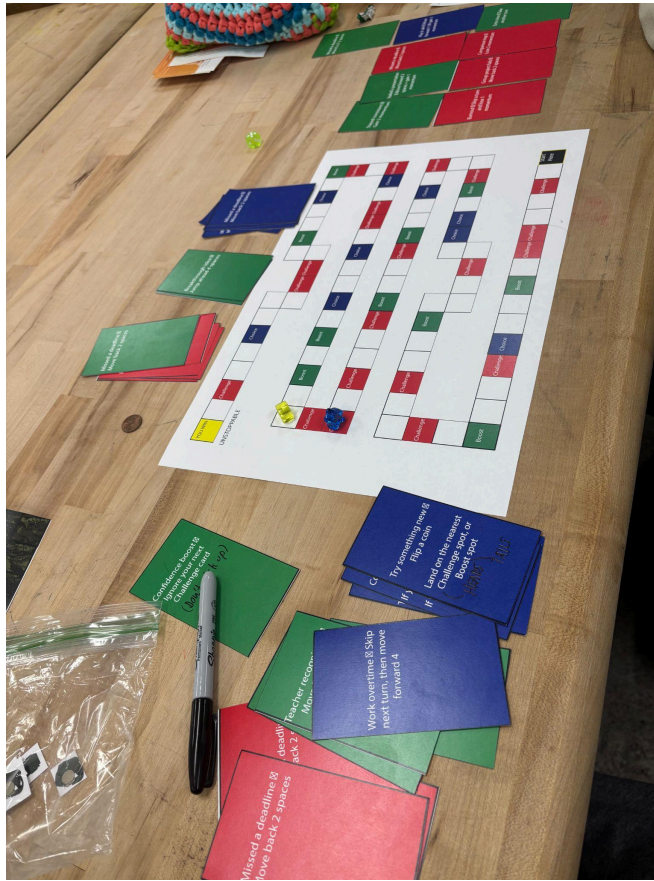
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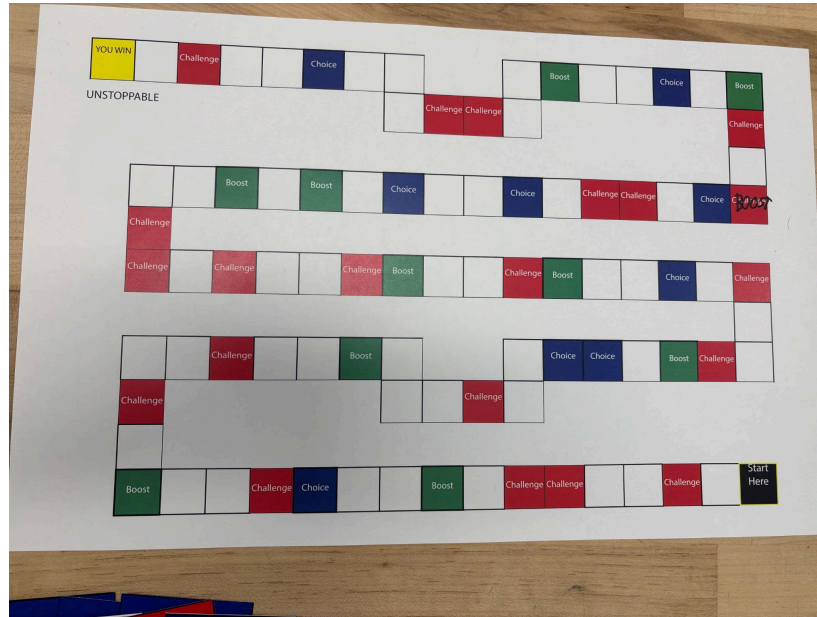
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Week 13-14

Below is the play test I did in class with the professor and a student.





Get To The End

Game Board 1 - 4, 10/20/2019

Overview

A linear progression board game where players draw cards that determine movement and outcomes.
 Be the first player to reach the final space ("Unstoppable") by navigating challenges, boosts, and choices.

