

University of California, Irvine

The BIG Game:
Beautiful Incredible Galaxies

Assignment 3

<https://youtu.be/I9urdPIJDk>

Design Team 28: Team WALKMan

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GDIM 25: Game Design Fundamentals

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Game Pitch

Summary

Players travel the galaxy and play minigames in various movie worlds as they try to get the most cheese and keep out of the cat's claws. This is a sci-fi adventure game made for 4-8 players where they move by drawing cards.

Target Audience

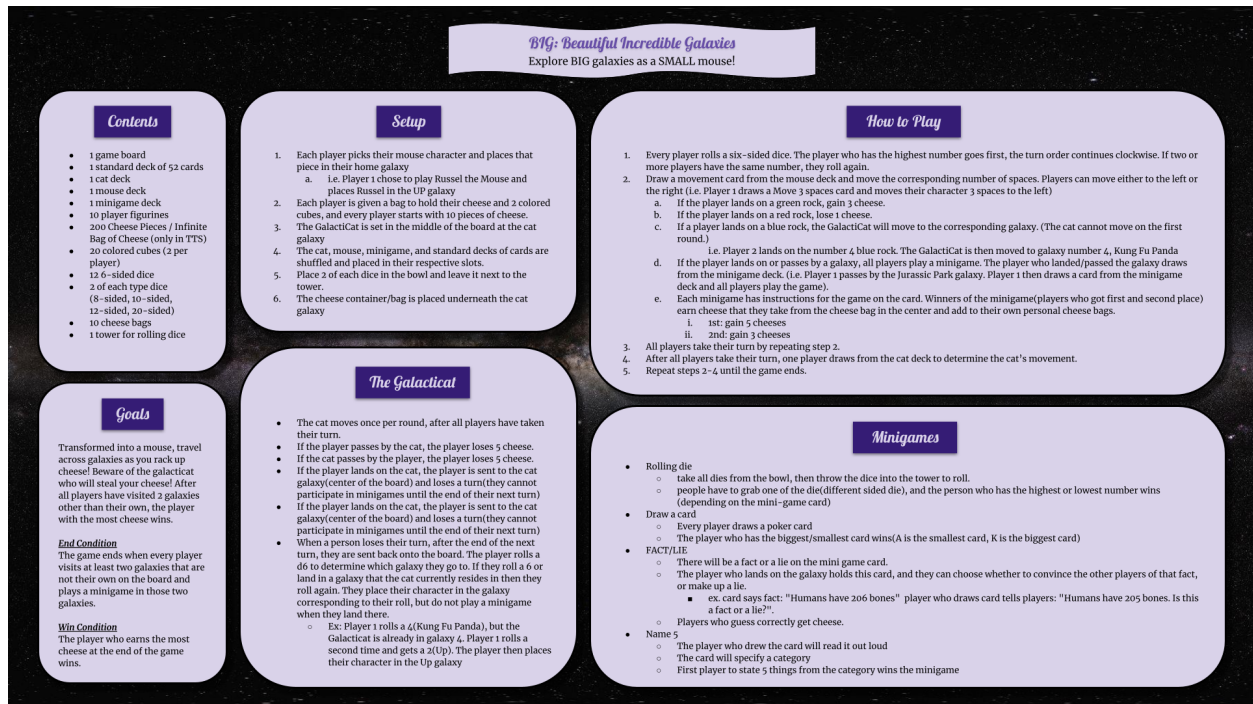
Our target audience is young adults, particularly high school and college students. We wanted to target people who knew the movies in our games.

How it engages with “BIG”

Our game takes place in space, and the players must travel from galaxy to galaxy. Players play as mice and are chased through the galaxies by a galati-cat. Each galaxy represents a famous movie or series, like Star Wars and the Marvel movies. As players go around the maps, they accumulate points, in this case cheese, in large amounts. Our tentative game title is “Beautiful Incredible Galaxies,” or B.I.G.

- Big scope, galaxy adventure
- Big sizes, big cat versus small mice
- Big movies, popular movie and movie franchises
- Big acronym, Beautiful Incredible Galaxy

Rules



(Image is small, so text is listed below. Bigger version is also available towards the beginning of our playthrough video.)

Contents

- 1 game board
- 1 standard deck of 52 cards
- 1 cat deck
- 1 mouse deck
- 1 minigame deck
- 10 player figurines
- 200 Cheese Pieces / Infinite Bag of Cheese (only in TTS)
- 20 colored cubes (2 per player)
- 12 6-sided dice
- 2 of each type dice (8-sided, 10-sided, 12-sided, 20-sided)
- 10 cheese bags
- 1 tower for rolling dice

Goal

Transformed into a mouse, travel across galaxies as you rack up cheese! Beware of the galacticat who will steal your cheese! After all players have visited 2 galaxies other than their own, the player with the most cheese wins.

Setup

1. Each player picks their mouse character and places that piece in their home galaxy
 - a. i.e. Player 1 chose to play Russel the Mouse and places Russel in the UP galaxy
2. Each player is given a bag to hold their cheese and 2 colored cubes, and every player starts with 10 pieces of cheese.
3. The GalactiCat is set in the middle of the board at the cat galaxy
4. The cat, mouse, minigame, and standard decks of cards are shuffled and placed in their respective slots.
5. Place 2 of each dice in the bowl and leave it next to the tower.
6. The cheese container/bag is placed underneath the cat galaxy

