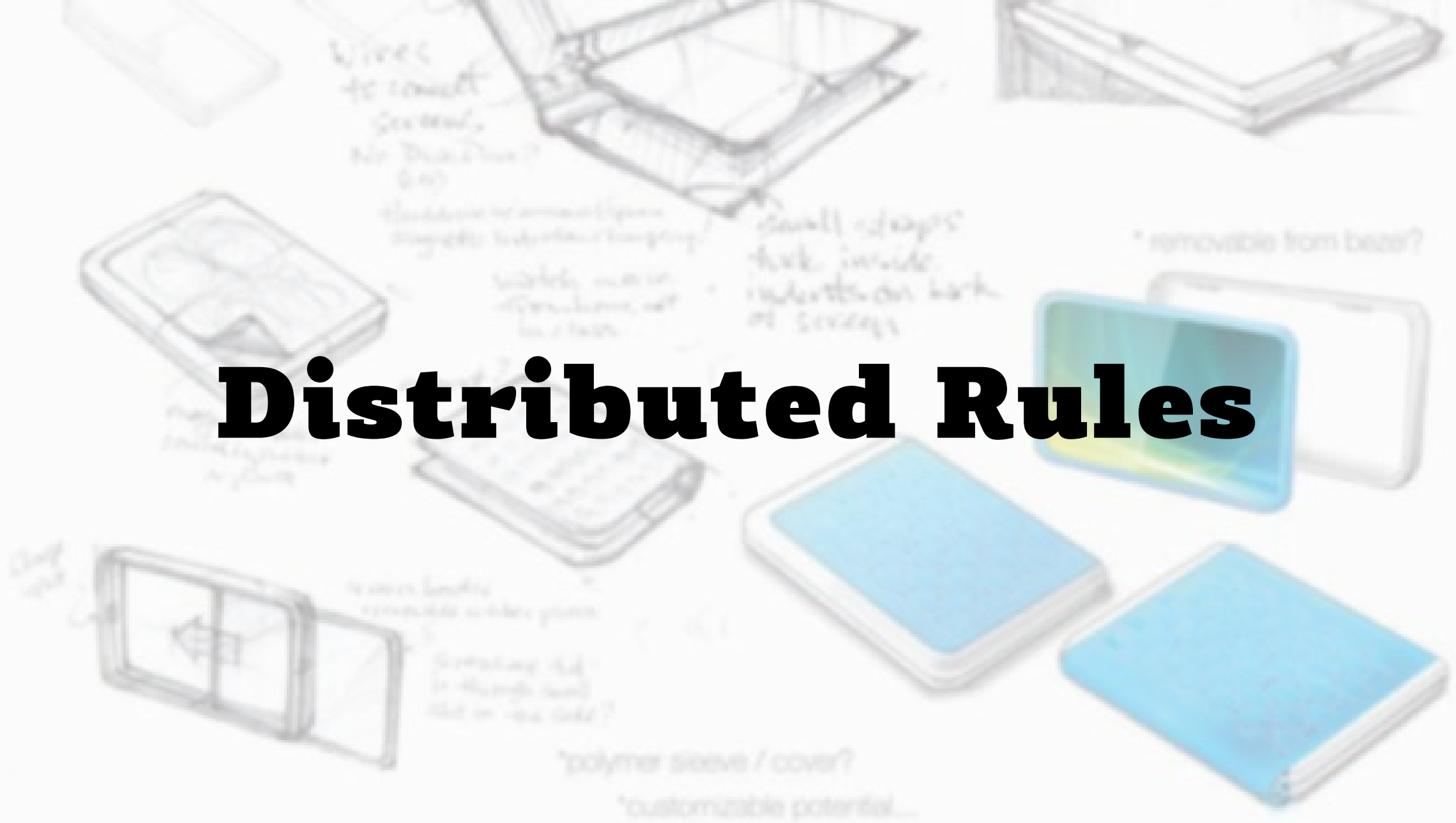


Game Information Design

The background of the slide is a collage of hand-drawn sketches for a game's information design. The sketches include: a top-down view of a device with a screen and buttons; a side view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button; a top-down view of a device with a screen and a button. Annotations include: "Wirec to connect screen", "No D-pad?", "Small steps", "removable from bezel?", "magnet?", "polymer sieve / cover?", "customizable potential...", "no more buttons", "complicated", "in the right hand", "not on the side?", "magnetic holder", "think in terms of form", "Comp. unit", "no more buttons", "removable from bezel?", "magnet?", "polymer sieve / cover?", "customizable potential...", "no more buttons", "complicated", "in the right hand", "not on the side?", "magnetic holder", "think in terms of form", "Comp. unit".

Wodtke
cs247

Distributed Rules



**Save Working
Memory for strategy**



Design Prep

2. Write down all the places that information could go

- Board
- Player board
- Cards
- Tokens
- More?



- Size
- How many
- Mats (see pokemon, etc)

