

## **Design Photo Journal for “Drawing Journey”**

### **Iteration 0**

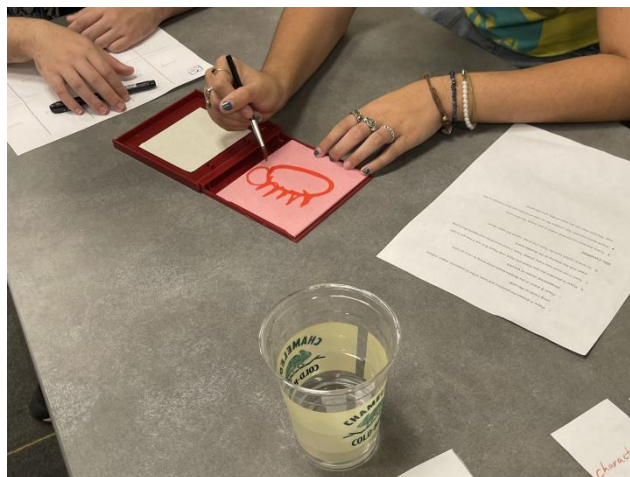
In the Affordance Project, the object assigned to us is the Buddha Board. The Buddha Board is a special art board: You dip your brush in water, then “paint” on the Buddha Board. Your design appears on the canvas, and then, as the water slowly evaporates, your art will magically disappear. The most obvious function of the Buddha Board is for drawing. As a result, we decide to make a game that inspires creative drawing.

Initially, we want to design the playing mechanic similar to “draw and guess”: one player describes an object without mentioning its name, while the other player tries to paint the object according to the description. However, this form is a little hackneyed. Also, it does not reflect the affordance of the Buddha Board. The affordance of the board is definitely the disappearing of art, so the board could be reused for lots of times. Focusing more on this feature, we decide to use it as a time keeper, and make the game as a 2v2 competition between two teams: the team which successfully completes drawing within a given period of time wins.

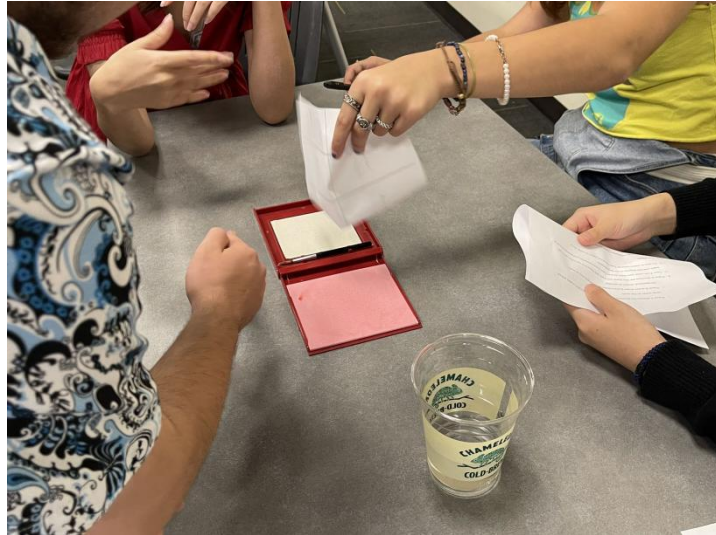
### **Iteration 1**

Though we have come up with some basic ideas for the game in Iteration 0, many details still need to be considered: What should each team draw? How can team members cooperate with each other? What if both teams successfully complete their work within the time limit? At first, we want to let team 1 make five points, and team

