

Samantar

Learn the importance of social distancing

The whole idea of the game is to impact the importance of social distancing into minds of citizens of nation.

The game designed is a mere inspiration of live actions performed now in pandemic like disobeying social distancing and the community spread of the virus

The game is played normally in two people but is also a part of family game where four people play .Scenario of the game is one person plays from the side of state that is citizens and other person plays from side of corona that is pandemic.

The best part of the game is it relates to the real situation from both sides that how community tranfers works and even preventive measures like social distancing.

GAME RELEVANCE

The game ideally relates to social distancing and massive spread of pandemic



Corona Spread

When the corona pieces are three in one line it means that massive spread of corona is eliminating citizens from the state



Social Distancing

When the citizen peices are three in alternate lines means that social distancing is acheieved an you are eliminating corona from the state .

SETTING UP THE GAME

Player Count

The game is two player game and can be played with family members .

Player side

Amongst the two players one plays from side of state (citizen) and other plays from the side of pandemic (corona)

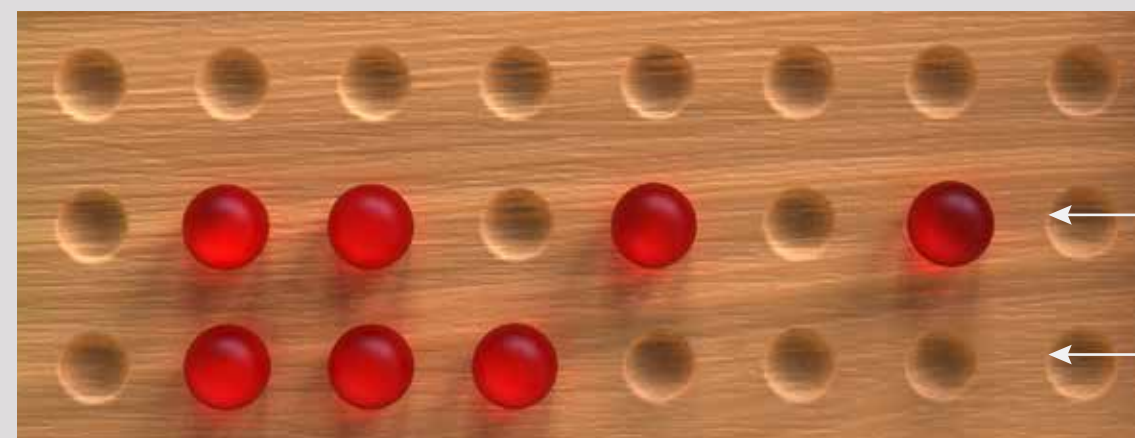
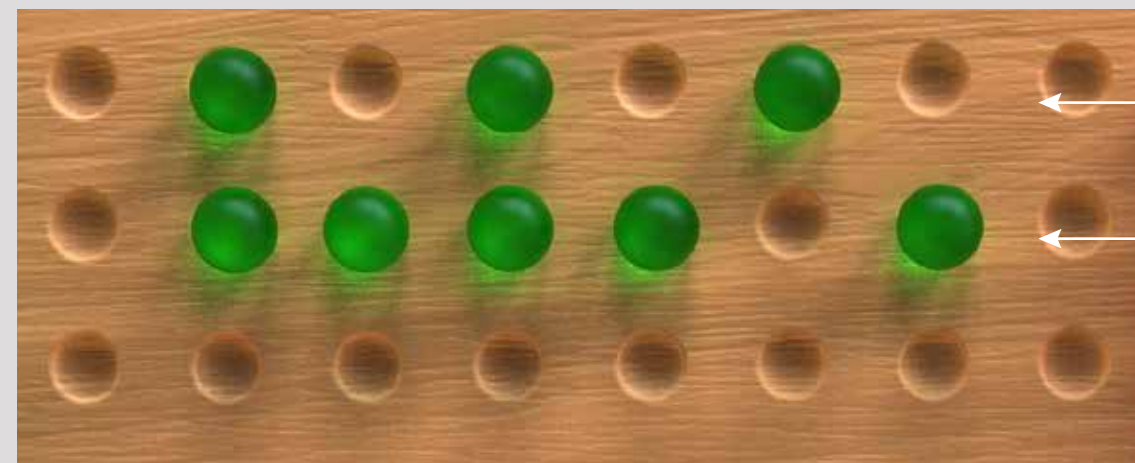
The Elements

The person who whises to play from side of citizen takes peices of person with mask whereas the person who plays from side of pandemic takes peices of corona.