Boards

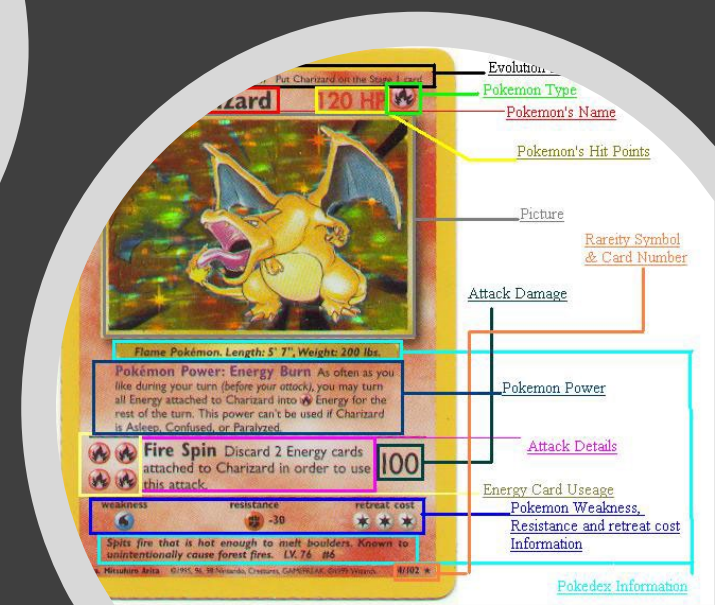


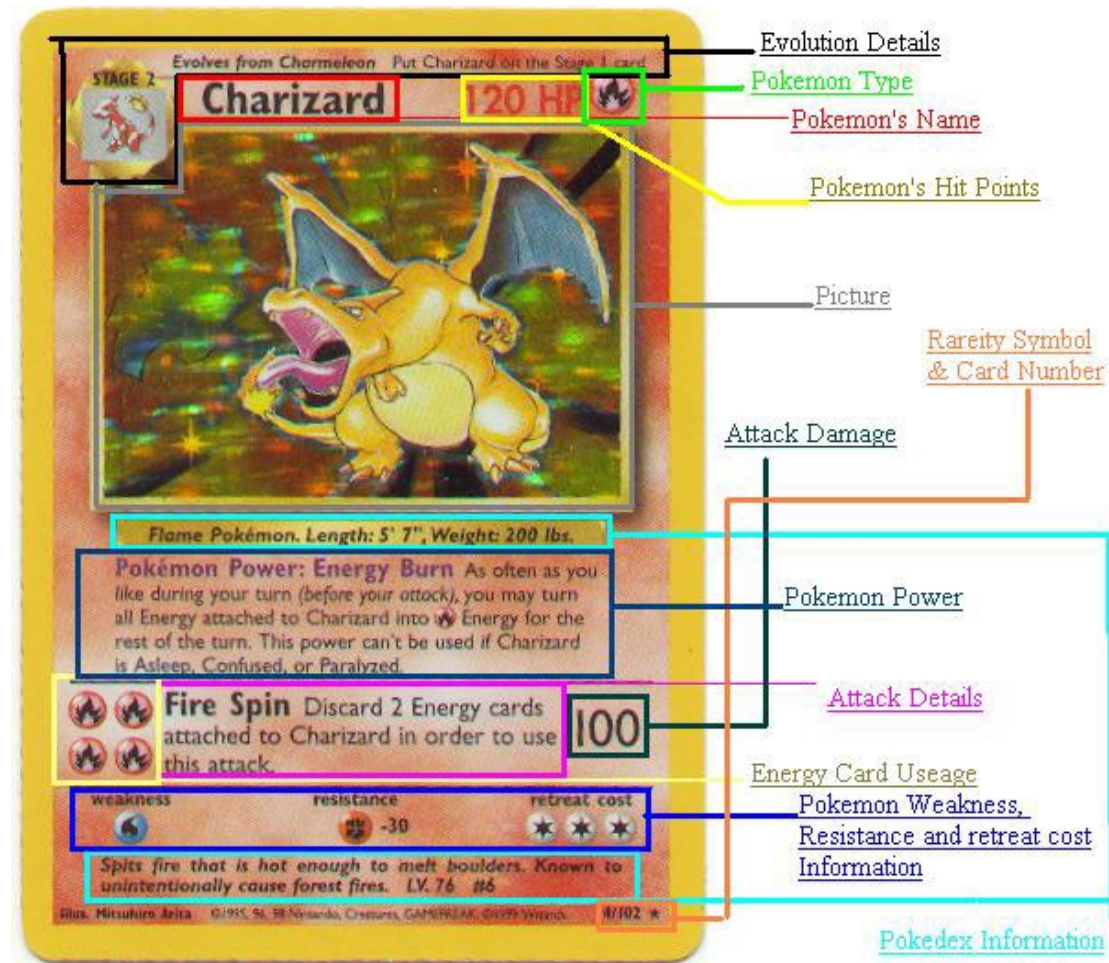
- Size
- Space use
- Hidden information

Cards

Cards should hold information

- Value
- Use
- Weaknesses
- Compatibility
- etc







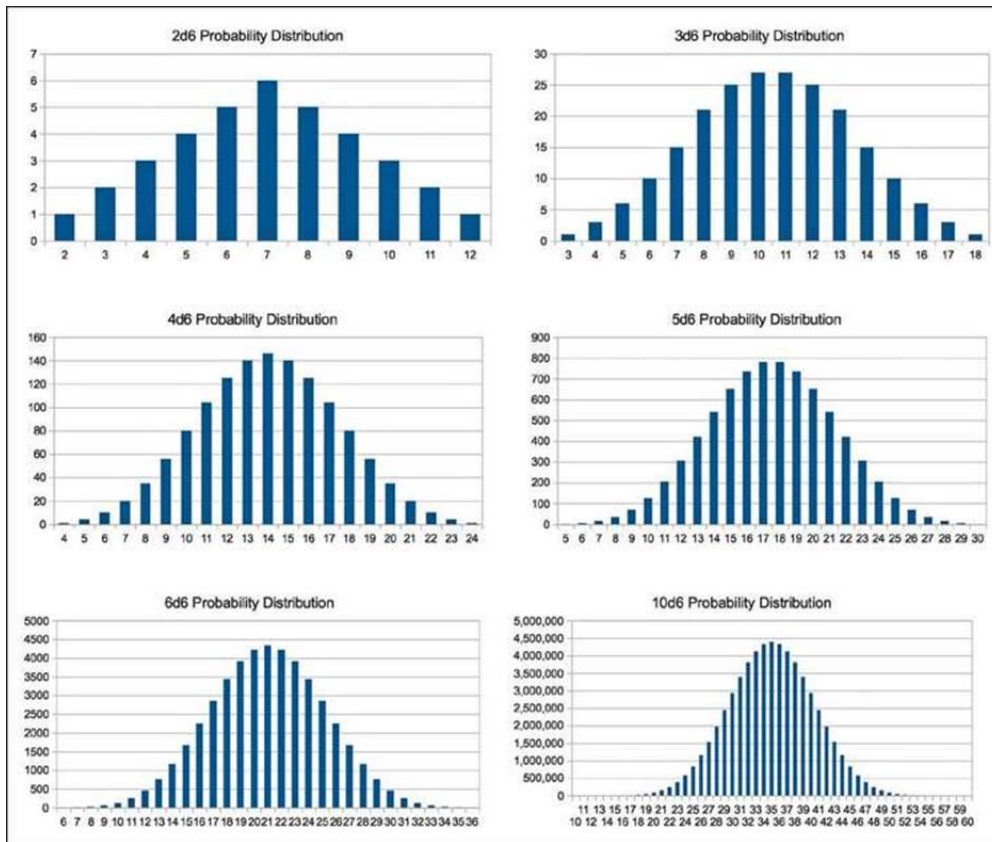
- Character sheets
- Scorepads
- Answers (for simultaneous revals)
- More?

Notations



Chips/Tokens/Chits

Resource tracking | Reinforce theme



Dice

Probability



Markers/Pawns

Represent player or player's representative

Tiles

- On a board, or self-creating board
- Meaningful relationships between sides





Timer



Designing the game

3. Place information wisely

- Remember context
- Multiple channels of information (color, icons, words)



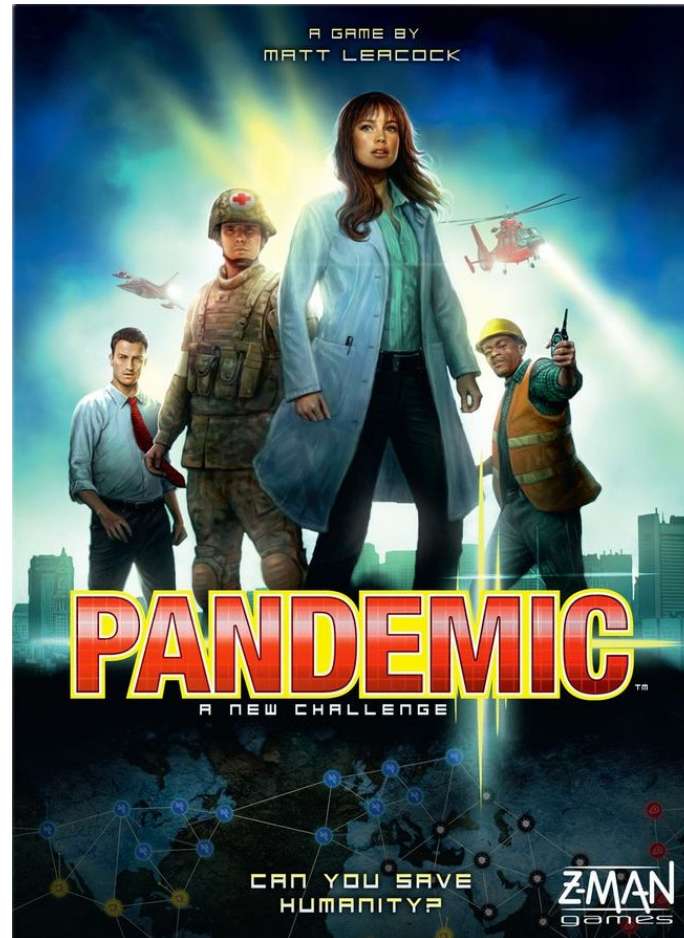
Design Strategies

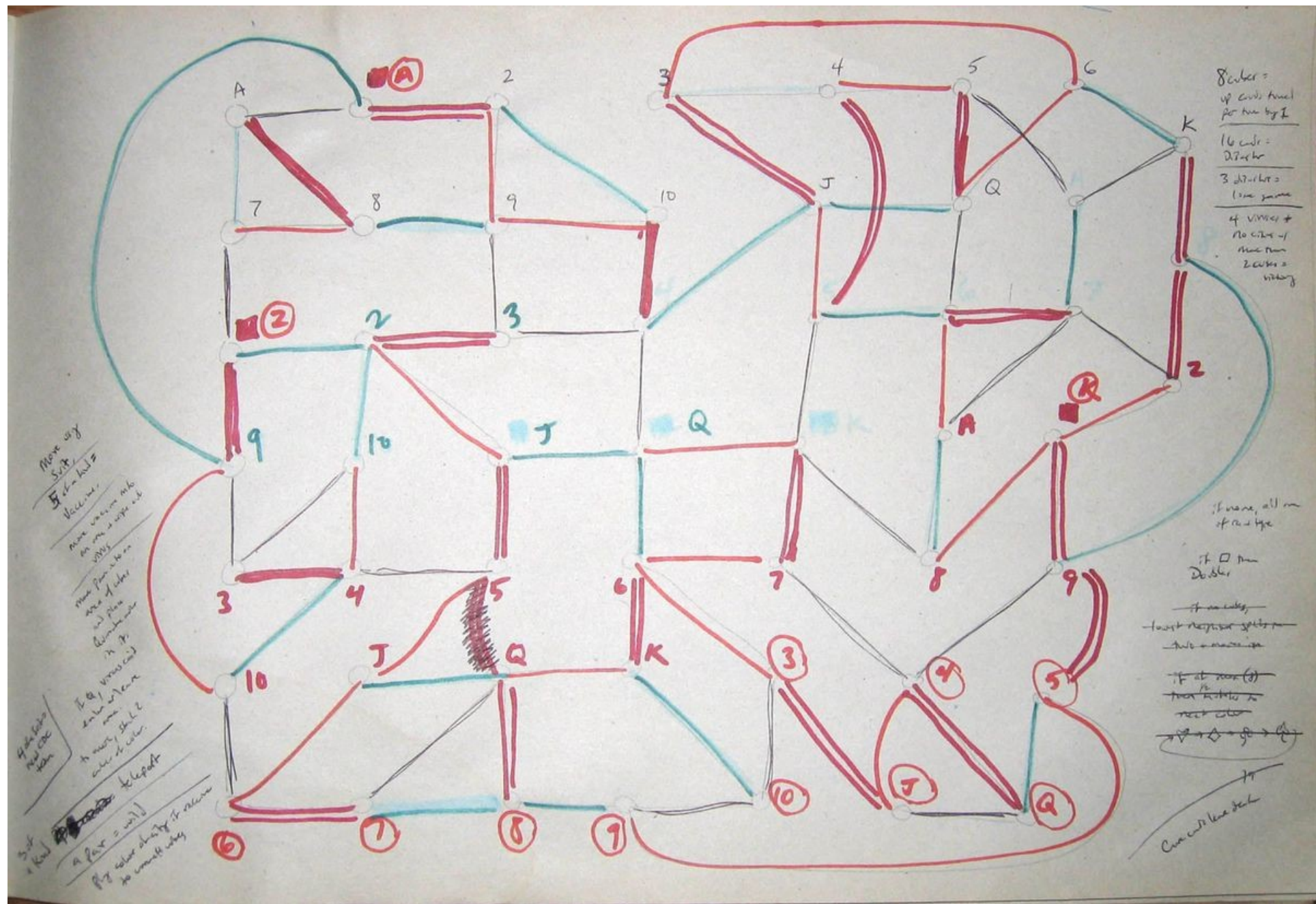
- Size
- Color
- Contrast
- Repetition
- Alignment
- Proximity
- Direction
- Density and Whitespace



Fall of Rome

Iteration is key!









PLAY
1. Do 4 actions.
2. Draw 2 Player cards and resolve invasions.
3. Draw 2 Invasion cards.
4. Resolve invasions at all times.

ALLIANCES

Franks, Angles, Saxons, Jutes

--	--	--	--	--

Vandals

--	--	--	--	--

Huns

--	--	--	--	--

Ostrogoths

--	--	--	--	--

Event
EventTitle

Remove any 2 barbarians from the board.

Play at any time when not in effect.

APOLLONIA

ATHENAE

Constantinople

BURDIGALA

Quintus

Leona

IUVANUM

LUCIDUNUM

MAGONTIACUM



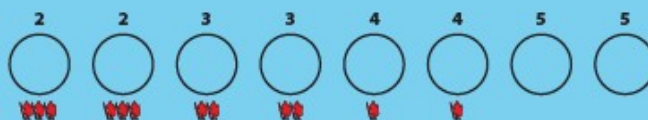
Color matters!

Don't make yourself design without it.

