

Contagion

Designed by

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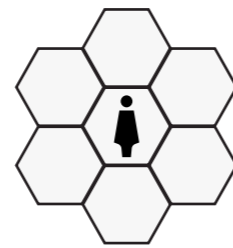
Submitting For

D'source Corona Design Challenge
DCDC - 4 - Game Design
Challenge : Card/Board Game on Covid 19

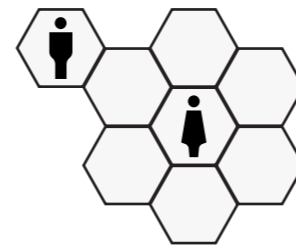
Introduction

Mere months after the lockdown, in a recovering, post pandemic world, the pathogen is still out there but life has to go on. In the neighbourhood, citizens can now go out to buy essentials as long as they get back home before the daily curfew starts or else...

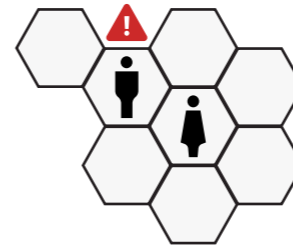
Two members from each household have to set out to finish their daily tasks of restocking the house with essentials, but one must be careful out there. The streets of the neighbourhood are filled with all sorts of dangers and challenges, increasing in intensity the deeper you venture. Shrewd minds can definitely avoid some of these obstacles with strategic planning but beware, the most menacing challenge of all is to avoid simple human contact.



Each player's character occupies a single tile, but indirectly claims the 6 tiles around them as well.



Players would be safe if they aren't standing in another player's immediate circle



If a player moves into another person's circle, they earn a strike. Keep in mind, only the moving player earns the strike.



Player Tokens



Immunity (From Proximity)



Immunity (From Actions)



Skip



Strike

How To Play

Once players have chosen their home tiles, they have to roll to pick their tasks. From task list 1 and 2, each player has to pick 1 and 2 tasks respectively, adding up to a total of 3 tasks. Each number on the die corresponds to a certain task on either list. These tasks can be recorded on a piece of paper the player would place next to themselves, visible to others as well.

Once the tasks have been allotted, the game can start with any random player and can progress around the board in a clockwise fashion. Each player would take turns moving both of their characters.

Landing on the yellow, orange and red action tiles would prompt the corresponding action cards and landing on the allotted task results in the completion of said task.

Game Mechanics

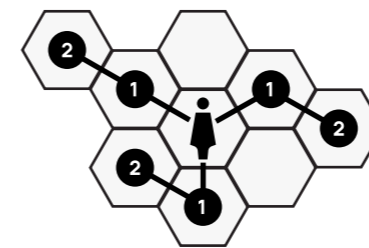
Obstacles

Players have to move two characters during each turn through the map, to the tiles corresponding to the allotted tasks. The map is divided into hexagonal tiles and each character moves 2 tiles per move unless otherwise mentioned through the action cards. Players cannot move over, or be placed on the tree tiles or the tile in the centre. The map also has tiles whose colours correspond to those on their action cards. Note that the task tiles at the centre also act as action tiles.

Proximity with fellow players i.e; placing your character on a tile right next to one occupied by another player earns you a strike. Once a player receives their third strike, both of their characters would be permanently quarantined within the game and the player can no longer play.