How to Play

1. Every player rolls a six-sided dice. The player who has the highest number goes first, the turn order continues clockwise. If two or more players have the same number, they roll again.
2. Draw a movement card from the mouse deck and move the corresponding number of spaces. Players can move either to the left or the right (i.e. Player 1 draws a Move 3 spaces card and moves their character 3 spaces to the left)
 - a. If the player lands on a green rock, gain 3 cheese.
 - b. If the player lands on a red rock, lose 1 cheese.
 - c. If a player lands on a blue rock, the GalactiCat will move to the corresponding galaxy. (The cat cannot move on the first round.)
 - i.e. Player 2 lands on the number 4 blue rock. The GalactiCat is then moved to galaxy number 4, Kung Fu Panda
 - d. If the player lands on or passes by a galaxy, all players play a minigame. The player who landed/passed the galaxy draws from the minigame deck. (i.e. Player 1 passes by the Jurassic Park galaxy. Player 1 then draws a card from the minigame deck and all players play the game).
 - e. Each minigame has instructions for the game on the card. Winners of the minigame(players who got first and second place) earn cheese that they take from the cheese bag in the center and add to their own personal cheese bags.
 - i. 1st: gain 5 cheeses
 - ii. 2nd: gain 3 cheeses
3. All players take their turn by repeating step 2.
4. After all players take their turn, one player draws from the cat deck to determine the cat's movement.
 - a. In the first turn/if the cat is at cat galaxy(6), the player needs to roll a d6 to determine which galaxy the cat goes to instead of drawing a cat deck.
5. Repeat steps 2-4 until the game ends.

Mini Game

- Rolling die
 - take all dies from the bowl, then throw the dice into the tower to roll.
 - people have to grab one of the die(different sided die) and reroll it, and the person who has the highest or lowest number wins (depending on the mini-game card)
- Draw a card
 - Every player draws a poker card
 - The player who has the biggest/smallest card wins(A is the smallest card, K is the biggest card)
- FACT/LIE
 - There will be a fact or a lie on the mini game card.
 - The player who lands on the galaxy holds this card, and they can choose whether to convince the other players of that fact, or make up a lie.
 - ex. card says fact: "Humans have 206 bones" player who draws card tells players: "Humans have 205 bones. Is this a fact or a lie?".
 - Players who guess correctly get cheese.
- Name 5
 - The player who drew the card will read it out loud
 - The card will specify a category
 - First player to state 5 things from the category wins the minigame

The Galactocat

- The cat moves once per round, after all players have taken their turn.
- If the player passes by the cat, the player loses 5 cheese.
- If the cat passes by the player, the player loses 5 cheese.
- If the player lands on the cat, the player is sent to the cat galaxy(center of the board) and loses a turn(they cannot participate in minigames until the end of their next turn)
- When a person loses their turn, after the end of the next turn, they are sent back onto the board. The player rolls a d6 to determine which galaxy they go to. If they roll a 6 or land in a galaxy that the cat currently resides in then they roll again. They place their character in the galaxy corresponding to their roll, but do not play a minigame when they land there.
 - Ex: Player 1 rolls a 4(Kung Fu Panda), but the Galactocat is already in galaxy 4. Player 1 rolls a second time and gets a 2(Up). The player then places their character in the Up galaxy

End Condition

The game ends when every player visits at least two galaxies that are not their own on the board and plays a minigame in those two galaxies.

Win Condition

The player who earns the most cheese at the end of the game wins.

Post-Mortem

Design Process

With the theme “big” being so, well, big, it was inevitable that our members had a lot of different ideas. It was interpreted in many different ways: big as in famous, a big board, 1 strong player vs many weaker players. While we were trying to decide which idea to go with, our TA, Minnie, said, “Why not try to combine them all?” So we did, and the game we came up with was one that takes place in space, with galaxies representing famous movies. One player plays as Tom from *Tom and Jerry* and tries to catch the other players who play as Jerries and try to collect cheese. Then, we decided to replace the Jerries with characters from the famous movies in our game, but transformed into mice.

With the addition of minigames, we then decided not to have a player be the cat, and instead have all player be mice while the cat acts sort of like an AI, with its moves determined by drawing cards because we felt like the players who plays as the cat wouldn’t get much out of playing the minigames since it would reward players with cheese and we didn’t want to leave that player out. Our initial plan was to have players start at their respective galaxy depending on what character they are and move in one direction by drawing cards.

However, the first playtest showed that we needed more meaningful choices in the game, so we decided to give the player the choice on which direction to move since it didn’t make sense to make players move one way if the cat was there, and we felt it would add more meaningful choice to the game. Our minigames were also mostly chance based, so we added some games that didn’t need chance, like “Who can make the loudest dinosaur roar?” By then, our game was pretty much done, so all that was left was to make the rulebook.

Where we began

For this assignment, the professor wants us to design a “BIG (Thematic)” game. The game should include meaningful choice, uncertainty, and respect the assigned theme.

We started with discussing the main theme of our game. Everyone in the group has a different thought of what a “big” game should be, we can’t tell whose idea is the best. Then our TA said that combining all ideas together might be the best result in this case, the combination all together is also a kind of “big”. That is a very helpful suggestion to us. Then we listed each idea and figured out how to combine them later: mice travel from multi-famous-movie-galaxies, try to collect as much cheese as possible, and avoid galaxy cat’s catch at the same time. That is the basic starting point of our game.

Since we are not allowed to roll dice to move characters. We decided to use a deck of movement cards instead. Each player draws a card from the deck each round, and that card will tell the player how many spaces his character should move. In this way, we maintain the uncertainty as rolling a dice but avoid actually using it.

At the same time, we realized the game is boring if players just move their characters on the game board and collect cheese while landing on some specific spaces. To make our game more enjoyable, we decided to add a minigame section in our game. Each time a player’s character arrives (either lands on or passes by) a galaxy, all players play a minigame. We also made a deck of minigame cards. The player who landed/passed the galaxy draws from the minigame deck, and that cards decide which game that all players are going to play. The winner will gain more cheese. Minigame systems contribute balance and more uncertainty to our game, a player with less cheese is able to catch up if he wins minigame, but the game is randomly picked, no one knows which minigame card is drawn from the deck.

