# UAT INVASION CHANGELOG

**Please refer to pg #2+ for more details on the changes made**

| Date | Activity | Section/Version |
|---|---|---|
| 3/29/22 | Wrote Pre-Production; agreed on a set theme | Theme 2.1 – 2.2 |
| 3/31/22 | Agreed on set game mechanics to begin with; dice rolls, movement cards | Mechanics 1.1<br>Theme 2.3 – 2.4 |
| 4/5/22 | Made the first board for playtesting; added a grid instead of a round path | Board 4.2 |
| 4/6/22 - 4/7/22 | 2 playtests; Added a new rule- players will be able to decrease dice value; timer to solve puzzle | Mechanic 1.4<br>Puzzle 3.2 |
| 4/12/22 | Changed some of the characters and grouped them in pairs of 2 | Theme 2.5 and 2.6 |
| 4/12/22 | Added the professors and AI abilities as well as the special Bolman room | Mechanics 1.5 |
| 4/14/22 | Changed the Artist's ability and added the rule of 3 professors | Mechanics 1.6 and 1.7 |
| 4/14/22 | Added a door tile to the board, players can save abilities, physical pieces, created the AI characters | Board 4.3, Mechanics 1.8, Game Bits 5.2 and Theme 2.7 |
| 4/14/22 | Removed the ability for players to move across diagonally. Finalized puzzle portions | Mechanics 1.9<br>Puzzle 3.3-3.5 |
| 4/18/22 | Added a block mechanic;; Drawing cards during the game. Added starting spots | Mechanics 1.10-1.12<br>Board 4.7-8 |

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| 4/21/22 | Dr.Bolman: figure & room | Mechanics1.3,1.4 |
| 4/22/22 | Discussed what happens if a player decides to stay in the spot of a door & the power of block cards. Removed hinges from the board. Bought final supplies to polish the board | Mechanics 1.15, Board 4.5 |
| 4/23/22 | Decreased number of block cards in the dec; polished the board | Mechanics 1.16 |
| 4/24/22 | Polished the board | |
| 4/25/22 | **POLISHED SMALL TOUCHES & FINAL PLAYTEST!!!!!!!!!!** | |

**Mechanics 1**

1.1 We came up with the idea to do a dice roller first.

1.2 One team member thought about doing a space invasion game where players invade other planets.

1.3 After we changed the theme from Space to UAT we decided to still implement the invasion idea. For the game players will roll a die to try and capture a room, when captured they will place a player marker and a die (with the number that it landed on) to signal that room is theirs. The other player can steal a room by rolling that number or higher, if stolen the player who stole it will place their marker & their die instead.

1.4 Solving a general puzzle on the board will allow players to decrease the value of a die in one of the rooms. This is done to allow a player to still make progress in case the opponent rolls a high number every time.

1.5 Added the special abilities for the different groups of teachers and AI. By landing on a space that matches the character you are using you get to solve a puzzle. Correctly solve it in the time limit and you unlock a special one-time-only ability. Programmers let you roll a die twice when you are in a room. Artists let you draw an extra card. Designers let the players move twice, they can choose to either move one professor or AI character twice or move two characters one time. The math experts let the player change a die from any room, they can add one to one of their own die or take away one from an enemy's die.

1.6 Changed the Artist's ability to where you can throw out all your cards and draw new ones.

1.7 The players use 3 professors/AI(movement cubes) throughout the game. Their first movement cube will start at the designated “start” spot, once they get out of the start spot and move to another tile, they’ll place their second cube on the designated start spot. Once the second moves, they’ll place their third one. They can then use all 3 of their little cubes throughout the board as they like.

1.8 Players can pick up the puzzle space after successfully completing the puzzle. This allows players to choose when they want to use that ability.

1.9 Removed diagonal movement; Players are still allowed to move in any other direction, as long as it isn’t diagonal. During playtests, it felt like they would get to the rooms very quickly.

1.10 Players will draw an extra card at the beginning of each turn

1.11 Players will draw a card from the deck at the end of a turn instead of before; Noticed it was best to just play at the beginning of the turn then draw a card. Less confusion

1.11 Added 8 block cards in the deck; They can be used at any time and the professors/AI can use them to block one of the opponents’ cubes. If a player uses a block card, they can still play a movement card and move one of their cubes.

1.12 The amount of cards draw at the end of a turn has increased
-At first, we would only draw one card from the deck after the turn but with the addition of blocking cards, we realized players would run out of cards very quickly since the blocking cards allow u to both block and still play a movement card during a turn. But now, at the beginning of a turn, players are able to draw the amount of cards played in their last turn.
This will not occur for every turn, only when blocking cards are played.