Order of play

The game is played one by one .Place your elements on board one by one as per the rules stated .

THE BASICS OF INITIAL PLOTTING



GAME WALKTHROUGH

Initial placement

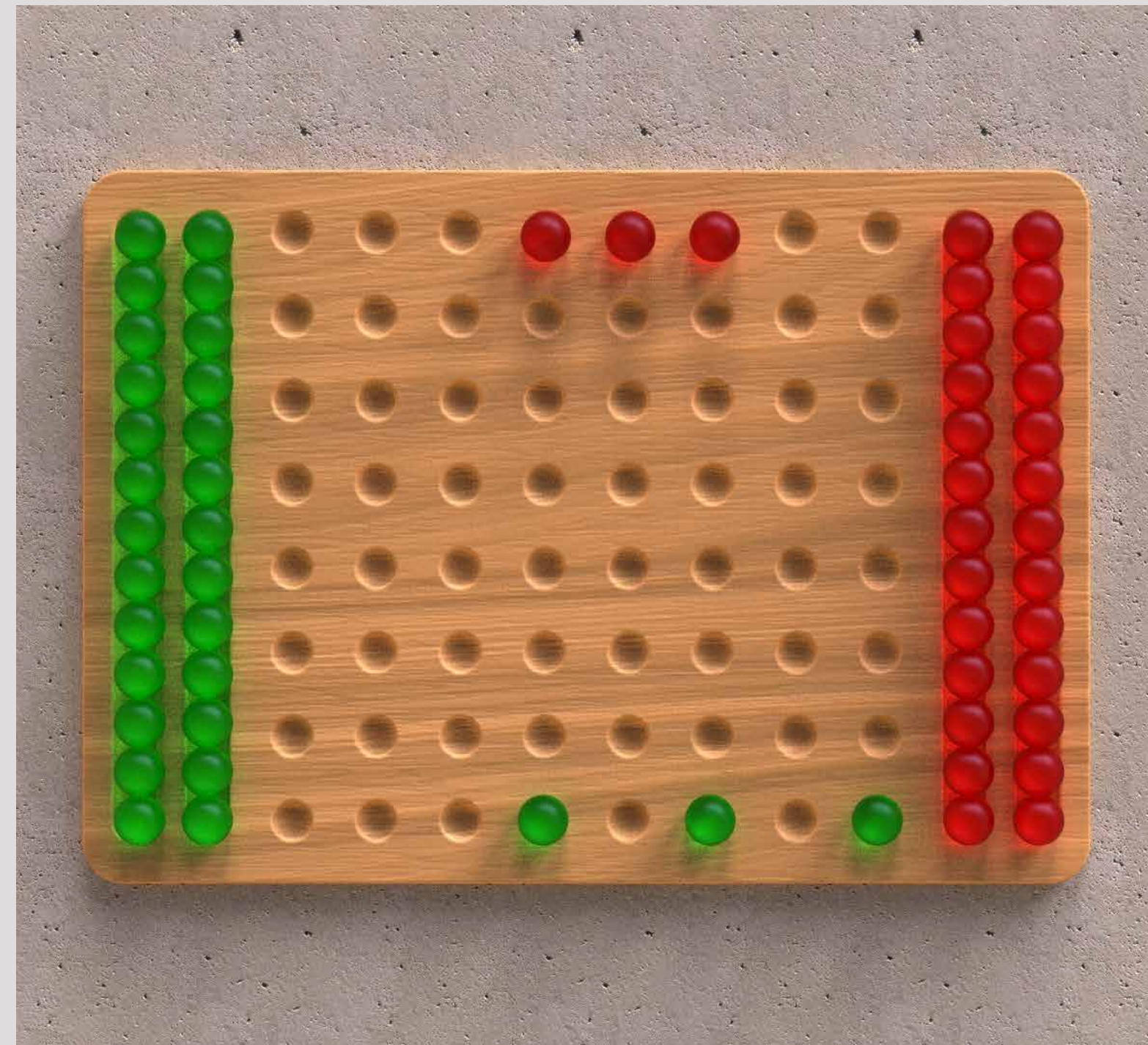
- 1) Select the side on which you are playing
- 2) Place your peices respectively one after one.
- 3) Rule to place :
 - From side of citizen the place the peices such that no three pieces are in one alterante lines , any combination leaving that is accepted
 - From side of pandemic place the peices such that no three are in same line , any combination leaving that is accepted .

