Game Paper Prototyping

Game Title:

Spaceteam

Team or Creator Names:

Henry Smith

Introduction

Spaceteam is a cooperative mobile party game that requires players to work together as a team to navigate a malfunctioning spaceship. The game is known for its chaotic and frenetic gameplay, where players must communicate and coordinate quickly to prevent their ship from crashing.

Purpose of the paper prototype

Concept Validation: It allows to test the basic concept and mechanics of the game in a low-cost, low-risk environment before investing significant time and resources into development. This also helps determine if the core idea is fun, engaging, and worth pursuing further.

Iterative Design: By quickly sketching out different ideas and testing them with players, you can identify what works and what doesn't, and iterate on the design accordingly.

User Feedback: Playtesting the paper prototype provides valuable feedback from players about their experience with the game, where it can highlight areas of confusion, frustration, or enjoyment, guiding future development decisions.

Communication and Collaboration: Creating a paper prototype encourages communication and collaboration within the development team. It allows designers, developers, and other stakeholders to visualize and discuss the game's mechanics, rules, and components, leading to a more cohesive and well-rounded design.

Risk Reduction: By identifying potential issues and challenges early in the development process, paper prototyping helps mitigate risks associated with developing a game. It lets you address problems before they become more costly and time-consuming to fix later.

Accessibility Testing: Paper prototypes can also be used to test the game design's accessibility. By observing how players interact with the prototype, you can identify any barriers or challenges that may prevent certain players from fully enjoying the game.

Overall, a paper prototype provides a tangible and interactive representation of the game design that allows for rapid iteration, user feedback, and risk reduction during the early stages of development.

Target audience

The target audience for a paper prototype of Spaceteam would typically align with the demographic that the full digital game is designed for. However, since the paper prototype is a slightly modified version of the game, it can be tested with a broader audience to gather feedback on basic mechanics, engagement, and comprehension which consist of casual gamers, friends and family, educational setting.

Game Concept

In Spaceteam, each player controls a spaceship console displayed on their own mobile device. The game connects players via local Wi-Fi or Bluetooth, allowing for real-time communication and interaction.

For the prototype we created two different "boards/tabs" to represent as a screen.

The objectives are the same as of Spaceteam which is to survive as long as possible while facing a series of increasingly difficult challenges and obstacles. These challenges come in

the form of instructions and commands displayed on each player's screen. However, the catch is that the instructions are often meant for other players, requiring players to shout out commands to their teammates instead.

Players must quickly identify which commands apply to their teammates and communicate with them effectively amidst the chaos. Failure to execute commands promptly or correctly results in damage to the spaceship. If the ship sustains too much damage, the game ends, and the team's mission is considered a failure.

Core mechanics and gameplay elements

- Cooperative Gameplay: Players must work together as a team to prevent their spaceship from crashing. This involves effective communication, coordination, and collaboration.
- Commands and Instructions: Players receive commands and instructions that they must follow to operate the spaceship successfully. These commands can range from simple tasks like flipping switches or pressing buttons to more complex actions like adjusting thruster levels or repairing malfunctions.
- Time Pressure: There is a time limit within which players must complete commands to prevent the spaceship from sustaining damage or crashing. This adds urgency and tension to the gameplay, requiring players to act quickly and decisively.
- Randomization: Commands are randomized and presented to players in a chaotic manner, requiring them to quickly identify which commands apply to their console and communicate them to their teammates.
- Communication Mechanisms: Players communicate verbally with their teammates to relay commands and instructions. Clear and effective communication is essential for success, as misunderstandings or miscommunications can lead to mistakes and failures.
- Scoring and Progression: Players earn points or progress based on their performance in completing commands and avoiding crashes. This provides a sense of achievement and encourages replay ability.
- Challenges and Obstacles: Additional challenges or obstacles may be introduced throughout the game to increase difficulty and complexity.

In the paper prototype, these core mechanics and gameplay elements would be represented using physical components such as paper cards or Post-it notes for commands, a manual timer for time pressure, and verbal communication among players for relaying instructions.

Objective

Goals and Objectives:

Operate the Spaceship: The primary objective is to operate the spaceship successfully by completing a series of commands and instructions. Players must work together to execute commands accurately and efficiently.

Score Points: Players can earn points based on their performance in completing commands and avoiding crashes. Points may be awarded for each successfully completed command or based on the overall duration of survival.

Communication and Collaboration: Effective communication and collaboration are key objectives. Players must communicate clearly and efficiently with their teammates to relay commands and coordinate actions.