PLAY

1. Do 4 actions
 2. Draw 2 Player cards and resolve Invasions
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times

Invasion Rate



Recruitment Rate

BARBARIAN
CARDS

SACKED
CITIES



ALLIANCES

Vandals



Visigoths



Huns



Ostrogoths



Franks, Angles, Saxons, Jutes

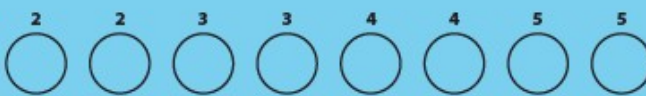


PLAYER
CARDS

PLAY

1. Do 4 actions
 2. Draw 2 Player cards and resolve Invasions
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times

Invasion Rate



Recruitment Rate



BARBARIAN
CARDS

SACKED
CITIES



ALLIANCES

Visigoths



Franks, Angles, Saxons, Jutes



Vandals



Huns



Ostrogoths

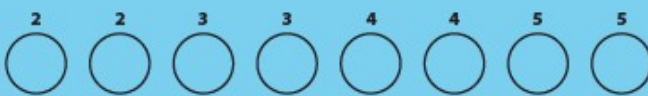


PLAYER
CARDS

PLAY

1. Do 4 actions
 2. Draw 2 Player cards and resolve Invasions
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times

Invasion Rate



Recruitment Rate



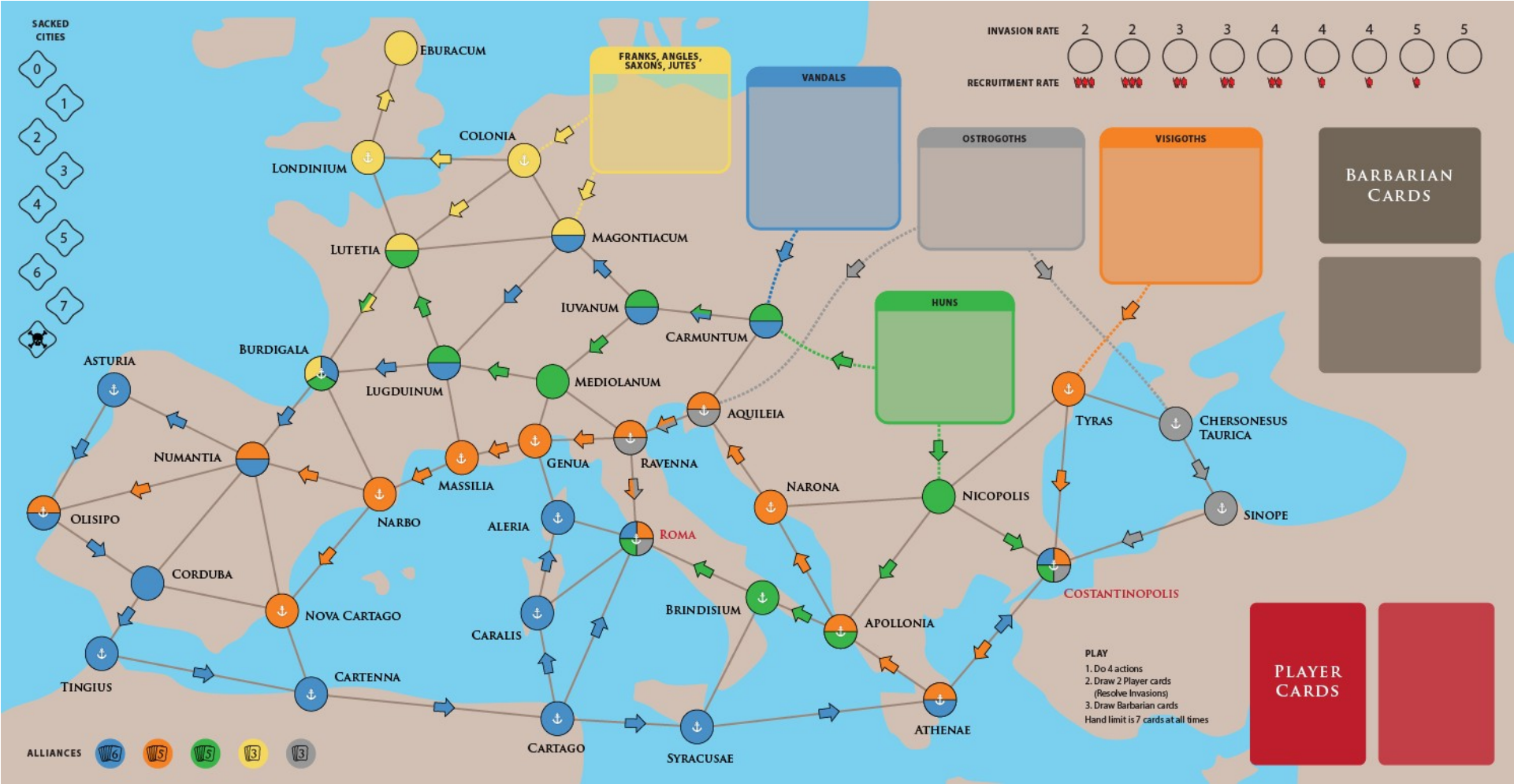
BARBARIAN
CARDS

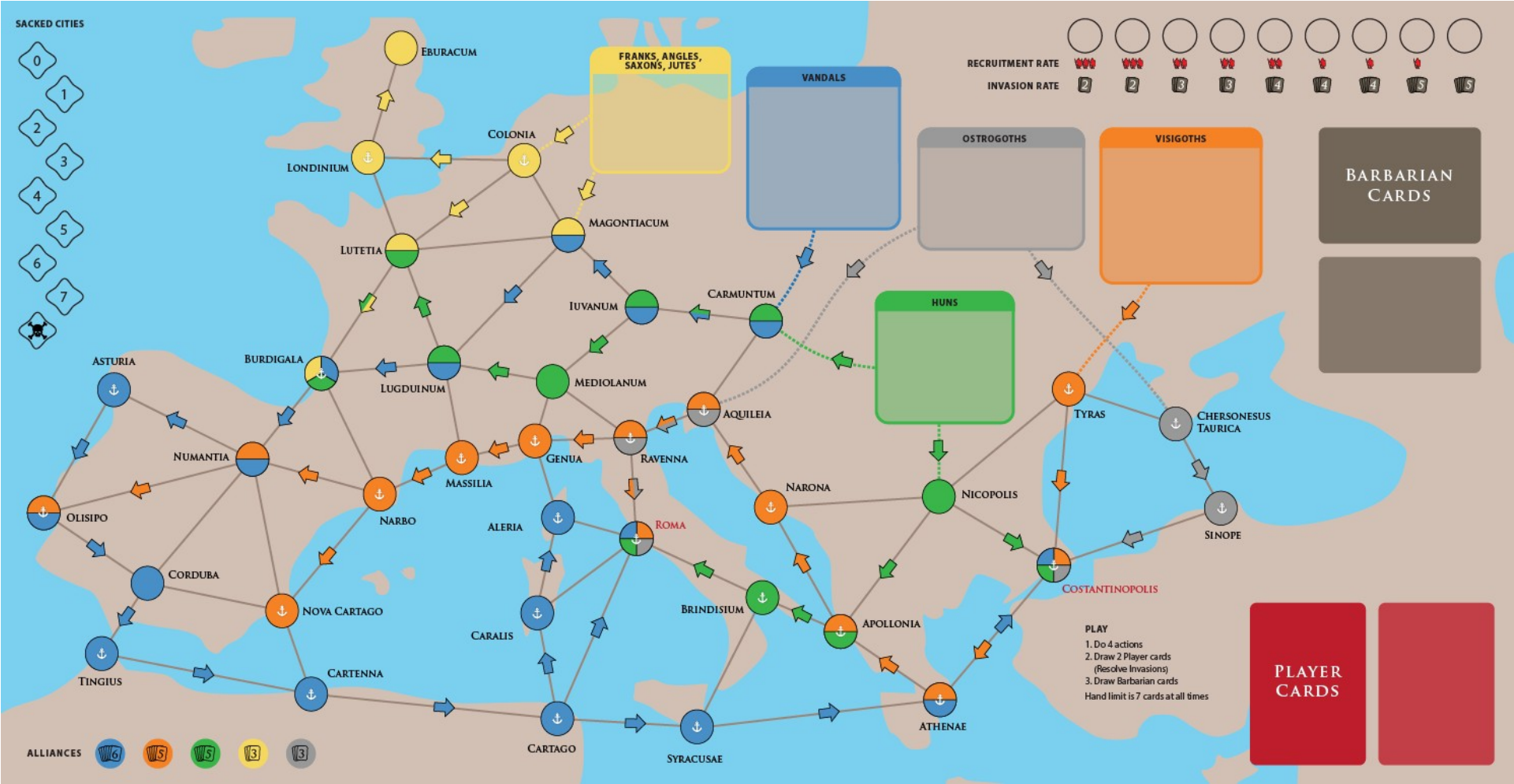
SACKED
CITIES

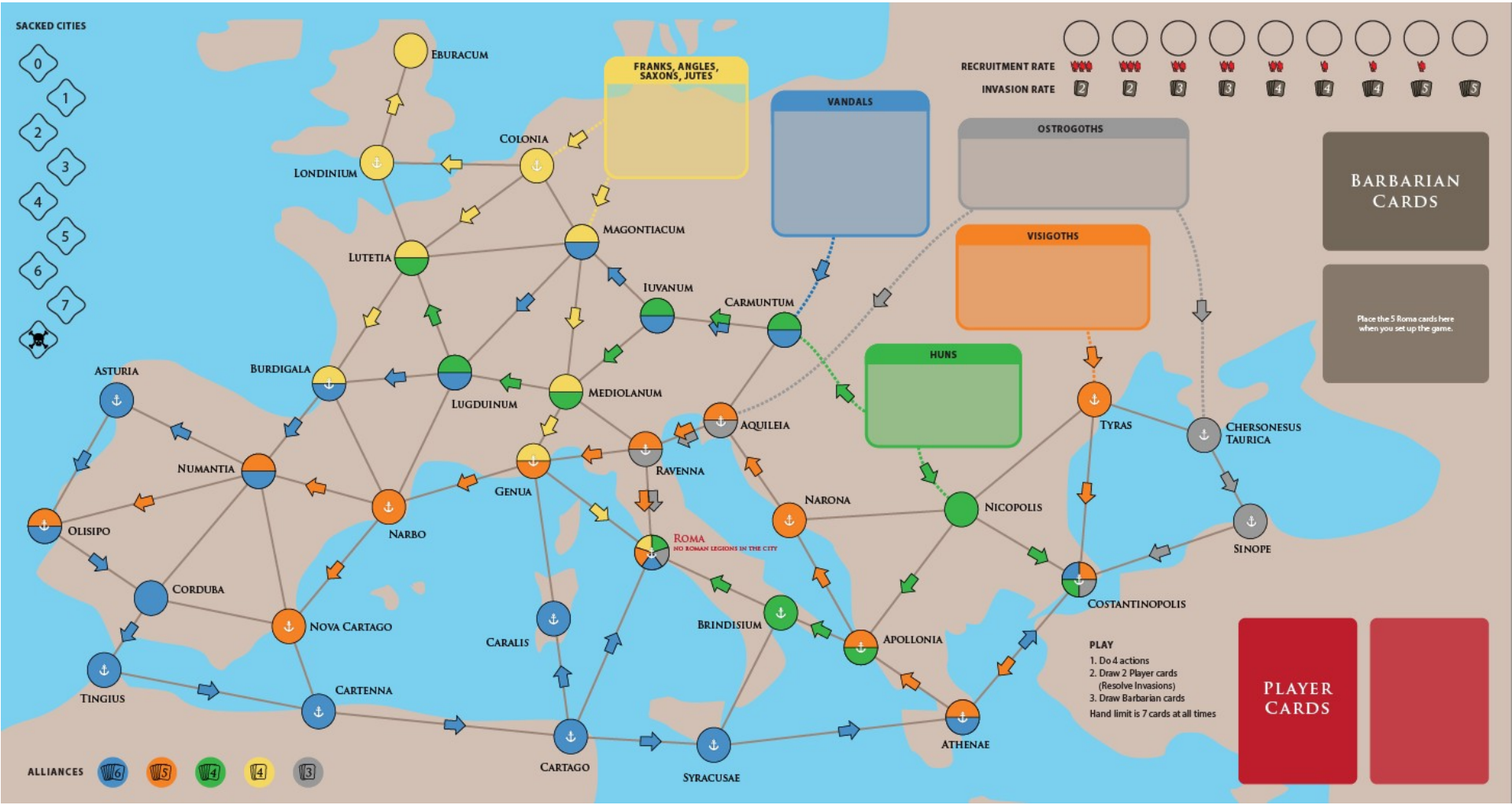


ALLIANCES







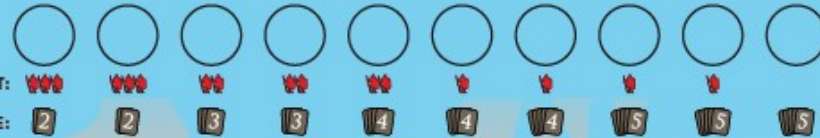


SACKED CITIES



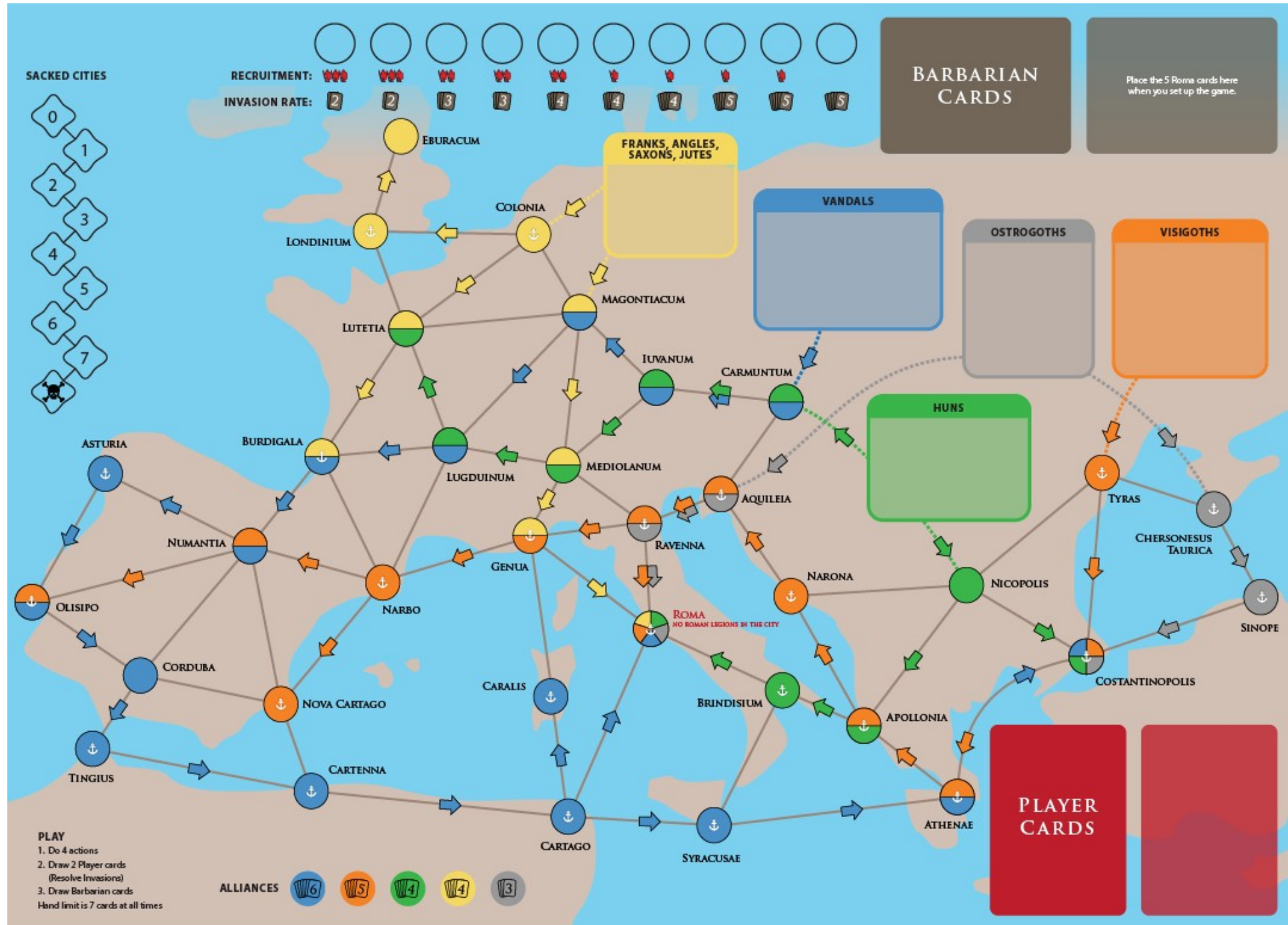
RECRUITMENT:

INVASION RATE:



BARBARIAN CARDS

Place the 5 Roma cards here when you set up the game.

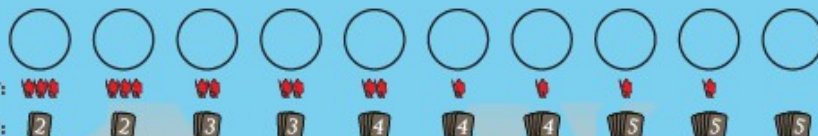


SACKED CITIES



RECRUITMENT:

INVASION RATE:



BARBARIAN CARDS

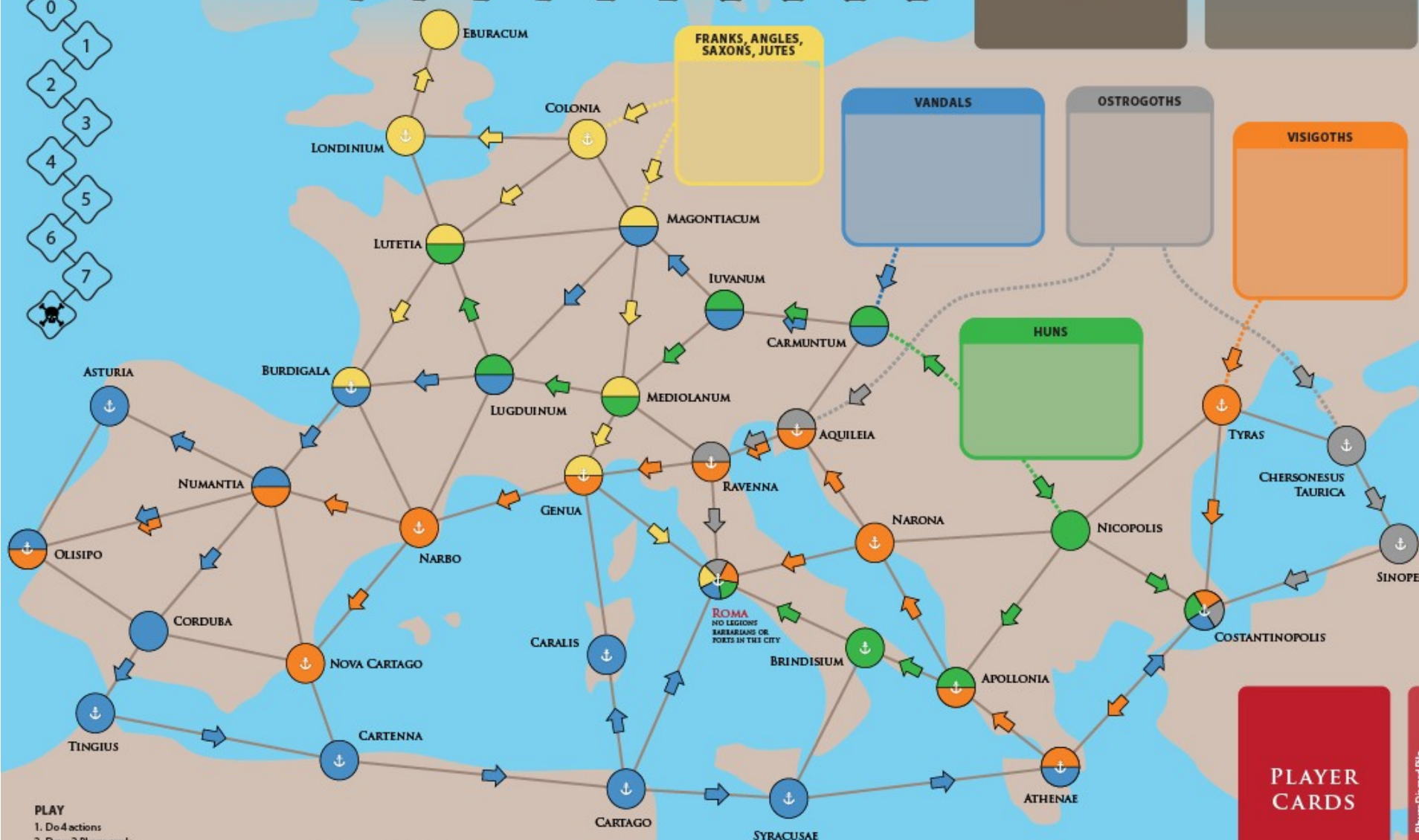
Place the 5 Roma cards here when you set up the game.