Game strategy

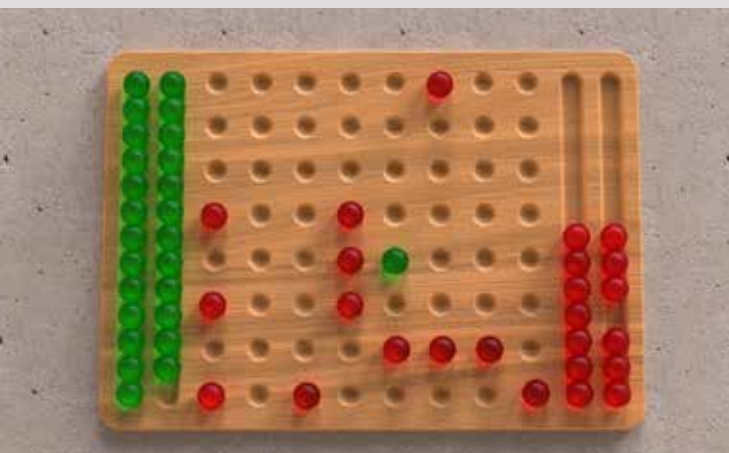
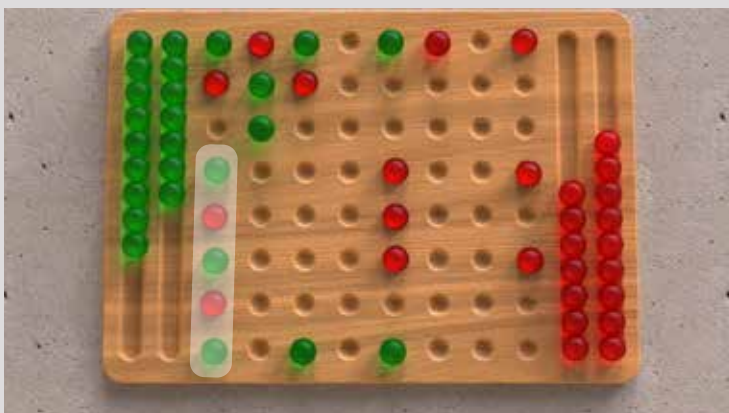
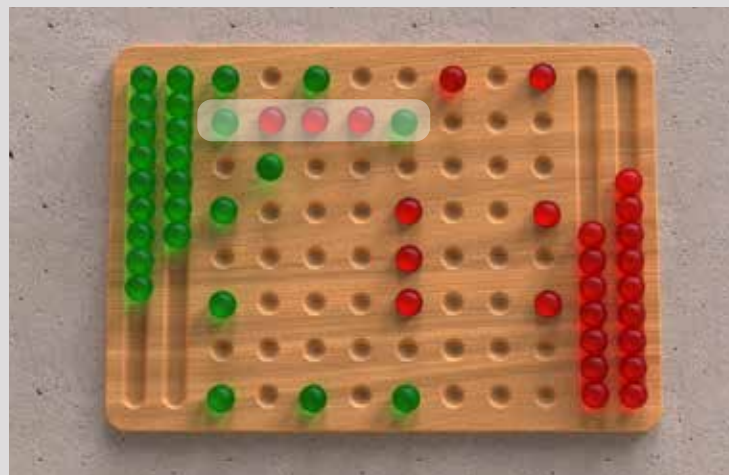
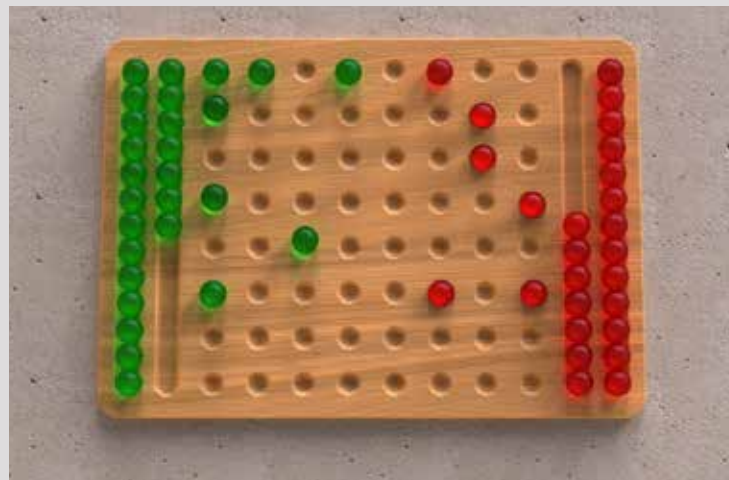
- 1)After placing according to rule one by one , you will observe that there are no more places where you can place ,because if you place you abandon the rule .
- 2)keep those places vacant
- 3)Start playing the game by moving one peice at a time in vacant places
- 4)Rule :
 - Ultimate aim of citizen is to bring peices in three alternate blocks and eliminate the corona peices that occupy in between three alternate citizen peices
 - Ultimate aim of pandemic player is to bring the corona peices three in one line and eliminate the ajacent block citizen peices in the line which it is formed .