Win Conditions:

Survive for a Designated Time: The main win condition is to survive for a certain duration without crashing the spaceship. If the team can successfully execute commands and avoid crashes for the specified time, they win the game.

Reach a Target Score: Alternatively, players may aim to reach a target score within the allotted time. Points are earned for completing commands, and if the team reaches or exceeds the target score before the time runs out, they win the game.

Overall, the win conditions in the paper prototype of Spaceteam are designed to promote teamwork, communication, and quick thinking. Success requires effective coordination among players and the ability to adapt to changing circumstances and challenges.

Rules

Game Rules:

Setup:

1. Lay out the paper prototype of the spaceship control panel on a large table or surface.
2. Distribute the command cards (Post-it notes or paper) among players, ensuring each player has a mix of commands relevant to their console.

Objective:

Work together as a team to operate the spaceship successfully and prevent it from crashing.

Commands:

- Each player receives a set of command cards that correspond to their console on the spaceship.
- Commands may include actions like "Set thrusters to maximum," "Engage hyperdrive," "Flip the toggle switch," etc.
- Commands are randomized and presented in a chaotic manner, requiring players to quickly identify which ones apply to their console.

Time Pressure:

Use a timer (in this case we created a manual timer) to introduce time pressure. Players must complete commands within the allotted time to prevent the spaceship from crashing.

Communication:

Players communicate verbally with their teammates to relay commands and instructions. Clear and effective communication is essential for success, as players must quickly and accurately convey commands to their teammates.

Scoring:

Points are earned based on the successful completion of commands and avoiding crashes.

Points may be awarded for each completed command or based on the overall duration of survival.

Players must continuously monitor their console for incoming commands and communicate with their teammates to execute them promptly.

How to Play:

1. Start the Timer: Begin the game by starting the timer to introduce time pressure.
2. Read and Execute Commands: As commands are presented, players must quickly read and identify which ones apply to their console. Communicate the commands to your teammates and execute them before the timer runs out.
3. Coordinate with Teammates: Pay attention to your teammates' commands and communicate effectively to ensure all tasks are completed on time. Provide

assistance or clarification if necessary to help teammates execute their commands.

4. Continue Until Win or Loss: Continue playing until the team either achieves the win conditions (survival for a designated time, reaching a target score, etc.) or fails to prevent the spaceship from crashing.

