

CS247G Project 1:
MajoriTREE rules!

Roadmap

1. **Artists' Statement**
2. **Concept Map**
3. **Initial Decisions about formal elements and values of game**
4. **Summary of Testing & Iteration History**
5. **Link or embedding of final prototype (PLAYABLE)**
6. **Video of final playtest**
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1. Artist Statement

Artist's Statement

Guess the MajoriTree is a Stanford themed getting-to-know-you game where participants answer prompts and relate responses to others in the group. This purpose-driven card game is all about empowering people to break the ice in a fun and casual way. The game rounds follow the intensity of a typical Stanford student. In round 1 (Frosh Fall) participants are starting to learn about each other and answering general silly questions about themselves. In round 2 (Senior Spring) participants take another step forward and venture into more challenging, personal and revealing questions.

Our target audience is early Stanford students playing with people they are likely not best friends with. No matter the round, we want to keep the atmosphere playful and positive, while still adding a little bit of humor and spice as people get comfortable. The questions, as well as the characters, are also themed around Stanford to give all participants an in-group feel.

Finally, we wanted to add some more elements of fellowship by having players vote on prompts and responses to try to be with the majority. Players are encouraged to try and read others in the group and make lighthearted assumptions about their fellow Trees.

2. Concept Map

Majority Tree Rules!

Players

Balance between "getting to know you" social game and a competitive multilateral game

can be strangers, close friends, or somewhere in between

4-8 players

Players should have some connection to Stanford

Each player will take turns being the question picker by drawing a card from the Senior Spring prompt card deck

Prompt Card Deck

Read the selected prompt outloud to the other players and place the prompt card in the center

Voting Cards

All players use a voting card and votes on who in the group they believe best fits the prompt by placing the corresponding voting card in the voting area

Outcomes

The players correctly guess in the majority

The players correctly guess who wrote the two chosen responses

Frosh Fall

Each player uses a voting card per chosen response and votes on who they think wrote each response by placing a voting card in the voting area

Voting Cards

The question picker reads out the responses and selects their two favorite responses

Response Cards

Players then submit their response cards to the question picker

All players other than the question picker write down their response to the prompt on a provided response card.

Prompt Card Deck

Question picker reads the selected prompt outloud to the other players and places the prompt card in the center so the group can view it

Question picker will pull a prompt from the frosh fall card deck

3. Initial Decisions About Formal Elements and Values of Game

Formal Elements & Game Values

We wanted to make a game that could be played in a typical freshman dorm environment which is why the game is ideally played between 4 to 8 players. We were unsure about our desired interaction pattern because we could not decide whether we wanted to make the game slightly competitive or purely cooperative. At the end of the day, the interaction pattern is secondary to our main objective of facilitating relationships.

The purpose of the game is to have fun and get to know each other. The goal of this game was never intended to have a real winner or loser, and, in keeping the atmosphere friendly, there was never an outcome where a player would lose the game. We experimented with different scoring systems that would result in a "winner" although our playtesters never cared about winning per se.

Formal Elements & Game Values

The rules and procedures of the game are simple. Players take turns drawing prompt cards from the piles corresponding to the round they are in (Frosh Fall or Senior Spring). In the first round, all players (other than the one who drew the card) write down their responses to the prompts and hand them over. The player that drew the prompt reads out all responses and selects two of them for voting. All other players must now vote for who they think wrote in each selected response. The player whose response was selected must then elaborate on their response. In the second round, players take turns drawing cards in the same way but instead of writing their responses, they simply vote for who in the group is best represented by the prompt. Whoever the majority chooses, must elaborate on the prompt.

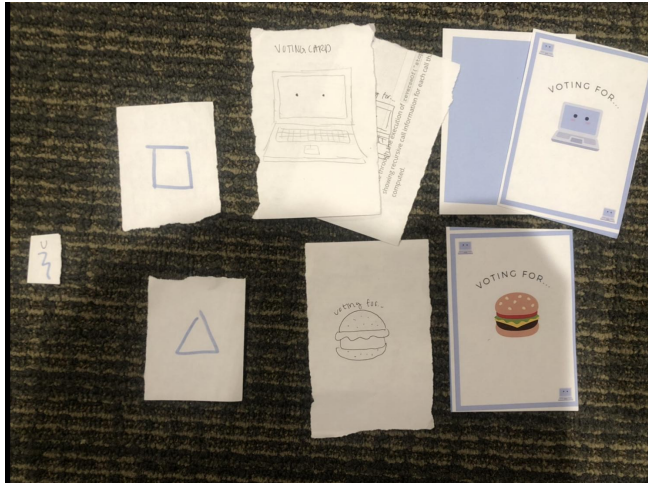
We made very intentional decisions on which questions were acceptable for the game and which questions were not because we did not want to create any uncomfortable situations. Regardless of how well people know each other, they should all be able to partake in the game without fear of being singled out or picked on. Judging what crosses the line in the second round was challenging but that is where playtesting served us greatly.