End game

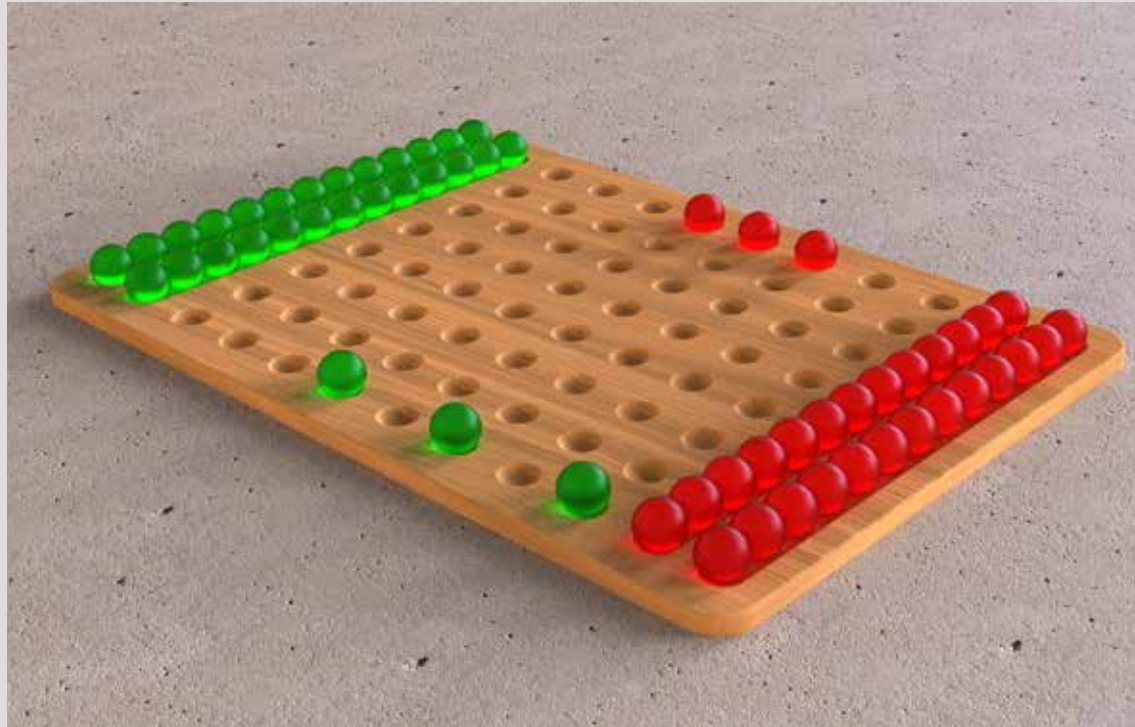
- 1)The player who successfully plays with following rule and eliminating as much as it can of the opponents side is the winner .