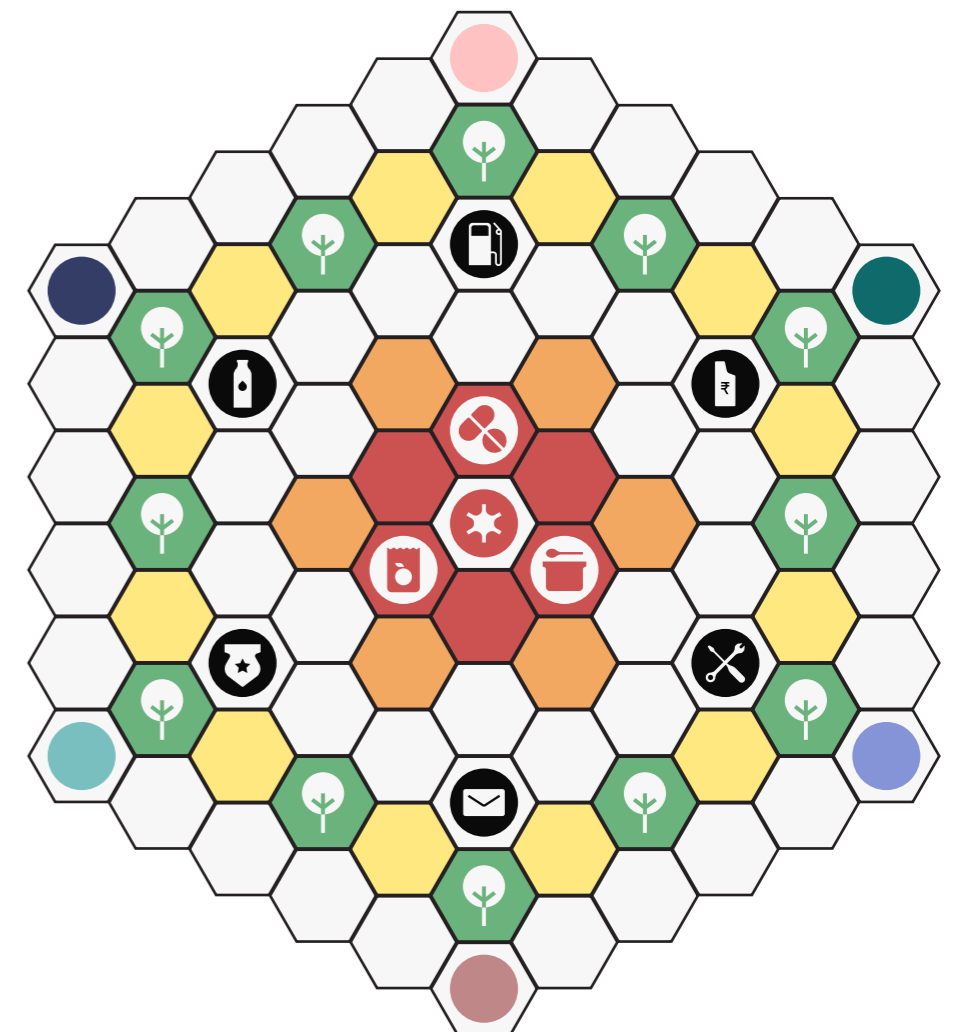
Movement

Both characters of a player should move during their turn. A move consists of 2 steps across 2 tiles but certain action cards ask players to make a single additional step instead of a full move. To occupy a specific tile like the home tile or the various task tiles, a player has to land exactly on the said tile after having completed a move. A character landing on an action tile in this fashion would result in the player having to roll for an action in the corresponding action card. The subsequent action would affect only the said character unless it specifically targets the player and hence both of their characters. Multiple characters cannot occupy the same tile and if a situation ever arises where a character has no possible tiles to move to, the player can remain on the same tile without moving but will be given a strike for each such round.



Each of the player's characters can make 2 steps in a turn, which is considered as one move. A character can make 2 steps in multiple ways.

The Map



Tokens

The game provides players with certain tokens to be used in game as and when necessary. They represent situations within the game like 'Player skips turn' and immunity to proximity, immunity to prompts within action cards and the '+1 strike' due to proximity with other players.

Finishing the Game

Players finish the game once they return home after finishing all active tasks. If players have finished all existing tasks within the task-list at a given point of time, they have the ability to skip the movement of one of their characters if it has entered their home tile. If the other character also reaches the home tile with no incomplete tasks, the player would have completed the game. The game can, however, continue till all but one player is done.

Process

Having had no prior experience in making games we were initially influenced by the various board games we had played or had been exposed to, over time. We decided in the very beginning that the game had to have a sense of narrative to make the gameplay more engaging. We had to ensure that any mechanic we considered could be seamlessly stitched into the universe of the game's narrative. We initially wanted to develop a cooperative game where players managed different resources and together worked against the game, to safeguard the population.