Example: Prof.Hue plays a block card on one of the opponents’ cube, and uses a card with number 2 on it to move one of his own. On his next turn, he will pick up 2 new cards from the deck. If he only played one movement card, he would only pick up one. The next player will then start their turn and repeat.

1.13 Added 7th room on the board. Dr. Bolman’s room; will have a different mechanic than the rest

1.14 Finalized the mechanic for Dr.Bolman’s room: This room is different from the other rooms on the board. Whenever a player captures it, it’ll remain theirs for the entirety of the game.
-At the beginning of the game (before any movement on the grid), each player will roll 2 dice. They will then add the values that both of their dice landed on and place their dice and their marker chips inside of Dr.Bolman’s room.

Example: AI rolls a 4 and 5 & Professors roll a 2 and 1. When added, the AI value would be 9 and the professors would be 3.
As they play the game, if they choose to capture the room, they will have to roll 2 dice and they WILL have to add up to the EXACT values that they landed on earlier. The number on each die does not have to be the same as the first two that were rolled, as long as they add up to the same value.
-Players will have 30 seconds to keep rolling

1.15 Players can now remain at a door and keep rolling in order to get a higher number from the opponent. Kept this feature because chance is part of the game so they can get lucky.

1.16 Removed 4 block cards from the deck; The final deck only had 4. During one of our playtests, a player picked up 3 block cards all at once and it just left them without options because you can only block once per turn.

**Theme 2**
2.1 We originally had the theme as Space but then we thought that a UAT-inspired game would be fun with the target audience being the class and the professor.

2.2 The story is that there is a group of evil AI trying to hack UAT and a group of professors is trying to stop that from happening.

2.3 We decided to have two sides, one player plays as the good side and the other player plays as the bad side. The bad side is the evil AI characters and the good side is the professors from UAT.

2.4 The professors are Professor Marquit, Professor Hue, Professor Moore, Professor Clark, Professor Understiller, Professor Portillo, and Professor Glover.

2.5 We added Professor Peters as a playable character. Added her because we needed a teammate for Professor.Glover.

2.6 We grouped the professors into pairs, Professors Marquit and Portillo as the artists, Professors Clark and Understiller are the designers, Professors Hue and Moore are the programmers, and Professors Glover and Peters are the math experts.
Decided to group them because #1, we wanted a good amount of teachers but at the same time, did not want to overwhelm players with a bunch of abilities.

2.7 AI characters are Monitor, Computer Tower, Projector, Laptop, Computer Mouse, A phone

2.8 Changed some of the AI characters; Removed projector and mouse. Added a drone and drawing pad

**Puzzles 3**

3.1 Decided to add small puzzles throughout the board so players could still have fun while waiting to capture a room. Realized that a player would be very far from a room and it would be boring to just move along the grid and not do anything else. The puzzles would consist of scrambled words (different types of technology/room @ UAT) that the player would have to put Together.

3.2 Removed words as puzzles, substitute: pictures;degrees of the school. Players will have an image to reference to

3.2 Added a 1-minute timer to solve the puzzle.

3.3 Added an extra minute to the puzzle timer. Now 2 minutes

3.4 Puzzles will consist of 3 parts: The actual puzzle, a tile on the board dedicated to a professor, the puzzle piece(that players can pick up) The board will already have a pic of a teacher/AI on a tile. During set up, players will place a puzzle piece on the professor that it belongs to on the board. Added this so players can have the option to use their ability at a later time.

3.5 Players can land on a previous tile that they've landed on but they'll solve a different puzzle than the one solved earlier (if it has happened already).

**Board 4**

4.1 Brainstormed different ideas. Decided on a 2-story board; We have an idea as to what it should look like, but we will focus on it later on.

4.2 Thought a grid would look better than a path so players can have more freedom. Printed a grid and taped it on the board.

4.3 Added a door on a tile that players have to land on to be able to access that room. It felt too easy to just land on any side and capture the room.

4.4. Added an elevator tile so players can know when to move up. It doesn't count as a mechanic but once players land, they stay there until their next turn.

4.5 Removed hinges due to difficulty

4.6 Added hinges back on, found a way to add them back and make them stable , added degrees for the aesthetic.
4.7 Added 3D rooms instead of the fences used for playtesting

4.8 Added starting spots on the board so players can know where to start

4.9 Added stands to put underneath the top layer

**Game Bits 5**
5.1 Dice, Figures, Game Board, Rooms, Player Markers, Puzzle Pieces, cards.

5.2 We decided to have physical character pieces that the player can pick after solving the puzzle to be able to use later.

5.3 cubes as characters