Components

Large Table or Surface

Paper or Cardboard for Control Panel

Command Cards (Post-it Notes or Paper): Individual cards containing commands and instructions for players to execute.
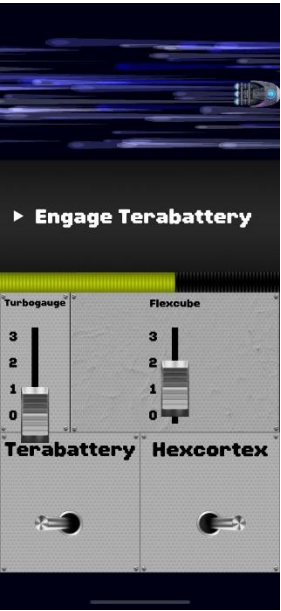
Timer (A handmade manual timer): A physical timer device to introduce time pressure into the game.
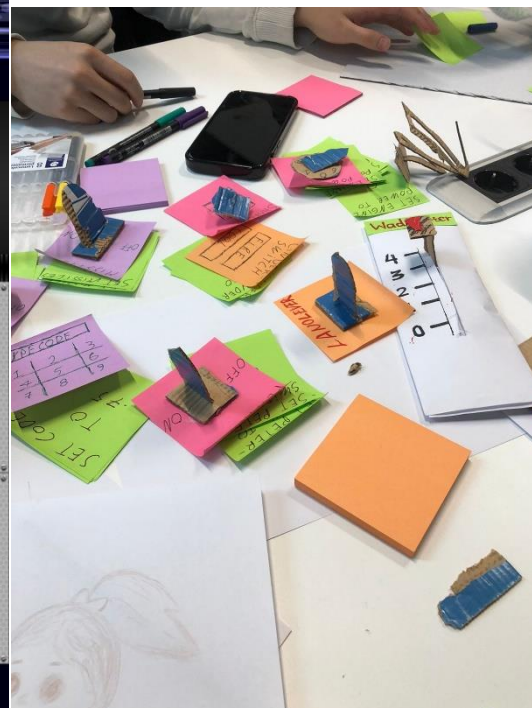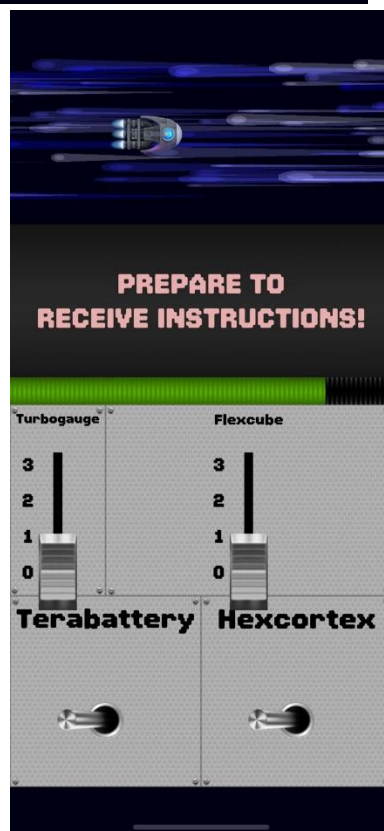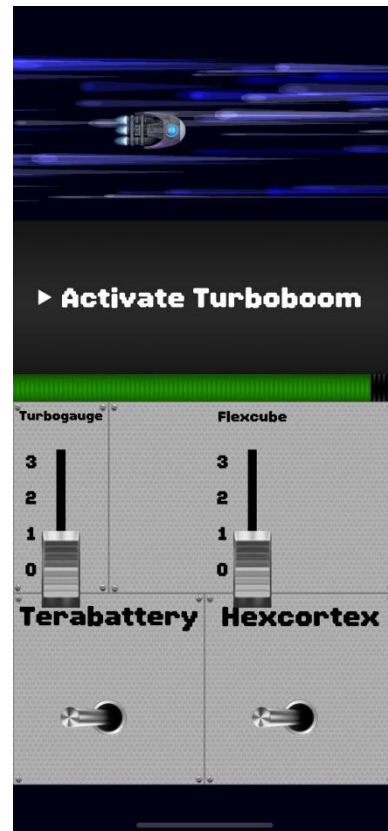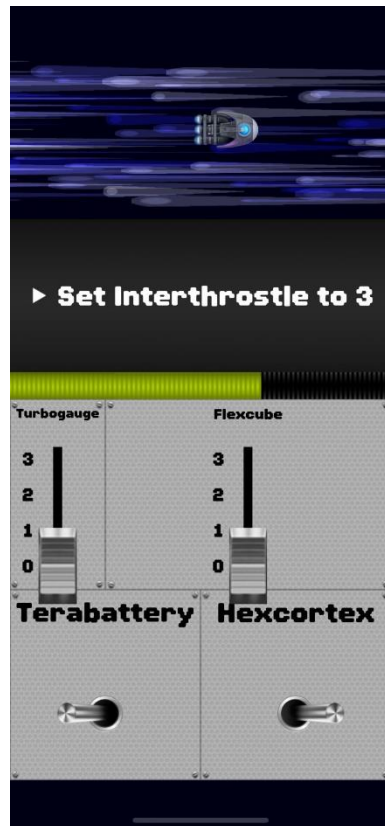
Verbal Communication: Players communicate verbally with their teammates to relay commands and instructions.
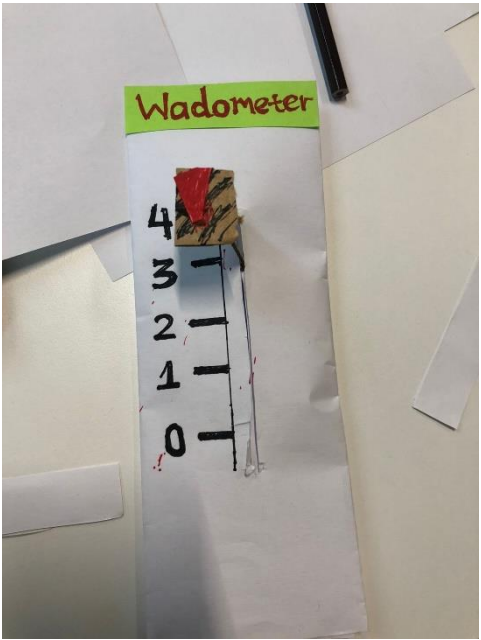
Optional Additional Components: Optional physical objects that can be incorporated to introduce additional challenges or obstacles.

Overall, these physical components come together to create a tangible and interactive paper prototype of a modified Spaceteam, allowing players to engage with the game's mechanics, rules, and challenges in a hands-on manner.

Documentation

Screen 1

PREPARE TO
RECEIVE INSTRUCTIONS!