What happened along the way

Big Playtest #1

During the first big playtest, we learned that our game needed more meaningful choices. Most of our minigames were RNG, and moving around the board by pulling cards was also random. Fortunately, our playtesters were able to provide us with great feedback and ideas on how to combat this issue.

In order to add more meaningful choices to our game, our playtesters suggested that we could buy change cards or weapons using cheese as currency. However, we thought that this may complicate the game too much. They also suggested adding more strategic minigames. Our current set of minigames included games like rolling dice or drawing cards and seeing who had the highest or lowest number; as a result, we incorporated more minigames involving naming five characters from each galaxy or providing facts or lies for a player to try to convince the other players of said statement.

Another suggestion our playtesters touched on was related to the Galacticat's movement. They noted that the randomness of the cat moving to different galaxies was good because there needs to be at least a little RNG, but they suggested allowing the cat to move onto the rocks since its movement may be limited if only allowed to teleport from galaxy to galaxy. As a result, we made cat movement cards that are drawn at the end of each round to allow for more cat movement, but also to increase the tension and suspense of the players who are near the cat but not in a galaxy.

Finally, we observed that there are scenarios where players lose cheese in the beginning but do not have any cheese to lose. To resolve this, we provided each player with ten cheeses to start with. We also provided a colored cube that matched each player's name color to use as a

placeholder in their spot for if they get sent to the cat galaxy. After implementing these features, we were ready to allow another group to playtest our game again.

Big Playtest #2

We have this Big Playtest2 with team 10, and during this playtest, we realize several problems in our game, and the most serious one is that the game lacks organization for how to play, and the rulebook is not clear enough.

During the playtest, we just gave the rulebook of our game to Team 10 and left them alone to play the game without any additional information or explanation. During the time they played this game, there were several problems that happened, and they agreed with it during the feedback phase. First of all, they did not know where to place the discard pile, so we improved our board by adding three boxes on our board to help players to organize the discard pile. Then, the rulebook is not clear and solidified. 1) They were confused about the movement such as if they should go on the rock and if they can land on the same rock more than once. 2) The cat movement and cat galaxy were not described well enough in this version's rule book. They did not know where the player/cat goes if he/she/ it is in the cat galaxy. For example, for the first time when the cat moves, how does it move out from the cat galaxy? 3) Mini-game. Some of the games such as name five may be difficult for the players, and some of them need to be clarified in the rule book. For instance, for the rolling dice game, if they grab the dice and see the number or grab one and reroll it? Moreover, it was difficult for them to keep track of the number of galaxies they visited. At the same time, it may be better to have a one-direction movement instead of a multi-direction because a player can jump up and jump back to land on the green rocks for getting more cheese. Finally, and the most important is that the time for the game is too

long, and we may need to change the end condition of this game. Maybe reducing the number of players or decreasing the number of galaxies to visit.

However, there are also some strengths of our game according to the feedback. They thought this was a very cool game that included many pop cultures. Likewise, this game is very interesting and enjoyable. Just some small issues on the rules can be modified in the future version.

Where we ended up

We started with a bunch of random ideas on how to use the theme “BIG”, worked on a combination of all of the ideas, and created a fun and enjoyable game that we all are proud of. Some of the strengths of the game are the incorporation of the theme itself which has become a key component in our galaxy hopping game. We initially had the game as a 1 versus many game where the cat chased everybody, but it has ended up with the cat as a key game feature that all players have a hand in controlling in a way. The minigames, another key component, was the main topic of discussion the majority of the time. We initially created too many RNG(random number generator) minigames which made the players feel like they had little choice in the game. To include more choice we included the feature to allow players to choose whichever direction they wanted to move and changed up the minigames making a combination of minigames that included RNG and meaningful choice minigames. When we had initially created the board and the minigames, there was very little player choice, but now the game thrives on meaningful choice as the players have to strategize which galaxies to go to, how to avoid the cat, and how to win the minigames. The game is far from perfect and could definitely be improved

with time, but within the time that we had, the game has come a long way. The game satisfies all of the requirements we were given and even satisfies our own expectations of what it could be.

Design Notes

Meeting #1

Date/Time: Tuesday 2/10/22, 3:30-4:50pm

Attendance: Ally, Lu, Matthew, Kenneth, Weilin

Playtesters: N/A

What we learned and want to change for the next iteration:

- Discussion of applying constraints
 - Decided against applying constraints
- Moved to discussing various interpretations of BIG and game ideas

Ally's ideas:

- movie BIG
- big pieces
- BIG: BOLD IN GOLD - gold theme, Best In Game, Best Image Graphics, Books in Greenhouses, Butterflies in Glaciers, Butterflies in Gold
- BIG Piano, rolling dice or marbles to get the farthest with the keys as the markers
- could take inspiration from:
 - Big 2 - each player puts down one card and whoever's card is bigger gains a point
 - the game I don't remember the name of - ex. someone puts two 2's, next person has to put higher number but same number of cards like two 3's, until no one else can put any more cards, then last person gets the deck
 - war - fast game where two people get half of the deck of cards each and put down one card each and whoever's card is bigger, they get both cards. goal is to make the other person lose all their cards
 - egyptian war - go in a circle and everyone puts down one card and if there is a double (two of the same cards in a row) or sandwich (one card, different card, then same as first card) and some other things, people have to slap the middle, and whoever slaps first gets the cards. the goal is the same as war, to make the other people lose all their cards.

