Board Game Design Project

The Book:

1. Write down the sequence of events that occurred in the book.
2. Who are the major characters? Describe how the author characterizes each one.
3. Who are the significant minor characters? Describe how the author characterizes each one. Explain what made him/ her significant.
4. What is the setting and how does the zeitgeist impact the characters/theme/ conflict?
5. Write down the primary location of most of the action in the book.
6. What is the overall conflict in the book that your character (s) overcomes?
7. Identify two themes from your book. Which theme is better when represented in a game format? Explain why.

The Game:

1. Choose a clear beginning and end for your game.
2. Choose a board game to model or invent a new one
3. Does the story start and end in the same place, or does the main character start in one location and end in another? How will your board game accurately reflect the book?
4. Rough out your design for the playing surface. Draw the map of spaces on the poster board. It could be circular, like the board in Monopoly, or one-way, like the board in Candy Land. It will help to consider the story you are basing the board game on, and what locations are in it.
5. What colors would best represent your book? Explain why.
6. Color the poster board with illustrations and designs to reflect the locations from the book represented in the game. For example, if the main character visits a cave filled with dragons around the middle of the book, the area of the board around the middle might be decorated with dragons. What are some locations in the book you could illustrate for your game?
7. Games come with step by step directions. Create a clear set up directions for your game.
8. What is the object of your game?
9. How do you win? How would you lose?
10. Games are packaged for marketing and sales. How would you package your game to sell it? Explain.

Tips:

* If you choose a game with a path, decide what each point on the path will represent. Make some of the game spaces terrible to land on. Be specific. Instead of writing "Go back two spaces," write "The Cyclops captured you in his cave. Lose a turn." This demonstrates that you know specific incidents that occurred in the book. Likewise, create spaces that will advance the player.
* Color your game board with markers once you have decided exactly where everything should go.
* If you have bad handwriting, type the words that go on the spaces and print them out. Then you can cut them out in the shape of the spaces and glue them on the board. Be sure to type in such a way that the words will all fit on the space.
* Laminate your game board if you are using poster board. This will make your game more permanent. You can go to an office supply store for lamination. Lamination typically costs two or three dollars for a poster board.
* Purchase or make dice, a spinner and/or some game pieces. You may be able to find these things at the office supply store. If not, a teacher supply store will be sure to have them. Make your own game pieces in the form of characters or object/ symbols from the book if you are feeling creative.
* Write instructions on some of the spaces to introduce variety to the game. Some spaces can have instructions to move forward or backward spaces, sit out a turn, roll the dice an extra time, or other random instructions. Look to other board games for inspiration.
* Write trivia questions on the note cards with rewards. Write instructions on some of the board game spaces to draw a trivia card. This introduces more variety to the game play, and more importantly, it demonstrates an understanding of the material in the book. Write questions regarding characters and plot that only someone who read the book could answer.