4. Testing and Iteration History

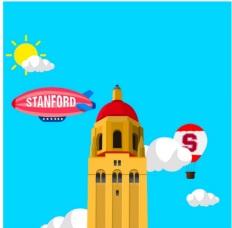
Testing and Iteration History Overview

OVERVIEW

- We went through 7 playtests total
- We had 6 iterations total and 3 major ones
- We got feedback and used it to significantly improve each iteration



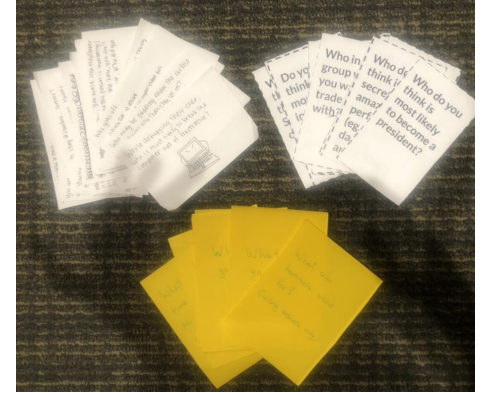
Welcome to the Game!



Overall gist

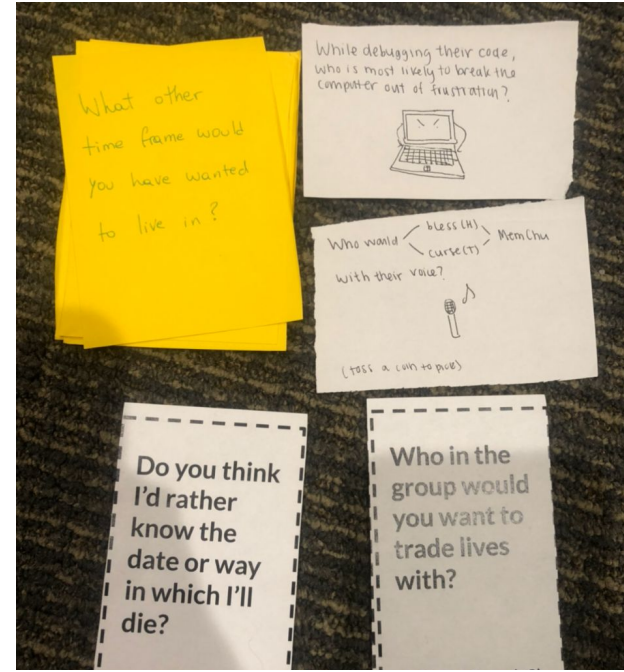
Frosh fall, senior spring, know your classmates in between!

This game is a Stanford-themed get-to-know you game with two rounds! It consists of answering questions and voting. If you don't feel comfortable answering a question you can pass and move on to the next prompt. And remember to be respectful!