Matthew's ideas:

- Biggest story of all time?
- Biggest crook?
- Biggest villain?
 - Play different combos of cards to get villain points
 - Pair gives 2 VP?
 - Run gives 5 VP?
- Dieting dog

- A game of balancing delicious meals and exercise
- Goal?
 - Biggest corgi?
 - Healthiest corgi?
- 1 versus many
 - Big cat versus small mice
 - Size swap?
 - Using cards to determine size?
 - Club or spade results in shrinking
 - Hearts or diamonds results in growth
 - Possibly using a game board?
 - Every turn mice move up the board by one
 - One player a turn plays as the cat and can drop another player down?
- Oversized game
 - Giant Jenga
 - Giant chess
- Big monsters?
 - Godzilla-like?

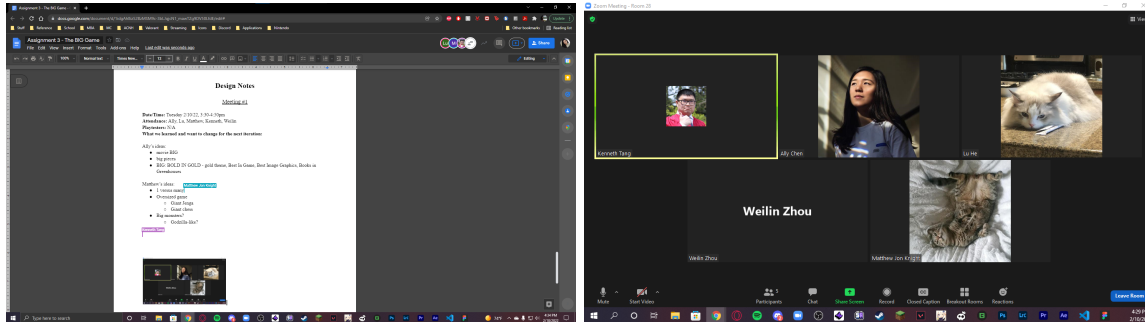
Kenneth's ideas:

- Jack and the Beanstalk :3
 - Climb the beanstalk, get the golden egg, and climb back down.
 - OR one player is the giant, the others have to steal an item and make it to the beanstalk to win

Lu's ideas:

- Reaching one million:
 - There are poker cards in the middle of the desks
 - Drawing one card and face it up.
 - Moving clockwise, each player draws a card, and multiply it with the cards on the desk. It is the point this player receive.
 - The first person reaches one million win the game.
 - If the card which player draws is 'A', he loses all the points, and these points would divide in average and add to other players.
 - Ex.
 - 1. Draws the first card from the pile of cards. It is 10.
 - 2. Player 1 draws a card, and it is 2. Times it with 10, Player1 gets 20 points.

- 3. Player 2 draws another card, it is 8. Times it with 20, Player2 gets 160 points.
- 4. And so on an so forth
- 5. The first player who reach one million win the game.



Minnie's Discord message:

Hey all! I'm slinking through the rooms and wanted to help clarify what a theme is. For folks who have been part of a game jam, you've got the idea right. BIG is just a guiding idea. Just whatever you make has something to do with whatever your idea of BIG is.

- So your game can be physically BIG, like giant pieces or characters.
- It can be metaphorically BIG, like traveling across galaxies.
- It can be numerically BIG, like all your points are counted in the millions.
- It can be a play on the word BIG, like "Big Fish in a Small Pond" or "Carry a Big Stick" or "Have a Big Mouth"
- It could even be an acronym with BIG, like "Business Information Group" or "Big Friendly Giant (BFG)"

Just somehow tie in this theme to whatever you make 😊

Meeting #2

Date/Time: Monday 2/14/22, 4:00-4:50pm

Attendance: Ally, Lu, Matthew, Kenneth, Weilin

Playtesters: N/A

What we learned and want to change for the next iteration: Decided on a general game idea and want to develop that idea next meeting

Notes

- must have pitch ready by Friday
 - who is the game designed for? cannot say general audience (can specify age group)

Ally's ideas part 2

- start with a standard deck of cards and keep upgrading to big cards as the game progresses

Kenneth's idea

- Jack on the Beanstalk 1vMany
 - Movement: draw cards? / roll dice to get actions / every turn get x actions
 - Game board: forked paths, add variety so players don't have to go the same path
 - Circular board, with beanstalk (escape) in the middle

Weilin's Ideas

- Big Hollywood Movies Game

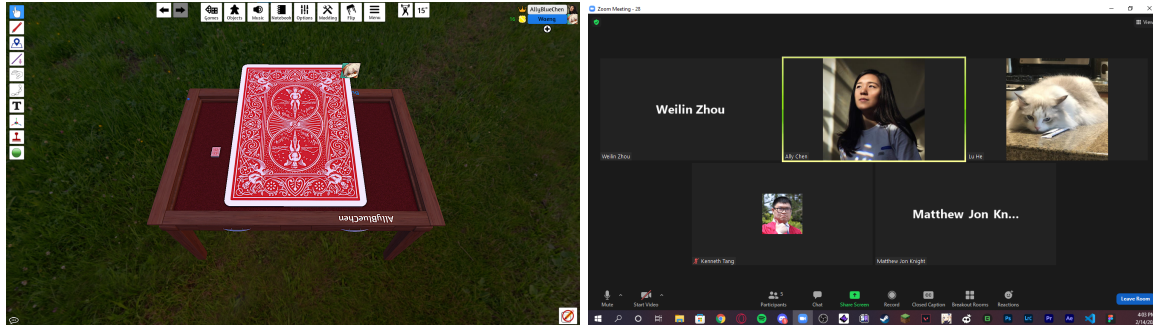
Combo Idea

- Tom and Jerries - Jerries need to steal cheese, get 1,000,000 cheese total, Tom needs to catch the Jerries
- Lu: 1000 points
- Weilin: Big movies
- Kenneth: Jack and Beanstalk/stealing board game
- Ally: Giant Cards
- tom and jerry jumping from wormhole to wormhole across galaxies, and then they finally get to jack and the beanstalk
 - jerry gets super big and tom has to climb the beanstalk