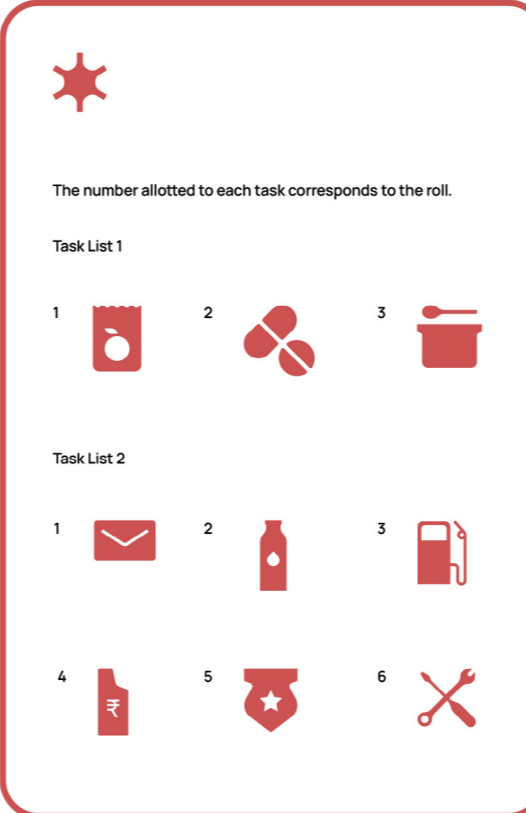
We later narrowed down what we wanted to work on. It was evident from basic research that the most powerful tool we have in fighting COVID19 was social distancing but translating social distancing onto a board game wasn't easy. We had to design mechanics to penalise players for coming too close to each other. At the same time, making sure they could use strategic moves to reach their end goals. The hexagonal map allows for multi directional movement unlike in a linear or circular map. Though challenging to the player the radial yet restrictive layout of the map efficiently enables this mechanic. We complimented this with smaller elements within the mechanics that highlight the rules individuals should follow to prevent the spread of the virus.

We placed prompts within the map that put players in various situations. These situations were categorised into perks and penalties. After many layers of filtration we compressed this into 3 separate lists. With each list the weight of the rewards and the penalties keeps increasing. The map places prompts to these lists such that the closer you get to the centre of the map, the penalties get harsher and the rewards get more generous. The centre also has essential locations that all players must reach where they also stand a risk of coming too close to other players. The above mechanics ensure that players are provided with various opportunities to exercise strategy, seamlessly integrated mechanics of chance offered by the actions cards. For further details on the evolution of the game and its mechanics; insert link : https://miro.com/app/board/o9J_ksu0CPY=/

Designed for anyone 12 years and above, the game gamifies the current situation we are all in. It incorporates everyday activities like shopping for essentials with added weight of safe and healthy practices like social distancing and personal hygiene. Even though the market faces a higher demand for sources of entertainment, we understand that social restrictions may not allow people to purchase products like board games. To make it more feasible, we have constructed the game such that it can be printed by anybody. Developed in just over two weeks, the biggest challenge with the processes involved was that the team members were not physically present in the same space. Added to this was the lack of experience and inaccessibility to tools to develop and test a complex system like a game.



Action and Task Cards

Task List







The number allotted to each task corresponds to the roll.

Task List 1

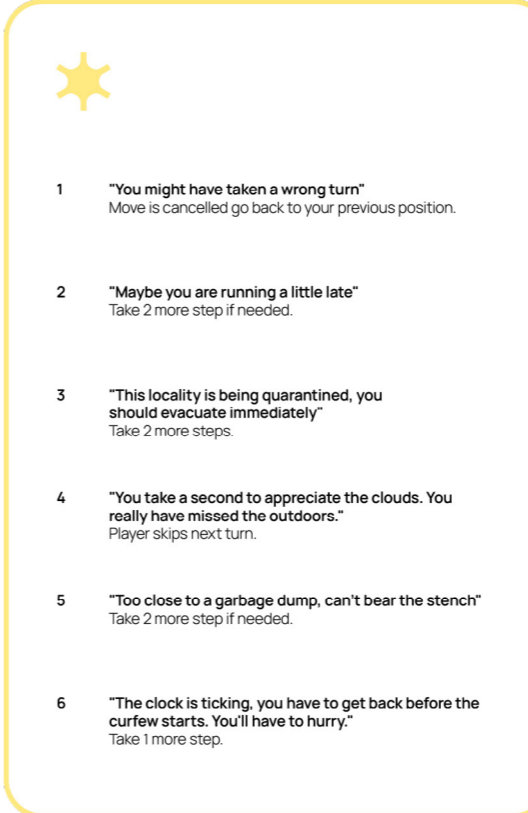
1  2  3 

Task List 2

1  2  3 

4  5  6 

Action Card 1/3



1 "You might have taken a wrong turn"
Move is cancelled go back to your previous position.

