# Enchanted Dragon Presentation

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Introduction

Overview: In Enchanted Dragon, the player must try to navigate through the castle in order to try to find four objects. These objects include two potions, a leaf, and a stick. While trying to obtain these objects the player must also try to avoid the dragon.

PLAYER

DRAGON

POTION

POTION

STICK

LEAF

MAGIC STAFF
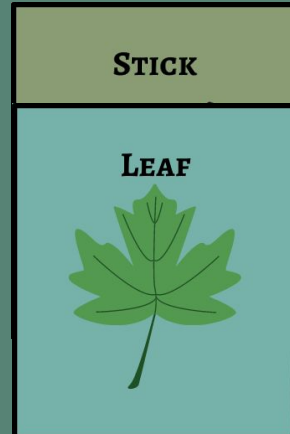
Target audience and Learning goal

Target audience: The prototype target audience is people that are eight years old or higher because this is a general age for when kids play board games. The video game target audience is twelve years old or higher because this is the age when people begin to experiment.

Learning goal: Enchanted Dragon is meant to teach/improve players visual perception and mental speed. Each time the player rolls a dice they are using their visual perception and mental speed to read the number quickly in order to move. The player is also learning manual dexterity (ability to use your hands in a skillful, coordinated way) when they try to roll a specific quantity.

Key features

Objects

Player

Dragon

Leaf

Stick

Potion

Potion

Rule/Set-Up Book

Board Packaging

ENCHANTED DRAGON

AGES 12+

Board Game

Entrance

Prototype Blueprint

Prototype Game Components

Development process/design decisions

In order to create my prototype board game I started off by designing the board game on iBis Paint X. Since the game involved hidden objects I decided to make the board game have multiple locations that the player could go to. Then I began brainstorming designs for the packaging. I created the packaging design idea on Photoshop. I made a blueprint for components and objects I wanted to include in my board game. Once I had done all the digital art I began to work on the physical prototype by printing out the object cards. After creating the object cards I began working on the packaging. For packaging I cut poster paper to wrap around my box then I printed out the dragon in order to place it on the front. And finally I added gold sticker letters to spell out the title.

Self Reflection

After creating my game I feel like I could have added more to the packaging and also added some way for the players to have some choice on the location they want to go.

I also feel like I spent too much time focusing on the planning phase which made the box packaging lack some elements.

Overall I am glad to have made a prototype that has some elements I want to incorporate into my video game.

Questions?