Tom and Jerry in Space

- They travel through space and jump through various wormholes and end up in different movie worlds

- Finale-All the Jerries get big and chase after the cat character who has been chasing them the whole time



Meeting #3

Date/Time: Tuesday 2/15/22, 3:30-4:50pm

Attendance: Ally, Lu, Matthew, Kenneth, Weilin

Playtesters: N/A

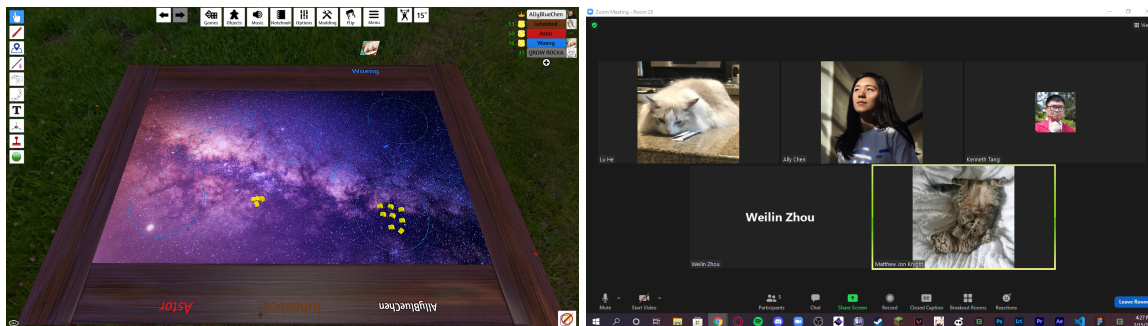
What we learned and want to change for the next iteration: We rework the 1 vs many system, and we discuss some possible base mechanics of the game. For the next time, we may need to talk about what the board should look like, how the galaxies connect each other, and what are the conditions that cause a player to jump from one space to another.

Notes

- person as cat: hidden or not?
 - ex. mafia and spyfall
- could be 5 minigames to gain cheeses (each movie)
- win condition
 - if you win the mini game, you get x many cheeses
 - mice get cheeses and cat tries to prevent them from getting cheeses
- cat tries to make game fail, so that they can get less points
 - hidden cat tries to sabotage mini games
 - might be obvious if someone is trying to sabotage
- roll dice to determine the number of cheeses, but can roll different sided die?

Big Movies

- Kenneth: Star Wars
- Ally: Up
- Lu: Spider-Man
- Weilin: Jurassic Park
- Matthew: Indiana Jones



Meeting #4

Date/Time: Wednesday 2/16/22, 12:00-2:00pm

Attendance: Ally, Lu, Matthew, Kenneth

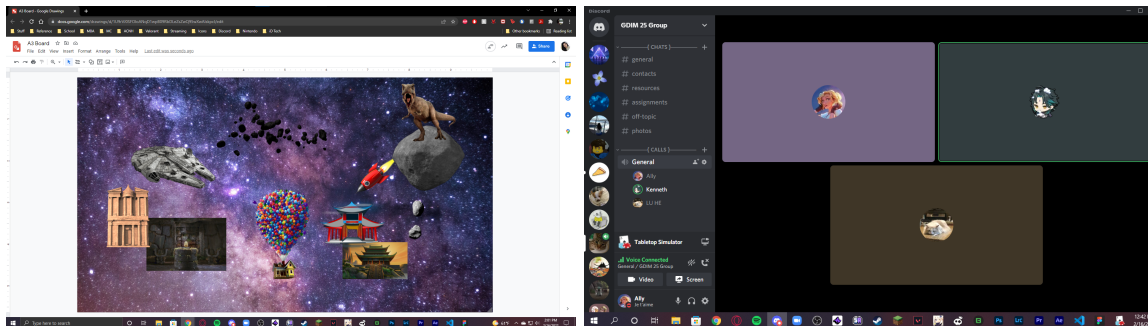
Playtesters: N/A

What we learned and want to change for the next iteration: We learned that we should narrow down our ideas quickly so that we can work on the game pitch tomorrow.

Notes

- board game style, move piece by piece
 - should we keep one versus many or just have party game like mario party or pummel party
- mice begin second galaxy and cat begins at the first galaxy. have to roll dice to 6 to move to the next galaxy. if the cat reaches where the mice are, the mice are kicked out of the game (or steal all cheeses). if a mouse runs faster than the cat (or meets some condition), then he can save/revive one of his teammates
- one party game idea: superlatives, similar to that jackbox game
 - deck of cards that they draw from: most likely to _____
- characters can be from the movies, ex. someone can play russel or dug or kevin from the movie Up, and some from other movies too
- all players are mice who are being chased by a cat (has set motions maybe or players decide what cat does) and players are only safe if they are in a galaxy
- players draw cards determining what the cat does
 - can be a deck of cards where you can draw a card to move 5 spaces but there is also a chance of drawing a card that makes the cat move more (everyone moves one space by default)
- first person to finish line (final galaxy) wins a certain number of points, but people with most cheeses can also turn in their cheeses for more points
- more stuff on the board in between galaxies: power ups, chance cards like monopoly
- make players have to draw a card to move, but also has chances of moving the cat
- how does cat move? maybe have spaces around the galaxy (called the cat zones) and maybe players can draw cards that make them go into the cat zone and they have to try to get out (similar to jail in monopoly?)
 - cat starts in cat den before the first galaxy
- win condition
 - requirement 1: travel to all 5 galaxies - when the game ends
 - requirement 2: person with the most cheese wins - when the game ends
- move cat to Up galaxy - if mice are in there, they lose a turn or lose a number of cheese or have a penalty
- all galaxies interconnected?