2 "Maybe you are running a little late"
Take 2 more step if needed.

3 "This locality is being quarantined, you should evacuate immediately"
Take 2 more steps.

4 "You take a second to appreciate the clouds. You really have missed the outdoors."
Player skips next turn.

5 "Too close to a garbage dump, can't bear the stench"
Take 2 more step if needed.

6 "The clock is ticking, you have to get back before the curfew starts. You'll have to hurry."
Take 1 more step.

Action Card 2/3



1 "You might have dropped your sanitizer , go back to collect it."
Move is cancelled go back to your previous position.

2 "You're being chased by a dog, better run"
Take 2 more steps.

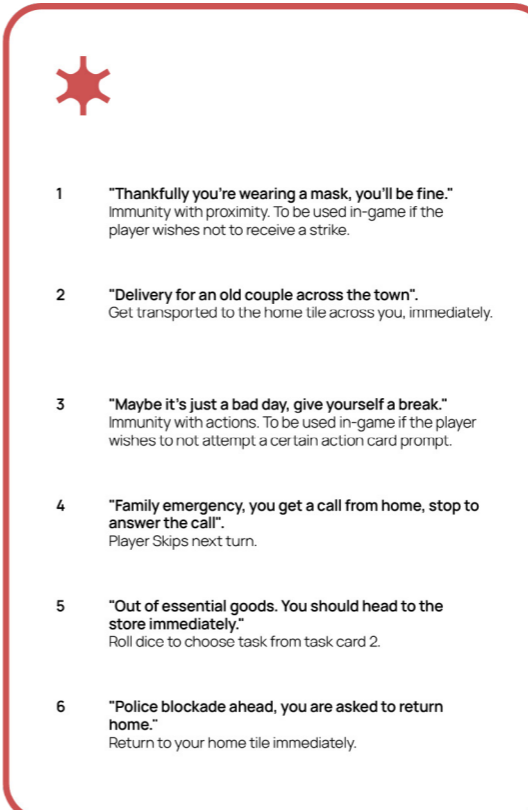
3 "You're feeling energetic today"
Take 1 more step if needed.

4 "The stress is real, you're a little tired."
Player skips next turn.

5 "Out of essential goods. You should head to the store immediately."
Roll dice to choose task from task card 2.

6 "Maybe you're stressing too much, you should relax."
Immunity to action cards.
To be used in-game if the player wishes to not attempt a certain action card prompt.

Action Card 3/3



1 "Thankfully you're wearing a mask, you'll be fine."
Immunity with proximity. To be used in-game if the player wishes not to receive a strike.

2 "Delivery for an old couple across the town".
Get transported to the home tile across you, immediately.

3 "Maybe it's just a bad day, give yourself a break."
Immunity with actions. To be used in-game if the player wishes to not attempt a certain action card prompt.

4 "Family emergency, you get a call from home, stop to answer the call".
Player Skips next turn.

5 "Out of essential goods. You should head to the store immediately."
Roll dice to choose task from task card 2.

6 "Police blockade ahead, you are asked to return home."
Return to your home tile immediately.