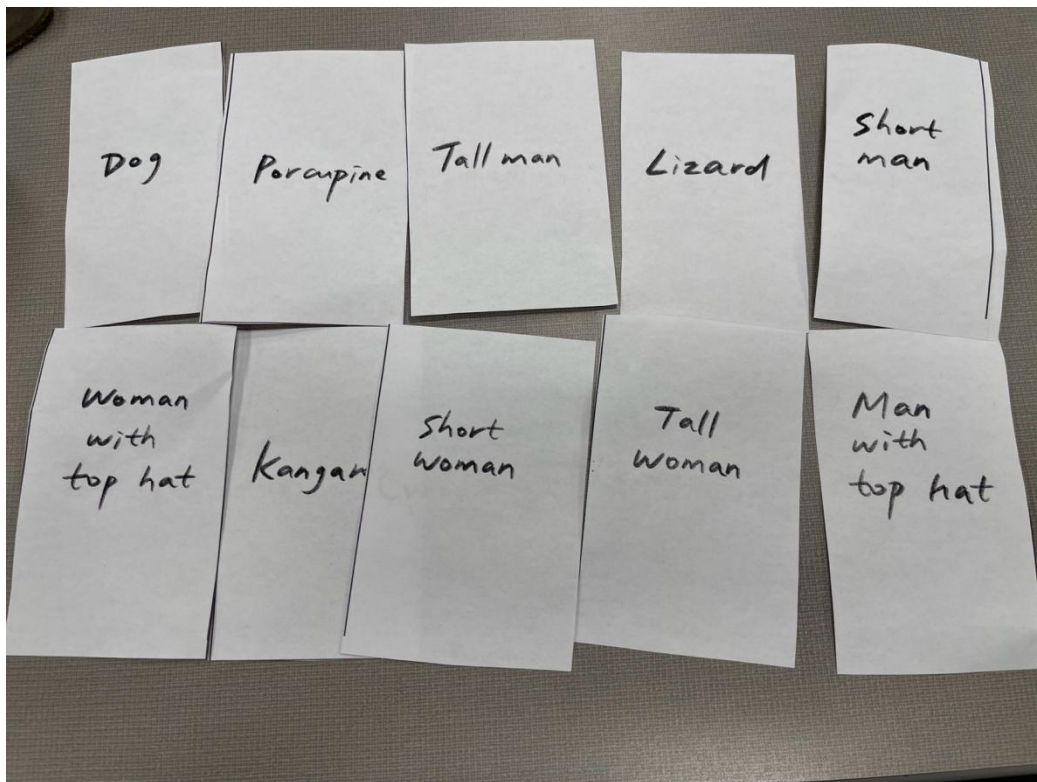
2 should try to cover as many points as possible while drawing. However, we find out that it is very difficult to remember the exact positions of the points. As a result, we replace the points with strokes, which could be any geometric shapes, such as lines, circles, etc. Team 2 should then try to cross as many strokes as possible. Because the strokes will gradually disappear, Team 2 has to memorize the positions of the strokes, which indicates the affordance of the Buddha Board. For the team cooperation part, we have designed 10 Character Cards and 10 Action Cards. The speaker in Team 1 should draw a character card and an action card, and dictate them to the drawer without mentioning the words on the cards. The drawer should draw the image according to the dictation, and try to cover as many strokes as possible. If only one team draws correctly, the team wins. If both teams succeed / fail, compare the number of strokes the teams have crossed on the map. The team that crosses more strokes wins the game.