- draw a card and go to that galaxy, or they go to the first four galaxies and meet the requirements to go to 5th galaxy
- or can go in circle, or go into the wormhole that goes to any galaxy
- can also trade in a number of cheeses to get to the 5th galaxy
- what if we had 6 galaxies
 - what if instead of galaxies we have wormholes. depending on the number you draw, you go to that galaxy. if you draw 1 or 6, you go to the cat's galaxy and maybe lose a turn or have some other negative effect
- instead of spaces you have asteroids and rocks, but going into the middle would ride a comet
- benefits of going to the center
 - less spaces?
 - get 5 cheeses or bonus cheeses if you're the first person to a certain galaxy
 - con: cat can move 5 spaces or something
- roll 6 sided die for each galaxy, but one galaxy is the cat galaxy
- must have number of cheeses go buy a rocket to go to the center wormhole, or draw a certain card that lets you do it for free, or collect a certain item
- use cheese to draw another card - reroll function
 - penalty: cat is standing right outside the galaxy they enter
- range of 4-8 spaces



Meeting #5

Date/Time: Thursday 2/17/22, 3:30-4:50pm

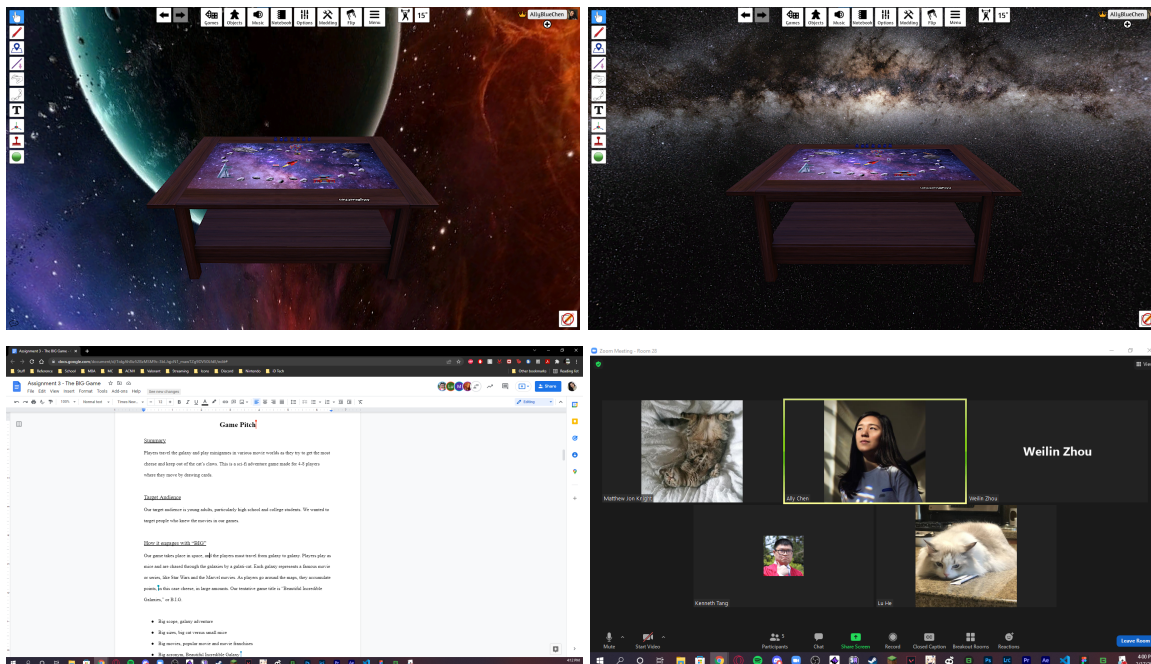
Attendance: Ally, Lu, Matthew, Kenneth, Weilin

Playtesters: N/A

What we learned and want to change for the next iteration: Too many spaces between each galaxy will make the game too long; instead of cat being a player, it is just an hindering force in the game; for next iteration, we want to flesh out core mechanics

Notes

- worked on game pitch
- players - mice or famous characters from movies
 - put ears or whiskers on characters?
 - put mickey ears on them
- Players aren't necessarily chased by the cat, but the cat hinders them and sabotages them
 - Cat cards are shuffled in with the movement cards
 - “The Galacticat has occupied the X galaxy. Players are unable to enter and players currently inside must pay X amount of cheese or lose a turn.”
- Minigames:
 - Draw a card, highest wins
 - Roll a die, highest wins
 - Draw a card, lowest wins
 - Roll a die, lowest wins
 - Draw a card, and everyone guess a number. The player who guess the closest wins.



Meeting #6

Date/Time: Tuesday 2/22/22, 12:00-1:00pm

Attendance: Ally, Lu, Matthew, Kenneth, Weilin

Playtesters: N/A

What we learned and want to change for the next iteration: How the game starts and how the player and cat move on the board. For the next iteration, we need to do some playtesting to see which option is better.

Notes

- Moving any direction/ single direction
 - Single direction balance: skip card
- Where should players start?
 - The rocket
 - Their own galaxy
- Where the cat start?
 - The rocket
 - The cat space
- Where should cat galaxy be?
 - Center
 - Corner
- Where is the cat during the game?
 - Moving around
 - Stay at one space

Meeting #7

Date/Time: Wednesday 2/23/22, 3:00-4:00pm

Attendance: Ally, Lu, Kenneth, Weilin

Playtesters: N/A

What we learned and want to change for the next iteration: We nearly decided all the base mechanics of the game, and this game is ready for playtesting. For the next iteration, we need to find more mini-games because the recent version only has one mini-game to play for all galaxies.