VANDALS

OSTROGOTHS

VISIGOTHS

HUNS



PLAY

1. Do 4 actions
 2. Draw 2 Player cards (Resolve Invasions)
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times

ALLIANCES



PLAYER CARDS

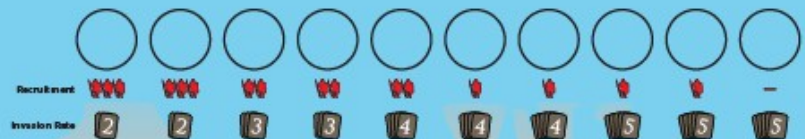
Player Discard Pile

PLAYER
CARDS

PANDEMIC: FALL OF ROME

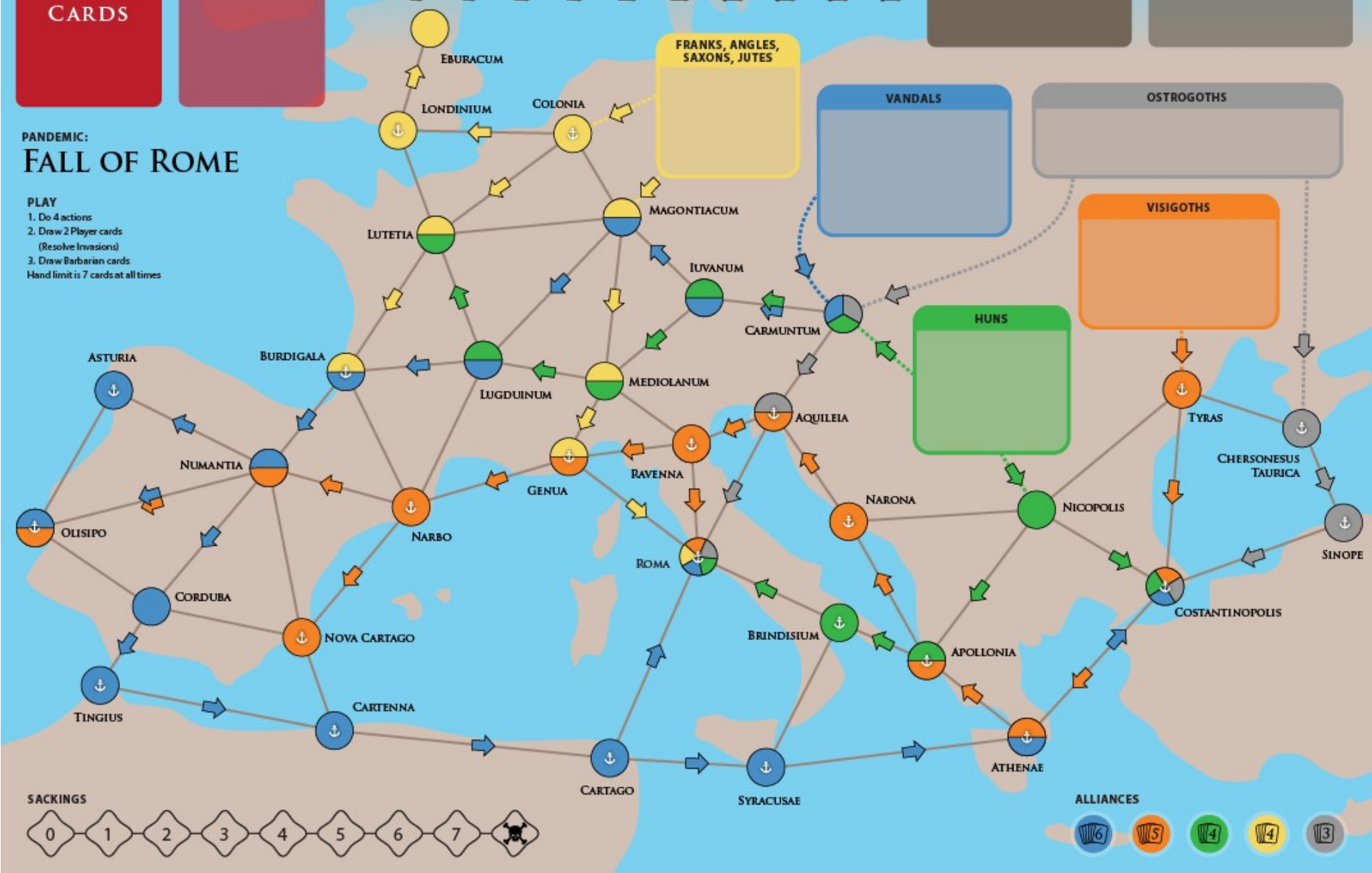
PLAY

1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

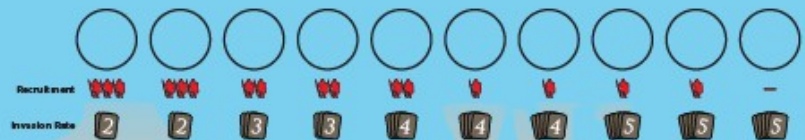


PLAYER
CARDS

PANDEMIC: FALL OF ROME

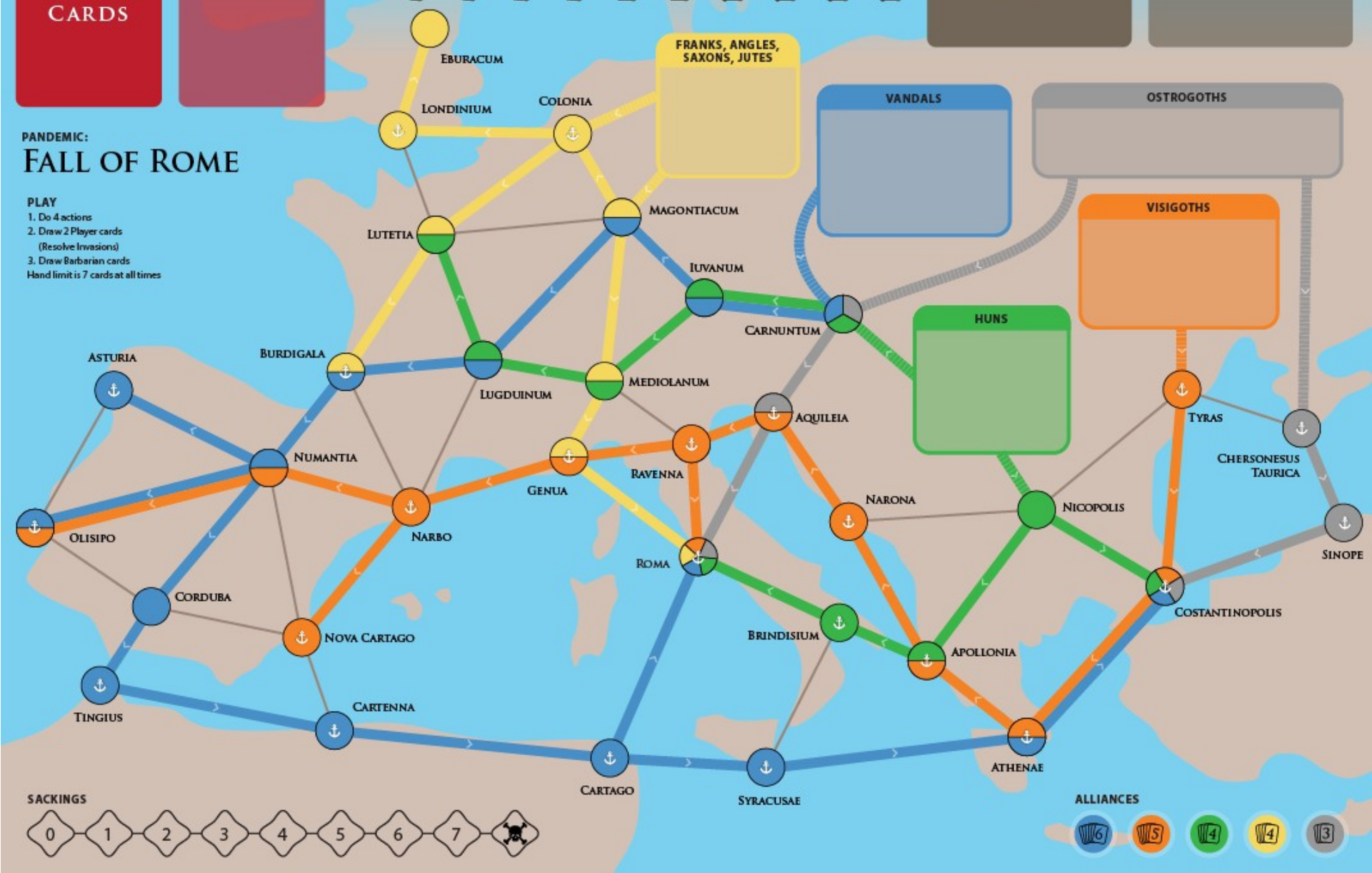
PLAY

1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.