For more information

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Game Kit

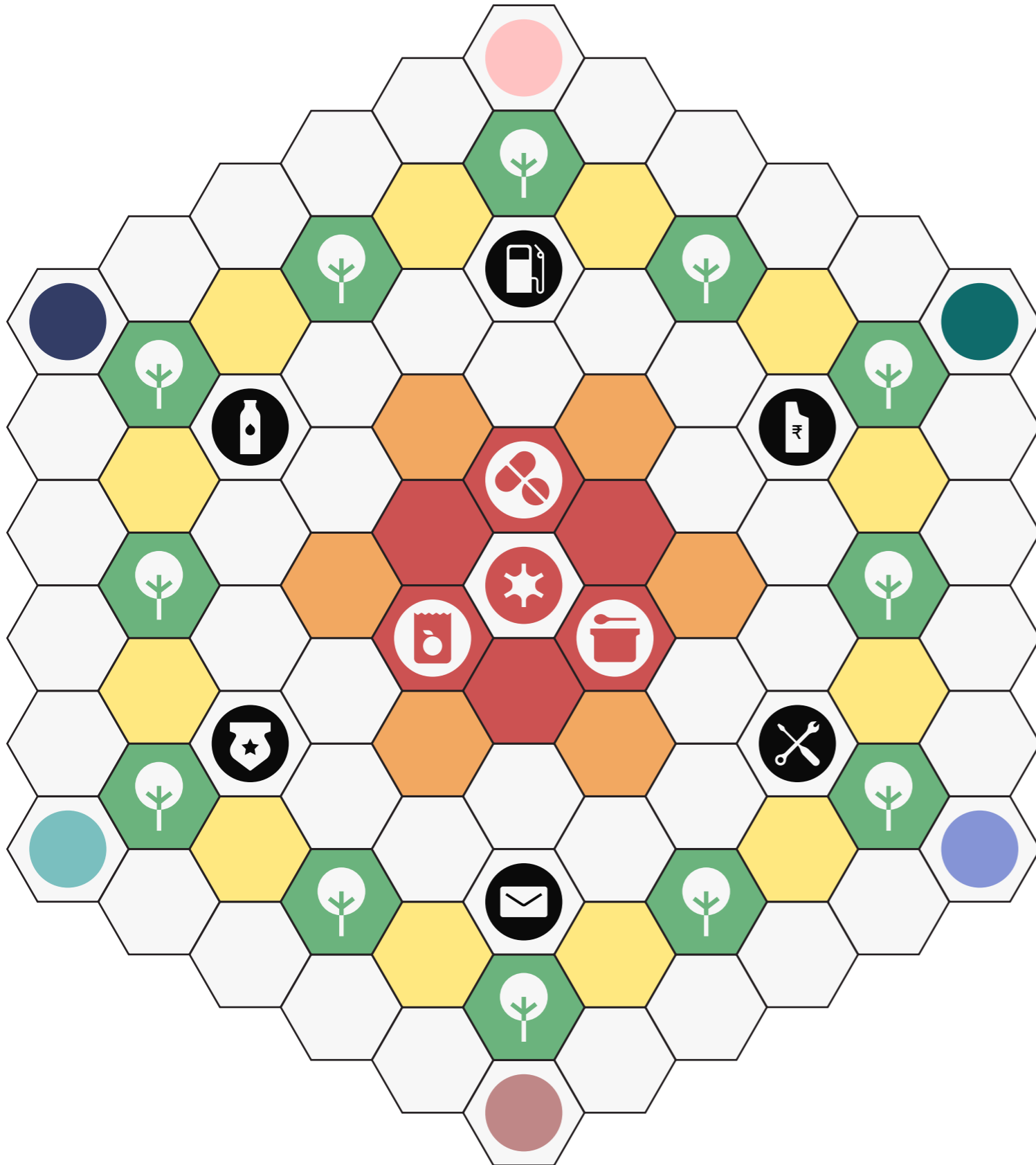
 1
 2
 Player Tokens


 Immunity
 (From Proximity)

 Immunity
 (From Actions)

 Skip




 Strike











The number allotted to each task corresponds to the roll.

Task List 1


1		2		3	
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Task List 2


1		2		3	
4		5		6	



- "You might have taken a wrong turn"
Move is cancelled go back to your previous position.
- "Maybe you are running a little late"
Take 2 more step if needed.
- "This locality is being quarantined, you should evacuate immediately"
Take 2 more steps.
- "You take a second to appreciate the clouds. You really have missed the outdoors."
Player skips next turn.
- "Too close to a garbage dump, can't bear the stench"
Take 2 more step if needed.
- "The clock is ticking, you have to get back before the curfew starts. You'll have to hurry."
Take 1 more step.



- "You might have dropped your sanitizer , go back to collect it."
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- "Family emergency, you get a call from home, stop to answer the call".
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- "Out of essential goods. You should head to the store immediately."
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