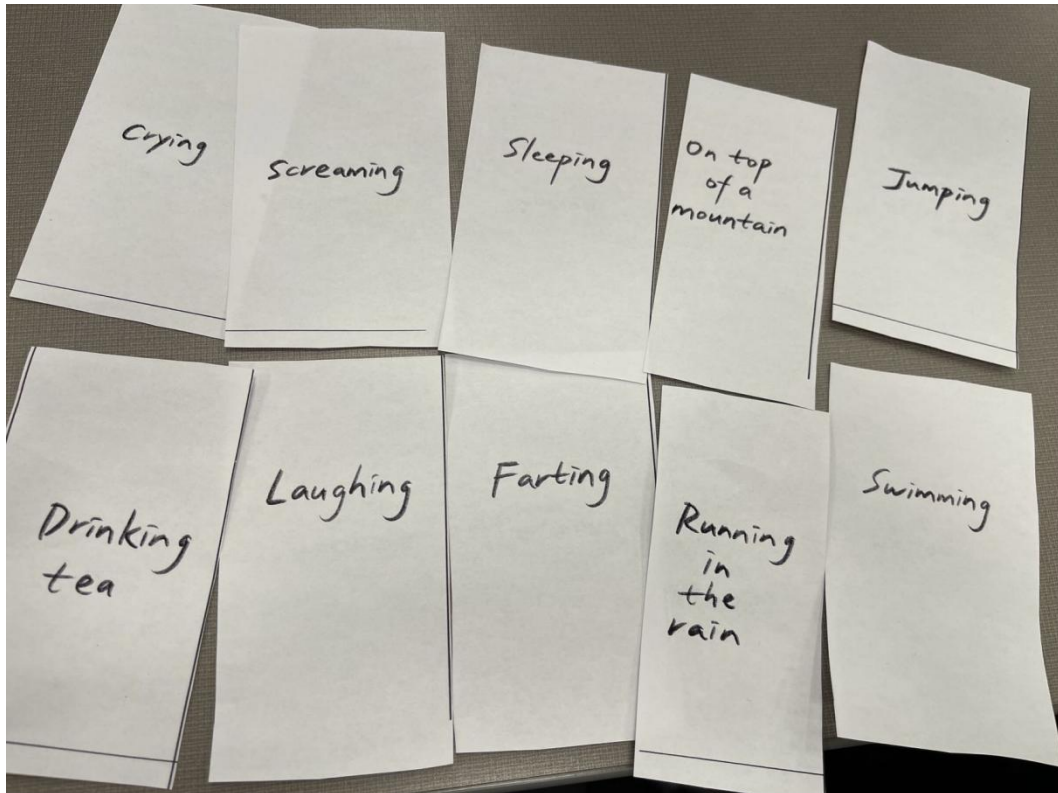
Drawing



Waiting for the strokes to disappear



Character Cards



Action Cards

## Iteration 2

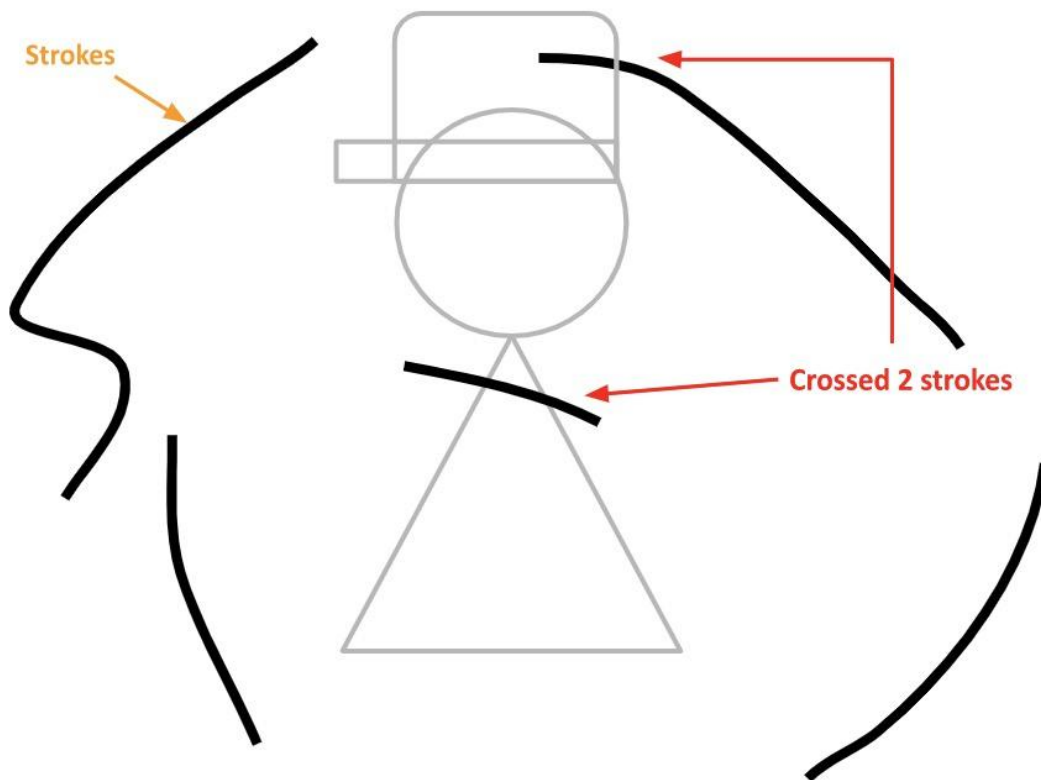
We conducted two playtests for Iteration 1. The players praise our interesting design of the character cards and action cards. The description from the speaker is also very funny. We have also taken the suggestions from our playtesters and made some important changes to the game:

First, we notice that players are confused about drawing and tracing strokes. Also, some players are drawing very simple strokes which makes the game not challenging. As a result, we design five complicated stroke patterns for the players to choose.