Notes

- Goal of today: We need to decide on game mechanics and develop some simple mini games so that people can playtest it tomorrow.
- Player movement
 - one direction for now(clockwise)
- Where do players start
 - their own galaxy
- Where does the cat start?
 - Cat galaxy
- Where is the cat galaxy?
 - The center
- Where is the cat during the game?
 - Moving around
- Testing the game:
 - Players roll a dice, highest number goes first
 - After 1 round of movement, a players rolls a dice to determine where the cat will start
 - Green rock: get 10 cheese
 - Red cheese: lose 10 cheese
 - Blue rock: cat moves to the space that number refers to

Meeting #8 (Big Playtest #1)

Date/Time: Thursday 2/24/22, 3:30-5:00pm

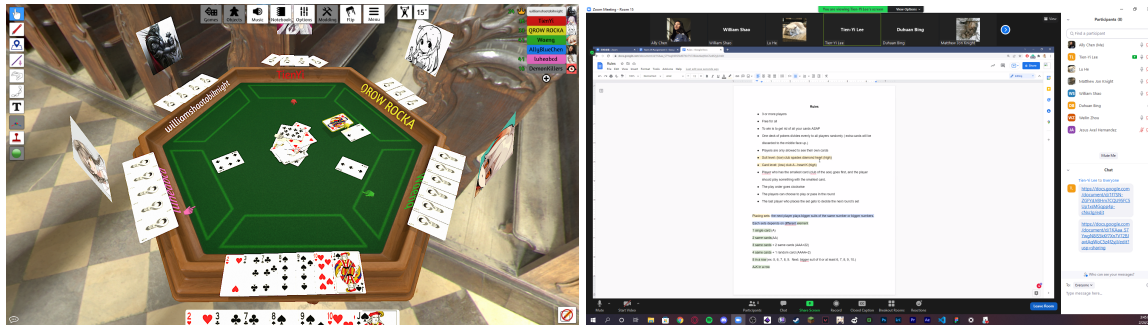
Attendance: Ally, Lu, Kenneth, Weilin, Matthew

Playtesters: (Team 29) Tien-Yi Lee, William Shao, Duhuan Bing

What we learned and want to change for the next iteration: We learned that we should add more meaningful choices into our game since a lot of it is rng.

Notes

- Playtest#1
- Feedback:
 - more meaningful choices
 - Buy something? Like chance cards/weapons? mice can buy shelter/weapon, can use cheese as currency
 - More strategic mini-games
 - Add weapons to use on other players to steal cheese
 - movement is fine as clockwise, could add teleporters but don't need to
 - minigames: idea is cool, all of the games are rng - can have rng and some different games with meaningful choice
 - name 5 characters for the galaxy
 - first person to move their token to the center of the board
 - similar to pummel party, people can attack other players if they are next to each other or pass each other, and they can steal another player's cheese if they want to
 - cat moving to different galaxies is good because you do need some rng
 - cat may be too limited to where he can go if he just goes from galaxy to galaxy, but it can be okay
 - possibly cat can move to the rocks
 - teleporting of the cat is important, can teleport to stones?
- Possible change/rules find during this playtest
 - If every player need to start with some number of cheese?
 - Using red cube to represent the place holder?
 - When the player pass a galaxy, he/she force to stay in that galaxy
 - More opportunities to get cheese?
 - 3-4 turns in, $\frac{2}{3}$ players still have 0 cheese, highest amount is 50



Meeting #9

Date/Time: Thursday 2/28/22, 4:00-4:50pm

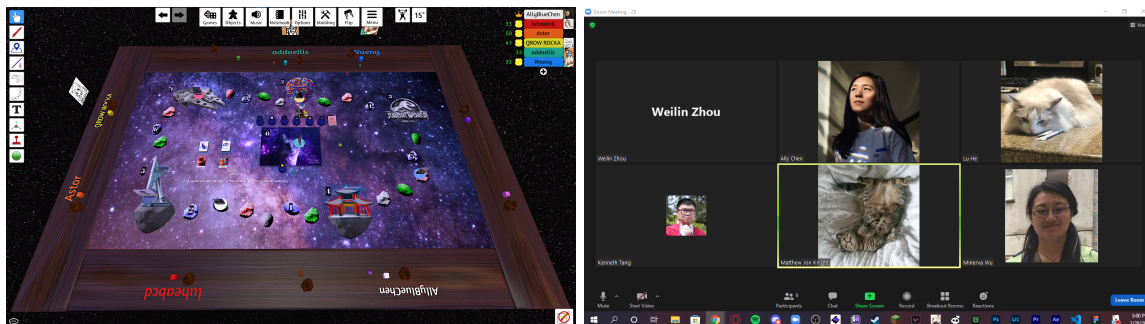
Attendance: Ally, Lu, Kenneth, Weilin, Matthew

Playtesters: Ally, Lu, Kenneth, Weilin, Minnie

What we learned and want to change for the next iteration: We adjust some rules of this game and solidify the mini-games. Preparing for the playtest.

Notes

- Red rock's number: -10 -> -1
- Green rock: +10 -> +3
- minigame ideas
 - take a die from each bag, then shuffle them and put them down, people have to grab a die and the person who rolls the highest or lowest wins (different sided die)
 - trying to convince people of a fact or lie, people who get it right get a cheese
- deck of cards that has minigames on there
- make cards for rock paper scissors?
- Cat cannot move in the first round
- roll dice after first round to see which galaxy cat moves to
- if same galaxy as cat: -2 and lose a turn (move to cat galaxy)
- we should have players able to choose which direction for more meaningful choice
- take 5 for winning 1st place and take 3 for winning second place for minigames
- green = +3, red = -1



Meeting #10 (Big Playtest #2)

Date/Time: Thursday 3/3/22, 3:30-4:50pm

Attendance: Ally, Lu, Kenneth, Weilin, Matthew

Playtesters: Design Team 10 - Nathan Andrew More, Alaina Ann Klaes (SandwichTM), William Kyungjun Min (witherwarrior817), Hayden Powers (faeleaf), Yilong Tang

What we learned and want to change for the next iteration: The rule book may need more description, such as cat movement and the end condition. We need to improve this later on.