The game is a good example of explaining social distancing and its importance in COVID situations . While playing the game the user is able to relate the game with the fact that if you follow the social distance rule you are able to save human lives more . Where as the game also explains on side of pandemic too that if it enters in community how fastly and dangerously it eliminated humans from the state. The resemblance of community spread is very closely observed from this game .



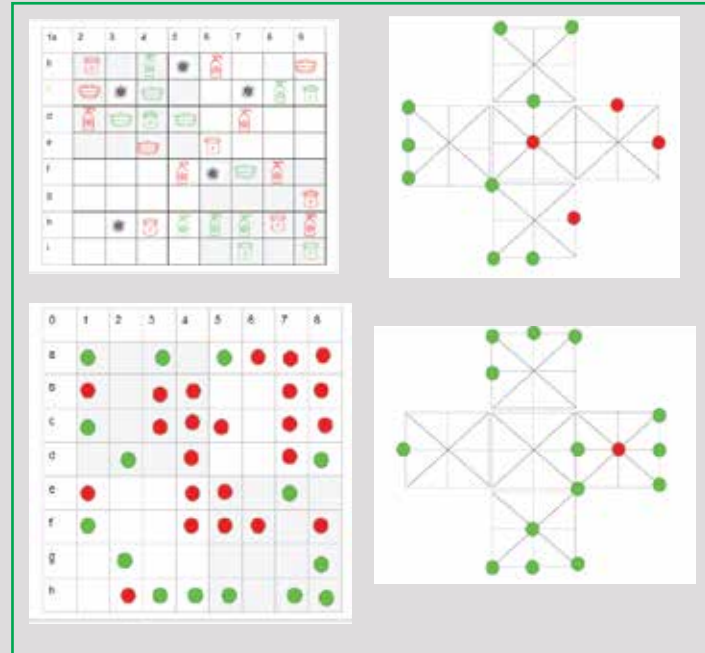
GAME PLAY



DESIGN PROCESS

Iterative development was done by connecting online and playing the game. The game was improvised on its every stage by actually playing and plotting with designing rules for the game and matching them with the scenario of pandemic. Initially we all went through intensive research by hackathon process and conducted research despite of our places and conditions. A brief study of all board games, digital games, COVID conditions, outdoor games was done and several inspirations were taken to give a new aspect to our game

Initial trails and ideation



Board games:
Ludo, Dyt, Snake and ladder, Catan

Meta:
Dungeons and dragons

Physical game design

Positive negative corona

1. Janaki in corona context
2. Can be edited with the context of covid terminologies
3. Color relates zone (red:orange:green)
4. Cards combined with zone-task or story