Thermospoke | **Starneedle**

CLOSE

IGNITE

Arcpaddle | **Metaglobe**

Screen 2

▶ **Engage Terabattery**

Turbogauge | Flexcube

3
2
1
0

Terabattery | **Hexcortex**

Screen 3

Engage Infragasket

▶ **Mix Infragasket**

Turbogauge | Flexcube

3
2
1
0

Terabattery | **Hexcortex**

▶ Set Interthrostle to 3

Turbogauge   Flexcube

3   3
2   2
1   1
0   0

Terabattery Hexcortex

▶ Activate Turboboom

Turbogauge   Flexcube

3   3
2   2
1   1
0   0

Terabattery Hexcortex

PREPARE TO
RECEIVE INSTRUCTIONS!

Turbogauge   Flexcube

3   3
2   2
1   1
0   0

Terabattery Hexcortex

Wadometer

4
3
2
1
0

Gameplay Flow

1. Setup:

Players gather around the table and take their seats, with each player assigned to a specific console on the spaceship's control panel. The timer is started to introduce time pressure into the game, and players prepare to receive their first set of commands.

2. Start of Round:

The first set of command cards is distributed among the players, with each player receiving a mix of commands relevant to their console. Players quickly scan their command cards to identify which ones apply to their console.

3. Player Actions:

Players begin executing their assigned commands by following the instructions on their command cards. Each player communicates verbally with their teammates to relay commands and coordinate actions. Players may need to perform actions such as flipping switches, adjusting dials, pressing buttons, or shouting out specific phrases.

4. Time Pressure:

As the timer continues to count down, players must work quickly and efficiently to complete their commands before time runs out. The sense of urgency increases as the

timer approaches zero, requiring players to prioritize tasks and communicate effectively under pressure.

5. Reactions and Coordination:

Players react to incoming commands from their teammates, providing assistance or clarification as needed. Effective communication and coordination are essential as players navigate through the chaos and work together to prevent the spaceship from crashing.

6. Potential Outcomes:

Successful Completion: Players successfully complete their commands within the allotted time, they avoid damage to the ship and earn points.

Communication Breakdown: Misunderstandings or miscommunications may lead to errors or delays in executing commands, resulting in damage to the ship.

Time Runs Out: If players fail to complete commands before the timer runs out, the spaceship sustains damage, and the round ends.

Crash and Failure: If the spaceship sustains too much damage from failed commands, the round ends in a crash, and the players lose the game.

7. End of Round:

The round ends when the timer runs out or when the spaceship crashes due to accumulated damage. Players can reflect on their performance and discuss strategies for improvement during the next round.

Scoring

Successful Command Execution:

Players earn points for successfully completing commands assigned to their console within the allotted time. Each completed command adds a certain number of points to the team's score, depending on the difficulty or complexity of the task.

Objective Completion:

If the game includes specific objectives or challenges for players to accomplish, completing these objectives may yield additional points or progress.

Objectives could include tasks such as repairing critical systems, navigating through hazardous environments, or reaching designated destinations.

Survival Duration:

The team earns points based on the overall duration of survival, with longer survival times resulting in higher point rewards. Points may be awarded at regular intervals or milestones reached during the gameplay session.

Calculation of Points:

Points earned by individual players are tallied together to determine the team's overall score. The team's score is displayed or tracked throughout the game, allowing players to monitor their progress and performance. At the end of each round or gameplay session, players can review their score and compare it to previous performances to gauge improvement and success.

Purpose of Scoring Mechanics:

Encourage Efficient Gameplay: Scoring mechanics incentivize players to work quickly and efficiently to complete commands and avoid mistakes.

Promote Teamwork and Communication: By rewarding successful cooperation and coordination, scoring mechanics reinforce the importance of effective teamwork and communication.

Enhance Replay ability: Players may strive to beat their previous high scores or achieve higher levels of success in subsequent gameplay sessions, leading to increased replay ability and engagement.

Conclusion

In conclusion, Spaceteam's paper prototype is a useful tool for gathering user feedback, validating concepts, and iterative design during the early phases of game development. This prototype enables quick iterations, risk reduction, and accessibility testing by employing physical components to simulate the essential gaming mechanics and aspects. Developers may improve the game's mechanics, rules, and challenges through cooperative playtesting and discussion, guaranteeing an entertaining and pleasurable experience for players. The scoring mechanisms of the prototype encourage effective gameplay, cooperation, and communication, improving replay ability and creating a sense of accomplishment. All things considered, Spaceteam's paper prototype offers an engaging and tangible platform for investigating ideas for cooperative multiplayer games, encouraging creativity, and encouraging innovation.