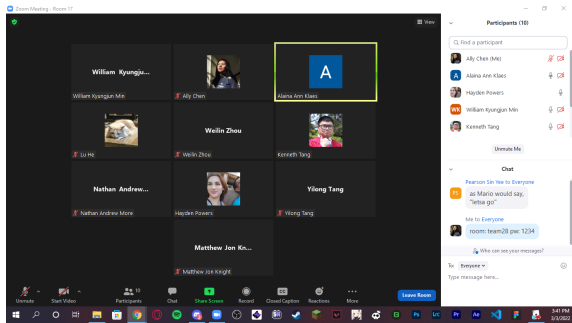
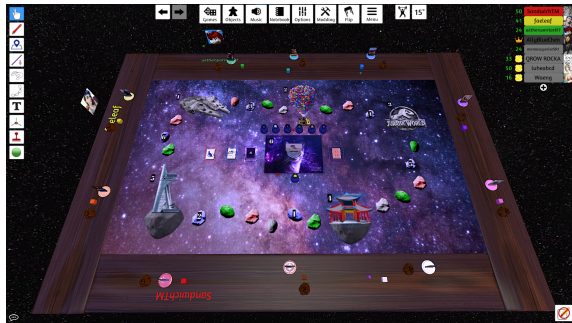
Notes

- may need a discard pile? or specify to put back in pile and shuffle
 - what if they mix the cat and mouse cards omg
 - took care of this -Ally
- “do we go on the rocks?” is that confusing?
- “where do we get cheese?”
 - she took it from her starting bag... (need more explanation?)
 - may be confusing that there is a yellow player? idk if we should change that tho
- can we land on the same rock?
 - “I feel like there’s nothing against it”
- Cat movement description for the first turn?
 - when the cat moves is kinda confusing
 - Cat moves which direction?(clockwise) - or have cards that say both
 - For the first time it moves, it needs to roll a six-sided dice to determine which galaxy it goes to.(not describes in the rule book)
 - I think we need some kind of reminder for the cat to take its turn, because it’s really hard to remember
 - OMG should we have someone play as the cat??? that way someone will remember
 - does the player lose cheese when passing the cat?
- maybe should take out the loudest bark game? people were confused about it
- Rolling die rule
 - A little bit confusion
 - They just grab the dice and see the number
 - maybe we have to specify that they have to roll it after they grab it?
 - also, I think we don’t need infinite bags (we can just put them in a bowl) since we only use one of each for that minigame
 - wants something to throw the dice down so that nobody has to shake it (like king of Tokyo monster mouth) and can drop into a bowl?
- what if they pass the galaxy already? are they able to start a minigame from the same galaxy?

- markers for which galaxies have been activated, if they can only be activated once
- if they go to a minigame after exiting the cat galaxy, do they activate that minigame?
- what if we limited each galaxy to one minigame play?
- question about where you go after getting trapped in the cat galaxy
 - if you go back to where you were, what if the cat is still there?
 - roll a die to determine which galaxy you go to? what if the cat is there again? re-roll?
 - Can this player join the mini-game if he/she is in the cat galaxy?
 - Cubes' function?(placeholder, but not describe in the rule book)
- What if a cat lands on a blue rock?
- for naming 5 things, how do we do second place if they can just repeat what the first place person says?
- Time for the game is too long...
 - yeah that's what I was saying!
- idea: cat shield as a powerup

Feedback

- theme is cool, cool take on pop culture
- assets are a little small, but it might just be bc the board is so big
- number of players can be reduced?
 - but maybe it would go faster with 10?
- cards are small
- lack of organization for how to play them (barking one, can't be done in zoom bc audio cuts out)
- discard piles are good
- stumped on naming characters based on galaxies
- cat movement is confusing (clockwise, something we'll add to rules)
 - likes the dice system where we are sent to the galaxy?
 - what you're supposed to do when it's your turn but you're still in the cat galaxy
 - pass by cat, smaller penalty? like losing 1 cheese
- "one player" visits all galaxies is confusing, too hard for one person, have to keep track of how many galaxies you've been to
 - maybe any player travels to the galaxy counts?
- maybe players movement is constricted to one direction



Meeting #11

Date/Time: Monday 3/7/22, 4:00-4:50pm

Attendance: Ally, Lu, Kenneth, Weilin, Matthew

Playtesters: Ally, Lu, Kenneth, Weilin, Matthew

What we learned and want to change for the next iteration: We learned about which decisions we should make about the rules, and for the next iteration, we need to revise our rule book.

Notes

- how to shorten game
 - all player visits 2 galaxies that are not your own
- Keep multidirectional movement
 - Increase spacing of green rocks
- Make improved cat deck
- Pass and play mini game
- Roll a die to determine which galaxies the player goes to after catching by the cat
- Cat passes the player/player passes the cat: loss 5 cheese; player lands on the same stone/galaxy with the cat: loss turn
- No mini-game plays if the cat is inside that galaxy(as long as the cat not occupies the galaxy, the mini-game will be played)
- Mini-game, Rolling dice rule: grab the dice and see the number, no need to reroll.

Meeting #12

Date/Time: Friday 3/7/22, 12:00-1:00pm

Attendance: Ally, Lu, Kenneth, Matthew

Playtesters: Ally, Lu, Kenneth, Matthew

What we learned and want to change for the next iteration: No changes! WE'RE DONEEE

Notes

- recording the video
 - strengths: lots of creative ideas, emphasis on the BIG theme
 - weaknesses: too many ideas made it messy, minigames were a little lacking in variety and clarity
 - meaningful play: less rng minigames, allowing players to choose which direction they wanted to go