What You Need

- The game board (20–30 spaces, simple path)
- 1 die
- 3 types of cards:
 - Challenge Cards
 - Boost Cards
 - Choice Cards

How It Works

1. Turn Structure

- Roll the die
- Draw a card (Move forward, or backward, depending on the space you land on)

Space Types

Normal White Spaces

Nothing happens to safe progress.

Challenge Red Spaces

Draw a Challenge Card:

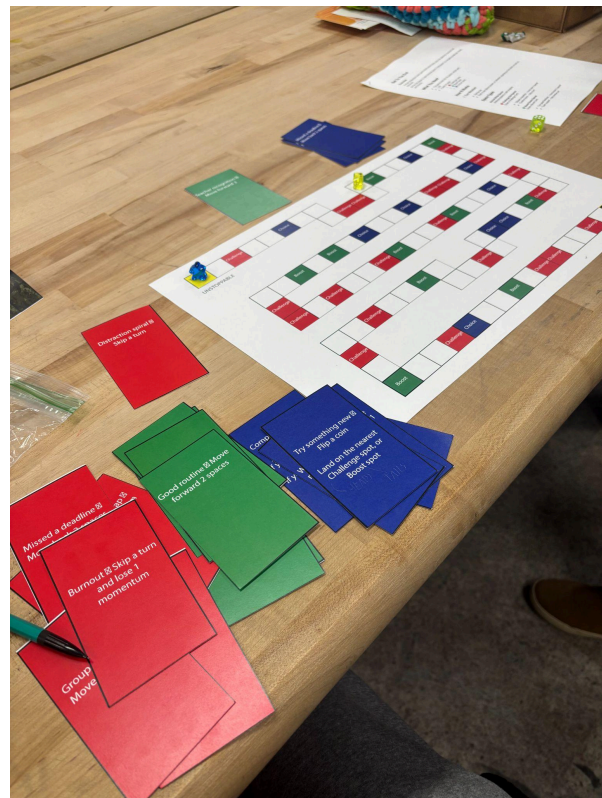
- "Missed a deadline → move back 2 spaces"
- "Creative block → skip a turn"

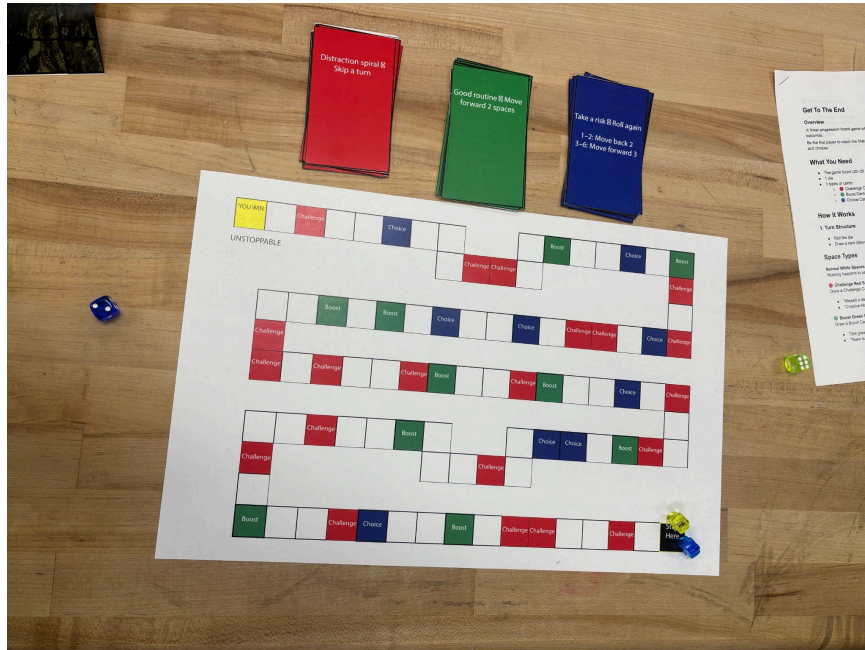
Boost Green Spaces

Draw a Boost Card:

- "Got great feedback → move forward 3 spaces"
- "Team support → take another turn"

If ran out of cards, you roll the last card you picked up





Made the adjustments from the feedback I got from class.

Week 15

This is the finalized game.