

# Prisoners of Chillon

## Game Design Documentation

(October – November 2015)

---

### Concept

“Dungeons & Dragons” meets “Zombies!!!”

### Introduction:

Prisoners of Chillon is a dungeon crawler board game that focuses on randomly generated tiles. You and your friends play as prisoners whose sole goal is to escape the prison, avoid guards and possibly other players, only time will tell. Do you have what it takes to survive and escape?

### Target Audience:

7+ or anyone who likes fantasy games!

### Project Aim:

To create a fun game that allows people to express themselves through team-work, competitiveness, strategies, sheer anger and frustration.

### Unique Selling Points

- Different every time you play
- Infuriatingly Fun
- Strategic
- Creative
- Unique point system

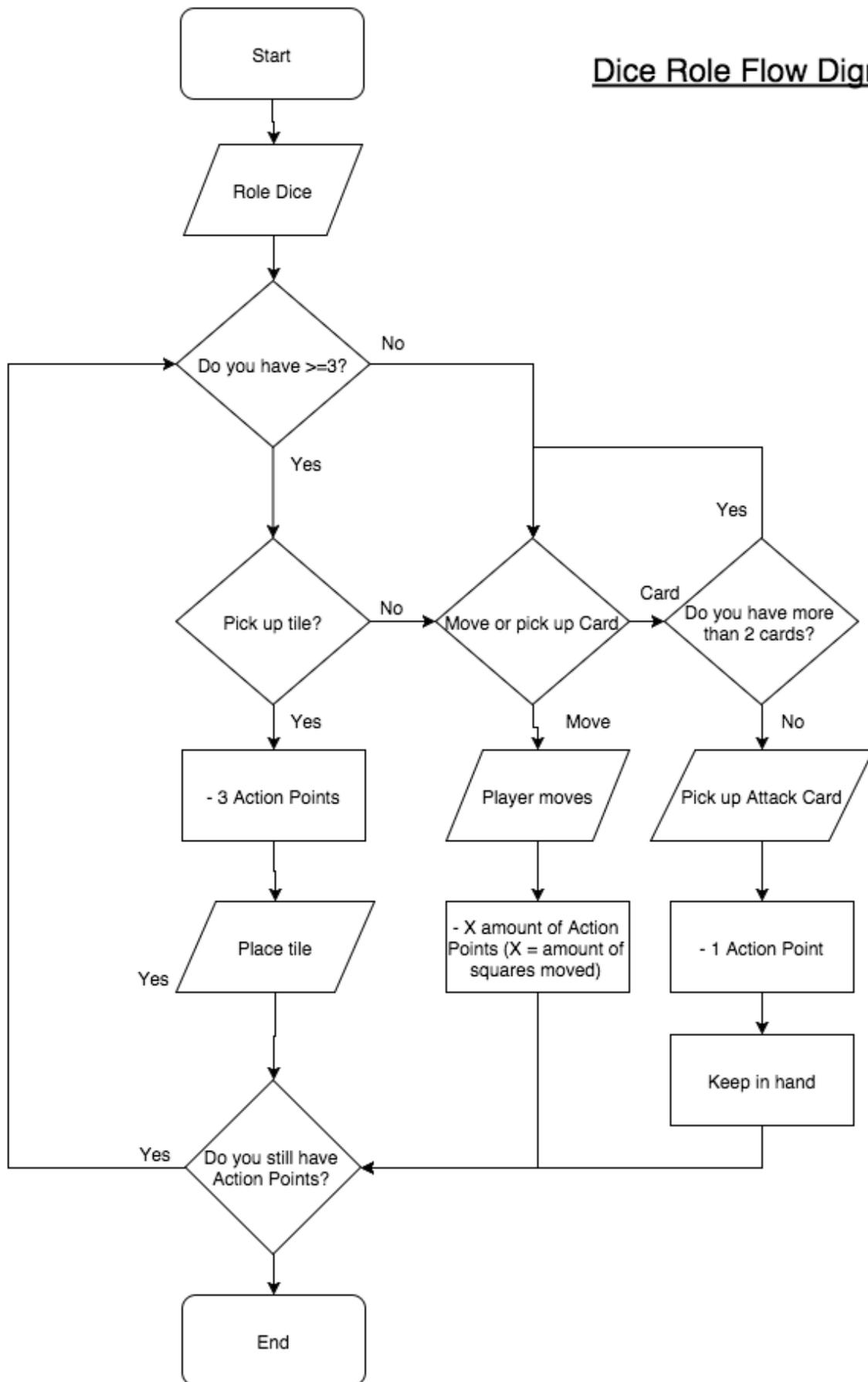
### Game Mechanics

Non-linear, randomly generated tile based board game that requires each player to either plan out a strategy or wing it! Teamwork can be forged in mid-game or lost in the midst of battle.

Our game mechanics revolve around tile based placement and movement, there are also “?” cards in the game that can change the flow of gameplay. We also have a unique Action Point system which is gained through Dice roll's, dependant on what you get from the roll determines how many Action Points you will receive

Below is a flow diagram of possibilities of outcomes on how you can use your Action Points:

## Dice Role Flow Digram



### Win and Lose Conditions

Win Condition:

- Escaping through the exit door (either with a Key or Lock pick)

Lose conditions:

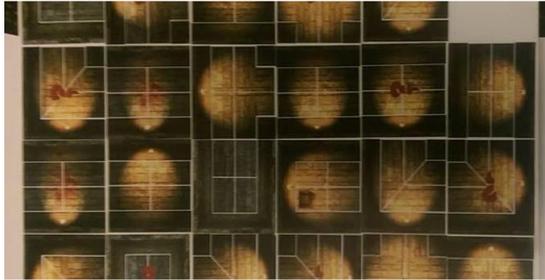
- Someone else escaping
- Getting trapped in prison (Starting tile)
- All players quitting the game (Not finishing)

## Board Design

We designed the board through Photoshop using lighting effects such as glare, saturation and ambience to give it a sinister look and feel to the board.

For textures we went out and took photographs of walls and floors around Cardiff City and Cardiff Castle so that we could apply it to our depressing gloomy environment.

One possible example of board level displayed below:



## Character Design:

For our character design process Dan used Skyrim to create our character models, as you start off as a prisoner in the game.

The process began by researching into the art style of William Daniels (The artist behind the prisoner of Chillon), it wasn't very successful so he decided to use the character creator in Skyrim to model the characters.

To create the physical pieces he choose to mount the character on cardboard, this seemed like the most effective method, in hindsight he wishes he could of 3D printed the models, but as time was short we resorted to printing them out in 2D and sticking them on Mount board then cutting them to size. How he made the base for the characters to stand up was by cutting out inserts into the pieces of card and joining them together like a puzzle piece.



## Story:

You and your family are prisoners in the deepest, darkest dungeons of Château de Chillon. The only hope of escape is by making it through the Exit Door, either with the Key, or by trying your luck with some lock picks. The only things in your way are traps, guards, the ever-changing corridors and don't forget the other players all want the same thing as you...

## Visual Style

We aimed for a 2D Dark grime Fantasy & bleak medieval look. Ideas for art styles we looked at was the board game Cluedo, the artist for this was Tim Hildebrandt and Dungeons & Dragons board game, but could not find an artist for D&D.

## Assets

Here is a list of items that come with the Board Game:

- Board tiles
- Cards
- Characters
- Dice
- Underlay board