SACKINGS

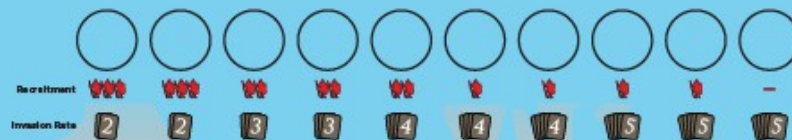


PLAYER
CARDS

PANDEMIC: FALL OF ROME

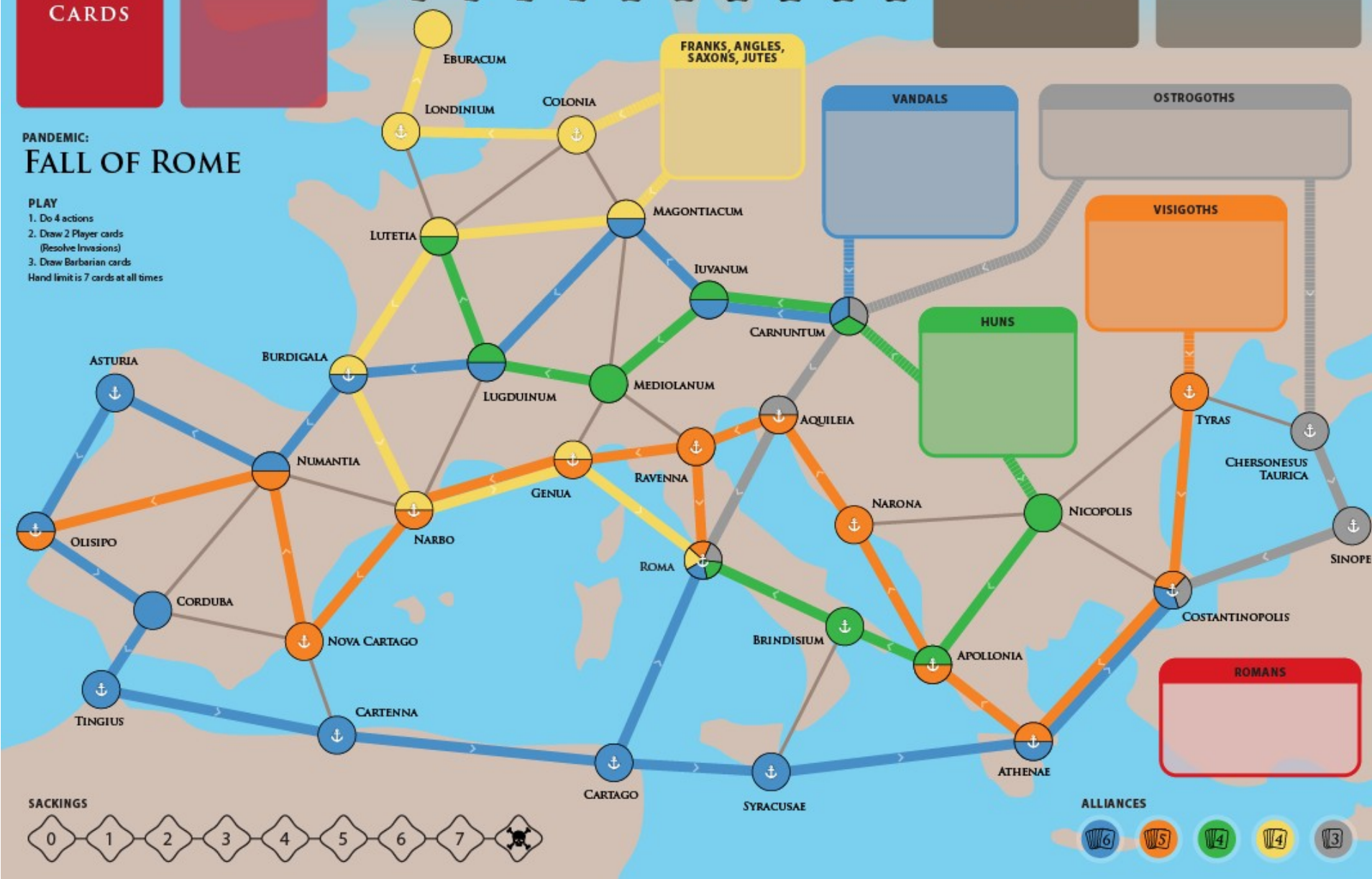
PLAY

1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.



PLAYER
CARDS

PANDEMIC:
FALL OF ROME

ROMANS



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.



SACKINGS



FRANKS, ANGLES,
SAXONS, JUTES

VANDALS

OSTROGOTHS

VISIGOTHS

HUNS

PLAY

1. Do 4 actions
2. Draw 2 Player cards
(Resolve Invasions)
3. Draw Barbarian cards
Hand limit is 7 cards at all times

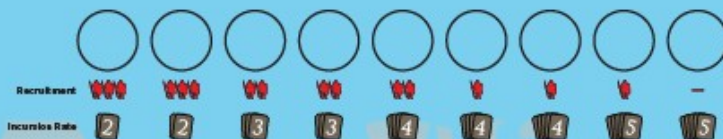
ALLIANCES



PLAYER
CARDS

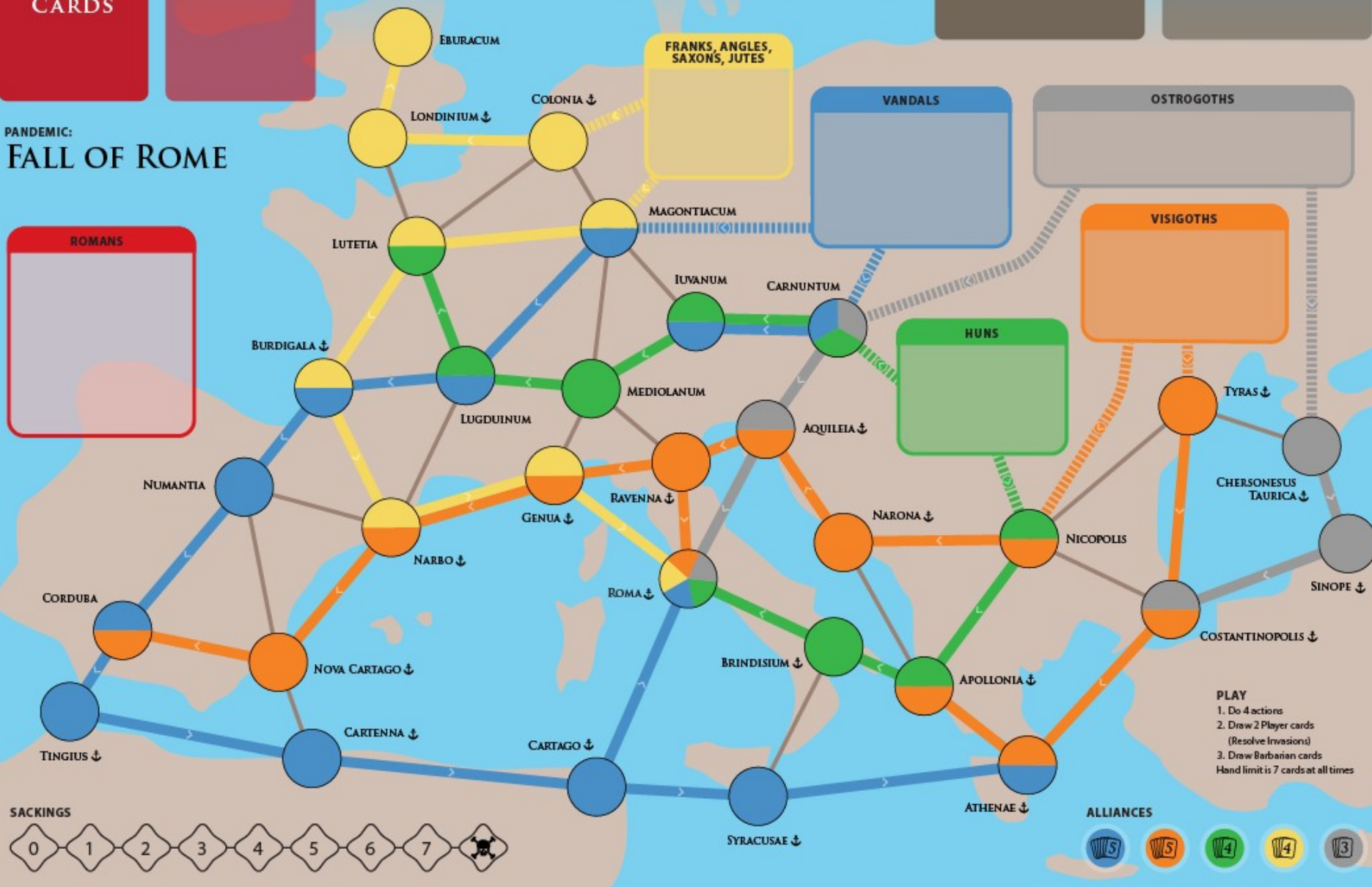
PADEMIC: FALL OF ROME

ROMANS



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.



PLAYER
CARDS

PANDEMIC:
FALL OF ROME

ROMANS

RECRUITMENT

INCURSION



BARBARIAN
CARDS

FRANKS, ANGLES,
SAXONS, JUTES

VANDALS

OSTROGOTHS

VISIGOTHS

HUNS

- PLAY
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
Hand limit is 7 cards at all times

DECLINE

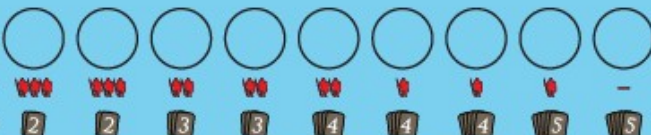


ALLIANCES



PLAYER CARDS

RECRUITMENT
INCURSION



BARBARIAN CARDS

Place the 5 Roma cards here when you set up the game.