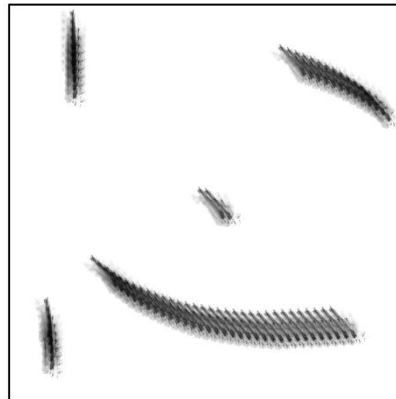
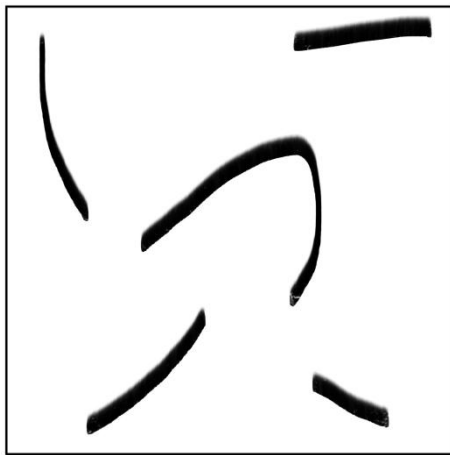
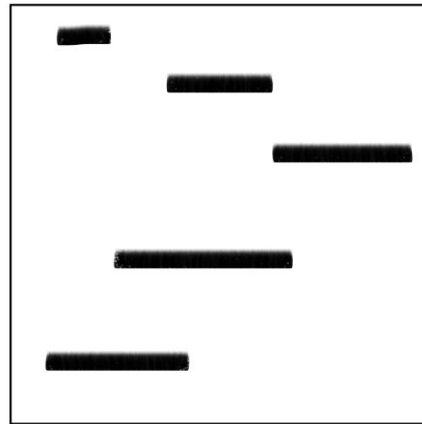
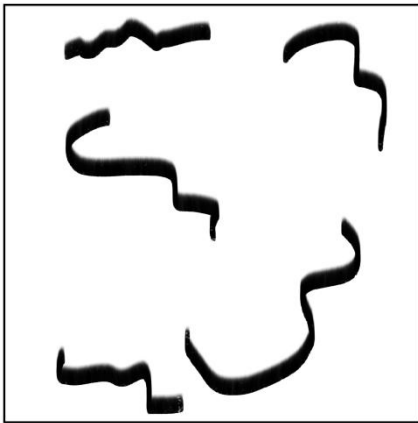
Second, we make some major editions to the rules. We use different colors to highlight different types of cards, and bold the important points. We provide an image

of an example of crossing strokes as well. We also clarify some confusing points in the rules. For example, in the last version we use “player a and player b”, which is not specific enough, so we change that to “speaker and drawer”. We also give punishment of using words on the cards by mentioning that if the team automatically loses the game if it uses words on the cards. Moreover, we specify the meaning of geometric by giving some examples: circles, triangles, etc.

### **Example** (prompt = woman standing with a cap)



Example provided in the rules



New Stroke Patterns

### Iteration 3

The instructions have been much clearer after Iteration 2. As a result, in this version of the game, we focus more on improving the gameplay process.

First, players think trying to cross as many strokes as possible is problematic because it is easy to touch all the strokes simply by drawing with a larger size. As a result, we change the rule to let the players try to avoid cross strokes, which makes the game more challenging and fair.

Second, the strokes cards in Iteration 2 were too thick and large that they did not fit for the size of the Buddha Board. As a result, we resize the stroke cards and reprint them with thinner paper, so it becomes much easier to overlap the strokes card with the drawing on the Buddha board.

Last but not least, we create a nice game box to put everything in. We also revise the appearance of the action and character cards to make them look better.



Game Box



Content

## Credits

Design Ideas: Sophia, Yufei, Jannie

Playtest: Sophia, Yufei, Jannie

Card Design: Sophia

Stroke Design: Yufei

Rules: Yufei (main writer), Jannie (editor), Sophia (editor)

Playtest Report: Sophia, Yufei

Design Photo Journal: Jannie