Zenga with corona aspect
Keep the balance to avoid corona

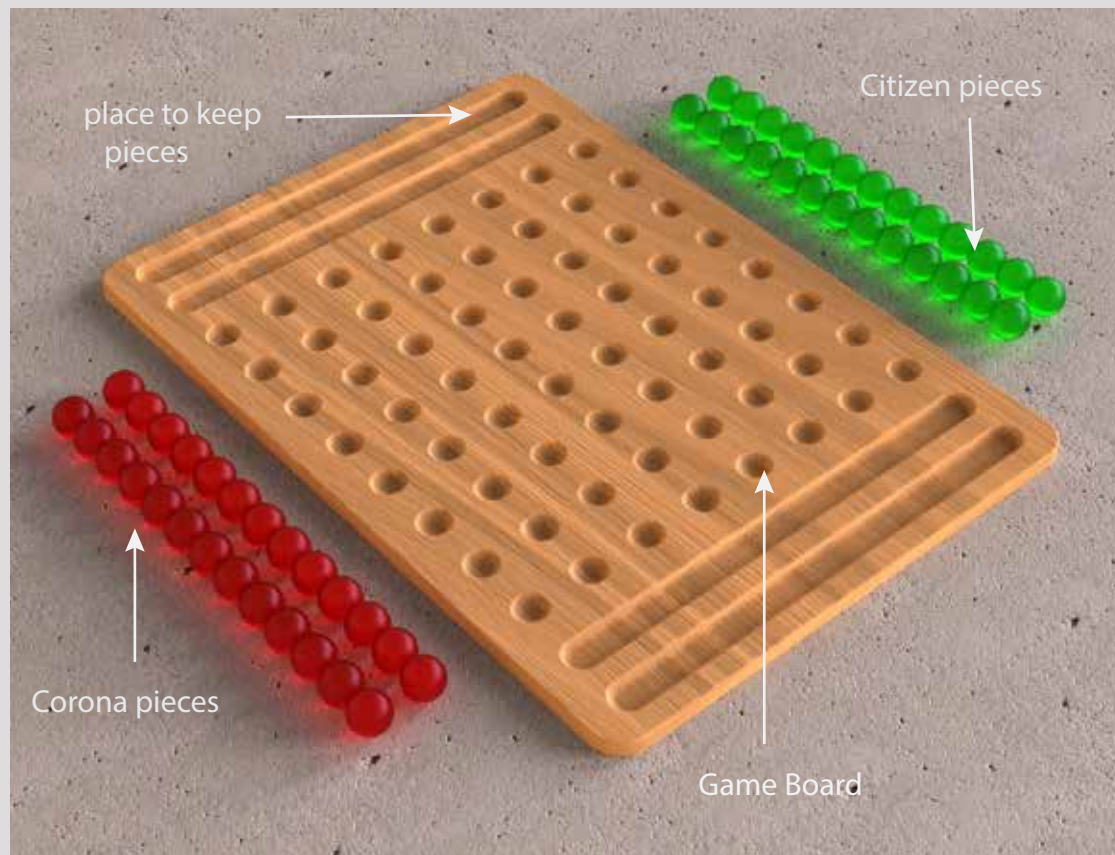
Miniature Takeshi's Castle, Garden
Escape using available resources wisely to reach final goal.

Honeycomb maze and Takeshi's castle concept miniature with covid elements like (mask and face shield)

- 20 corona
- 20 (sanitizer/face shield/mask)
- 8'8 frame 64 cuber
- Initially fill 10 blocks according to level cards
- Fill everything by leaving 8 blocks blank to move
- Align 3 in one line and remove 1 corona from opposite
- Rules for initial placing should be designed
- Rules for attacking and defending should be explained
- Importance of aligning 3 in one or combination of it defines that how much power it has to defend the corona
- Game rule arrange in same combo and remove one corona
- Game rule arrange in same and add one corona and replace one opponent element
- Divide in different squares while aligning
- Vary according to corona easy medium and hard level
- Winner will be the one who saves most resources and removes more corona.

Research and Initial game plotting

GAME KIT



DESIGN AND VALIDATION



Printout of idea and game designed digitally were removed. For trials a package of rule and game kit with paper mockups was provided. Without explaining anything the game was asked to play and user understood it very well. User Played the game with rules and game went flawlessly correct without any hurdles in understanding and blocking the game. The game is pretty simple and easy to understand hence during design process we took care of simplicity and maximum relevance of COVID to make it affordable, funny and even satisfying.