DECLINE



ROMANS



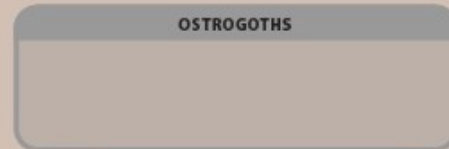
FRANKS, ANGLES, SAXONS, JUTES



VANDALS



OSTROGOTHS



VISIGOTHS



HUNS



PANDEMIC:
FALL OF ROME

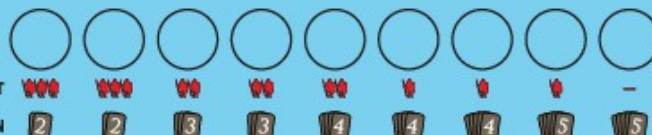
- PLAY
1. Do 4 actions
 2. Draw 2 Player cards (Resolve Invasions)
 3. Draw Barbarian cards
- Hand limit is 7 cards at all times

ALLIANCES



PLAYER
CARDS

RECRUITMENT
INCURSION



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

DECLINE



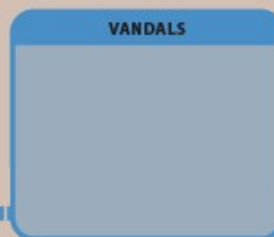
ROMANS



FRANKS, ANGLES,
SAXONS, JUTES



VANDALS



OSTROGOTHS



VISIGOTHS



HUNS



PANDEMIC:

FALL OF ROME

- PLAY
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
Hand limit is 7 cards at all times

ALLIANCES



PLAYER
CARDS

RECRUITMENT
INCURSION



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

DECLINE



ROMANS



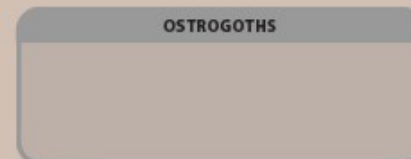
FRANKS, ANGLES,
SAXONS, JUTES



VANDALS



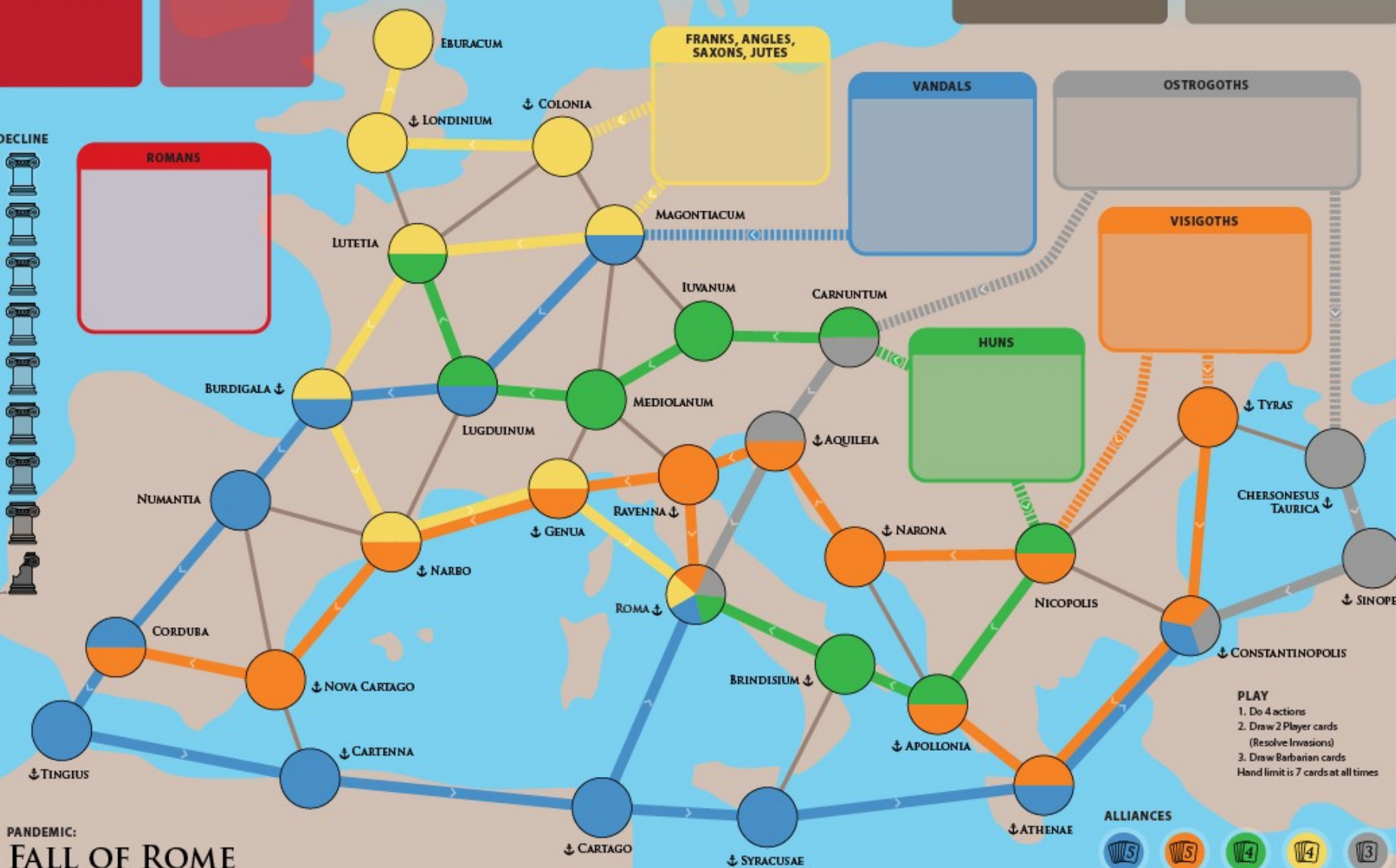
OSTROGOTHS



VISIGOTHS



HUNS



- PLAY**
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
Hand limit is 7 cards at all times

ALLIANCES



PANDEMIC:
FALL OF ROME

PLAYER
CARDS

RECRUITMENT

INCURSION

2 2 3 3 4 4 4 5 5

BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

DECLINE



ROMANS



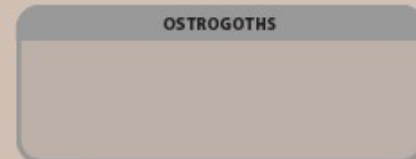
FRANKS, ANGLES,
SAXONS, JUTES



VANDALS



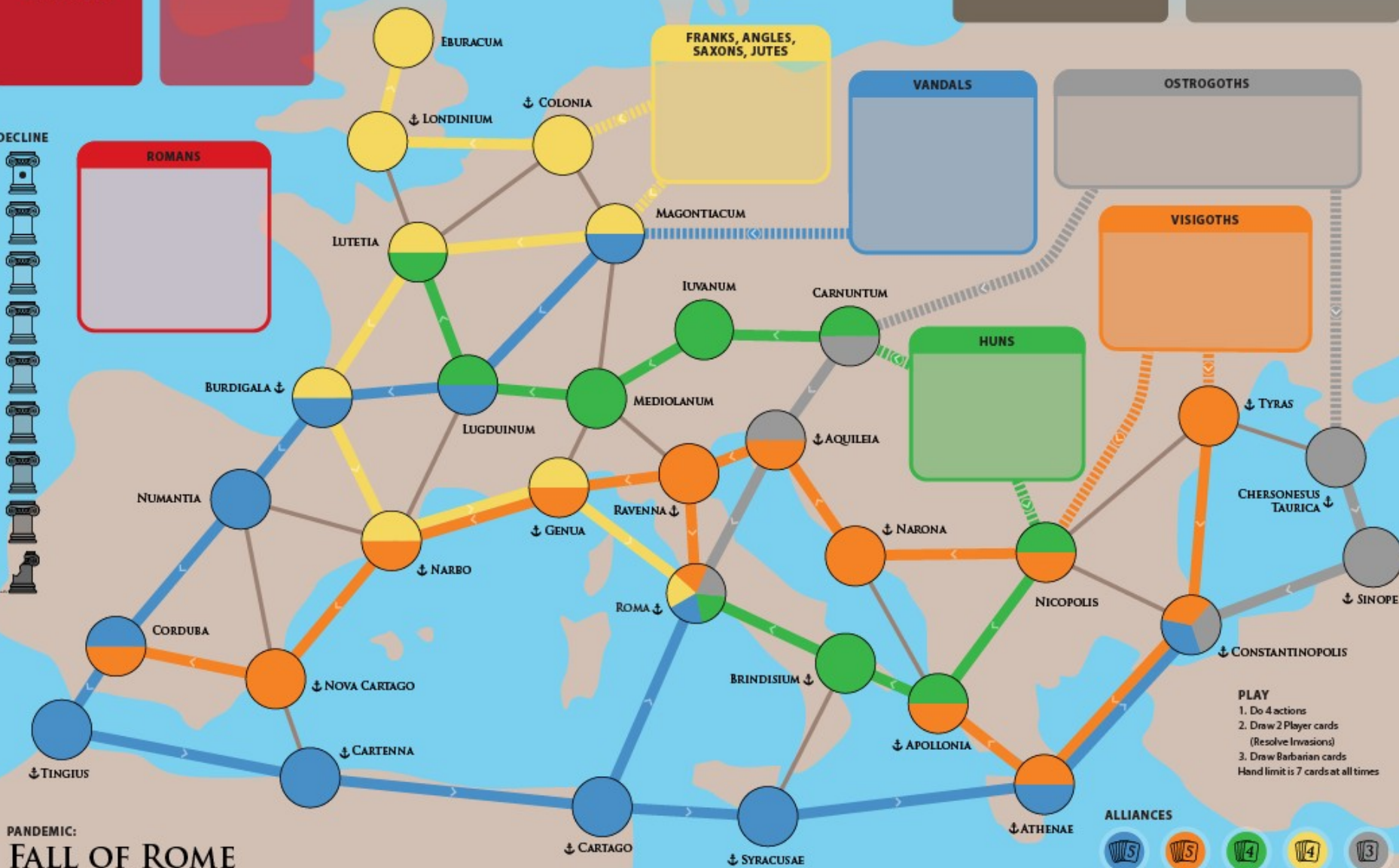
OSTROGOTHS



VISIGOTHs



HUNS



- PLAY
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
Hand limit is 7 cards at all times

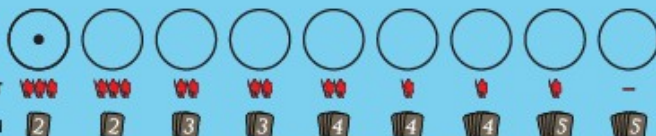
ALLIANCES



PANDEMIC:
FALL OF ROME

PLAYER
CARDS

RECRUITMENT
INVASION



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

DECLINE



ROMANS



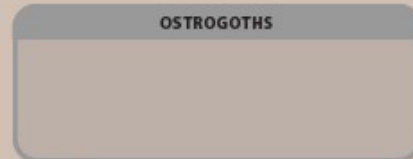
FRANKS, ANGLES,
SAXONS, JUTES



VANDALS



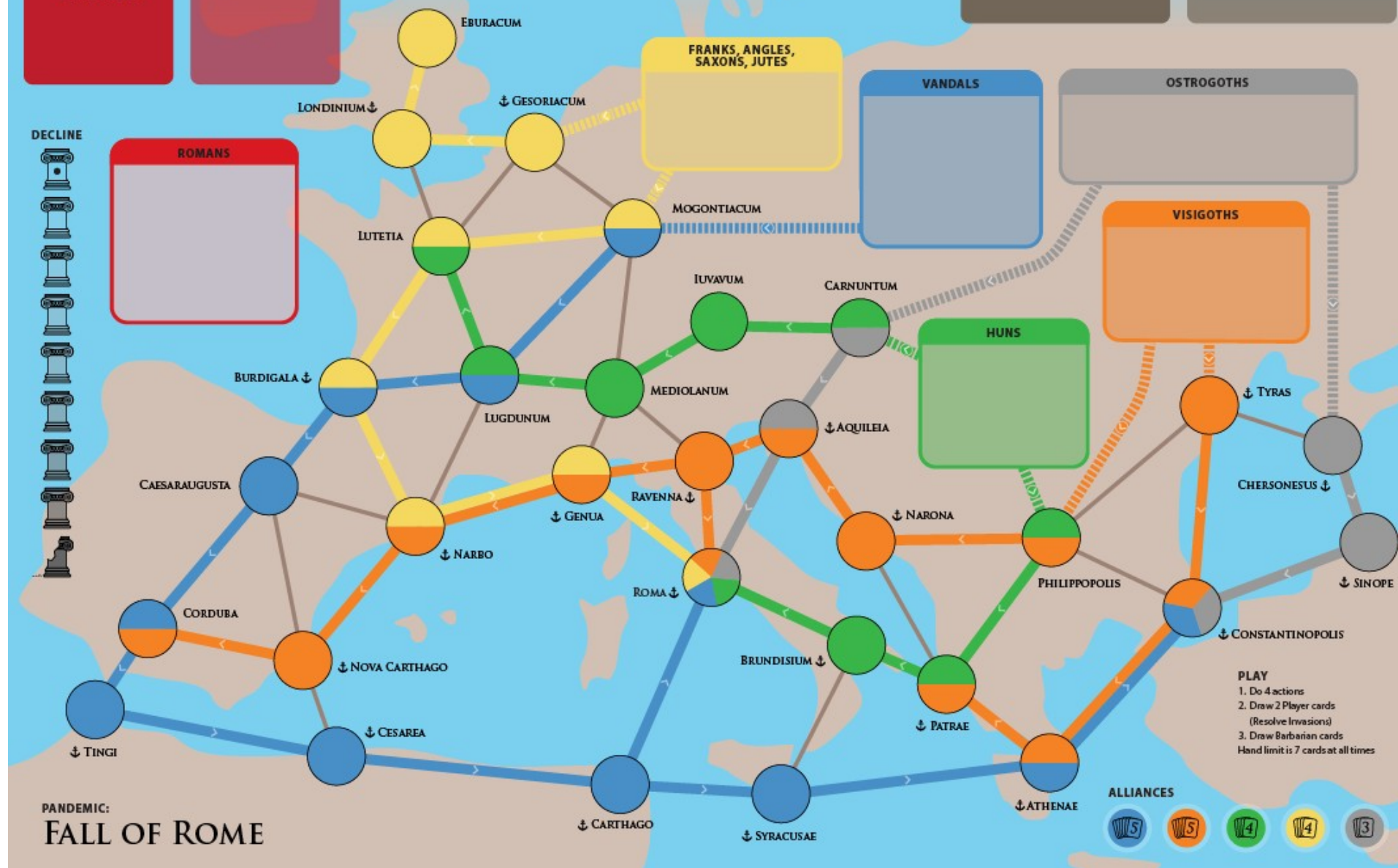
OSTROGOTHS



VISIGOTHS



HUNS



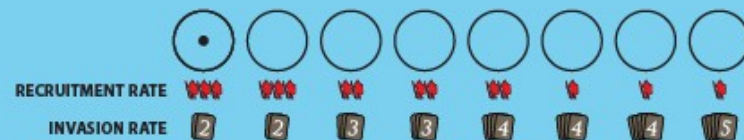
- PLAY
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Invasions)
 3. Draw Barbarian cards
Hand limit is 7 cards at all times

ALLIANCES



PANDEMIC:
FALL OF ROME

PLAYER
CARDS



BARBARIAN
CARDS

Place the 5 Roma cards here
when you set up the game.

DECLINE



ROMANS



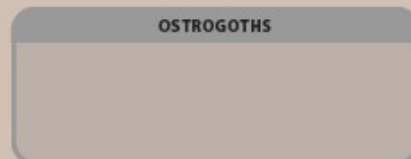
FRANKS, ANGLES,
SAXONS, JUTES



VANDALS



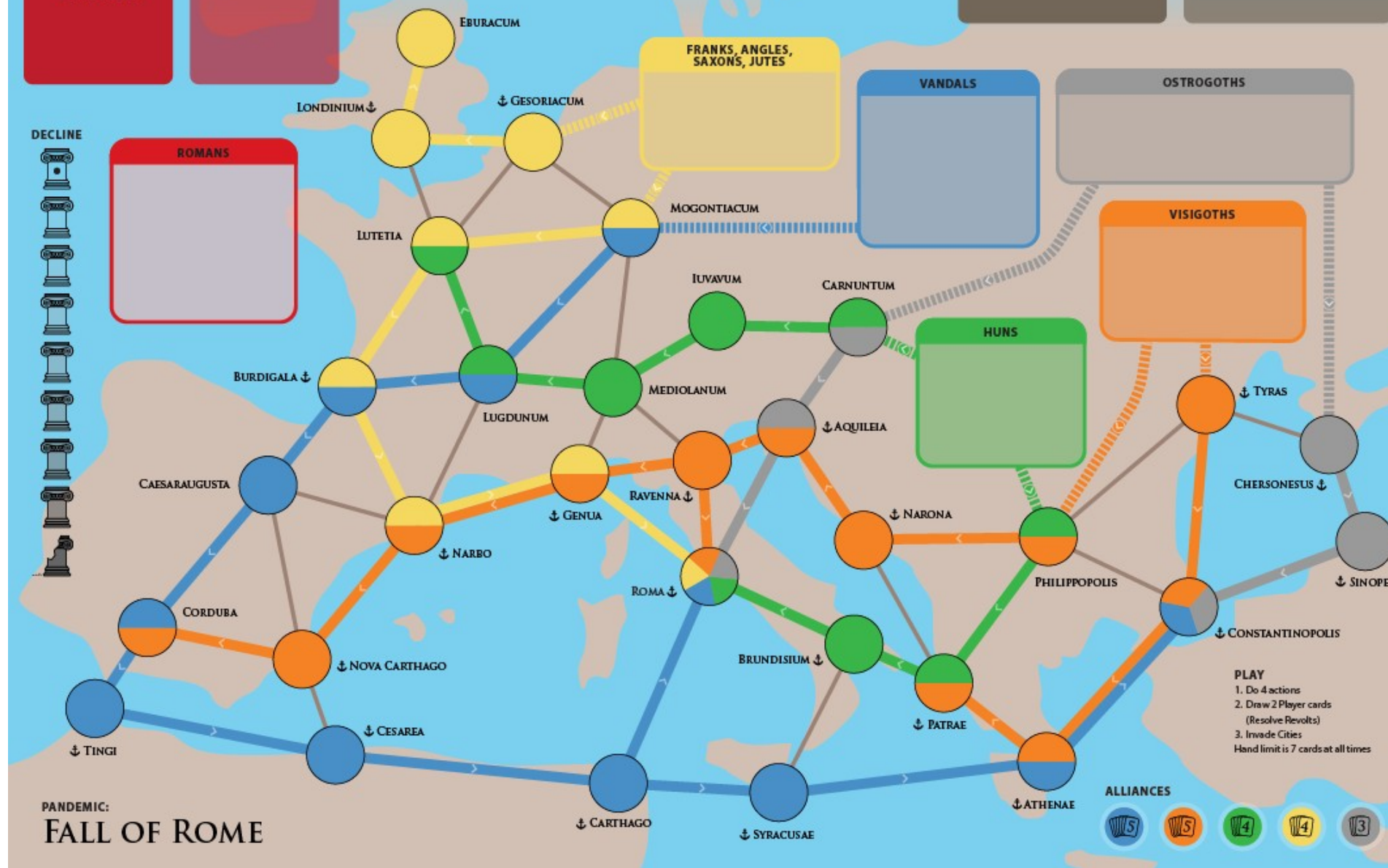
OSTROGOTHS



VISIGOTHs



HUNS



- PLAY
1. Do 4 actions
 2. Draw 2 Player cards
(Resolve Revolts)
 3. Invade Cities
- Hand limit is 7 cards at all times

ALLIANCES



PANDEMIC:
FALL OF ROME

Player progress boards





Pieces can hold place



Games should invoke a mood

Q&A

More resources

<https://www.gdcvault.com/play/1024914/Board-Game-Design-Day-Cardboard>