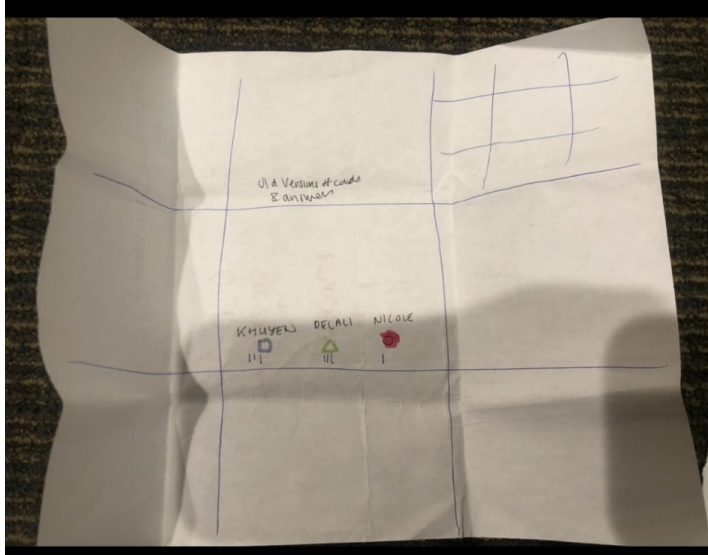


First Major Iteration

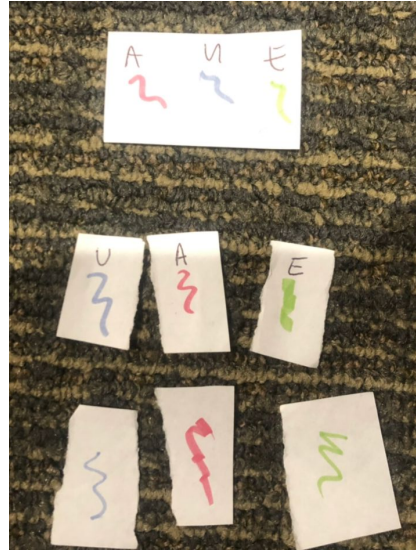
- **3 Rounds: Fall, Winter and Spring Quarter**
 - **Round 1** (in yellow): Every user tries to guess who wrote *every* response correctly (+1 for each correct response)
 - **Round 2** (to the right): Every user tries to guess *one* person who fits the prompt and in the majority (+1 for guessing in majority)
 - **Round 3** (at bottom): a mix of both rounds, still figuring out how to deal with the two question types (Do you think I...? Who would...?)
- **Scoring & board**
 - We kept a running score in the middle of the board, which we had planned to make Main Quad themed. You'd move on from one round once one person got 5 points.
 - With a Main Quad themed board, the goal would be to move a token around different places like MemChu or History Corner.
- **Character and Voting Cards**
 - Character cards were non-existent, with player representations existing all on a sheet of paper or on the middle of the board. We toyed with the idea of using tokens to represent each player like in Monopoly.
 - Voting cards were tiny paper sheets which then evolved into shapes and colors representing each person.



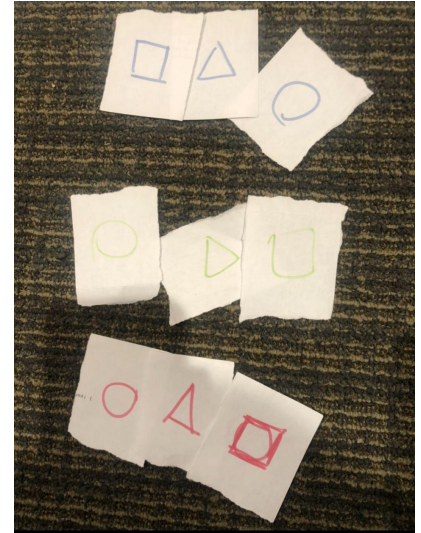
Artifacts



The initial board idea, which we intended to be Main-Quad themed, in line with the overall Stanford theme



The very first iteration of the voting cards and player cards/representation



Second iteration of voting cards with each player being assigned a color and shape

Feedback after 1st and 2nd Playtest

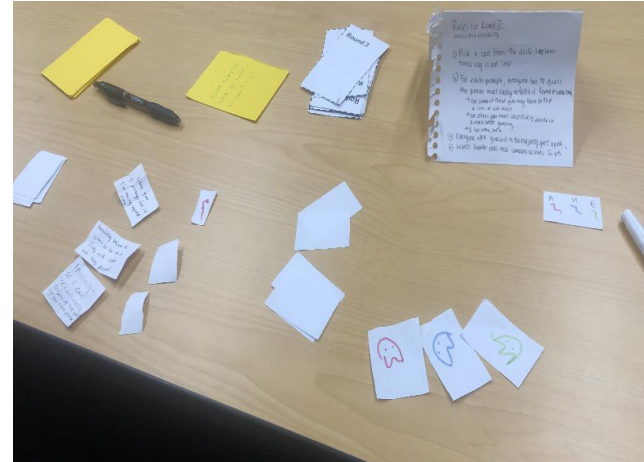
The birth of the game after planning it out! We brought in our prompts did a short playtest which we iterated upon. Then, we did a more official playtest in class with some students and a TA.

Direct Feedback

- Color-shape thing for each player was extremely confusing
 - Because each player had a single color, but three different shapes, when voting it was extremely difficult to know who you were voting for and to remember which cards were your own.
- Scoring added initial purpose, but eventually didn't matter
 - We wondered whether we should even do scoring as our primary objective was fun from fellowship, not challenge.
 - At the same time, the secondary motivation of challenge provided incentive to first play. What would be the purpose without it?
- 2 rounds were fun but we rarely got to the third round because things were very long...

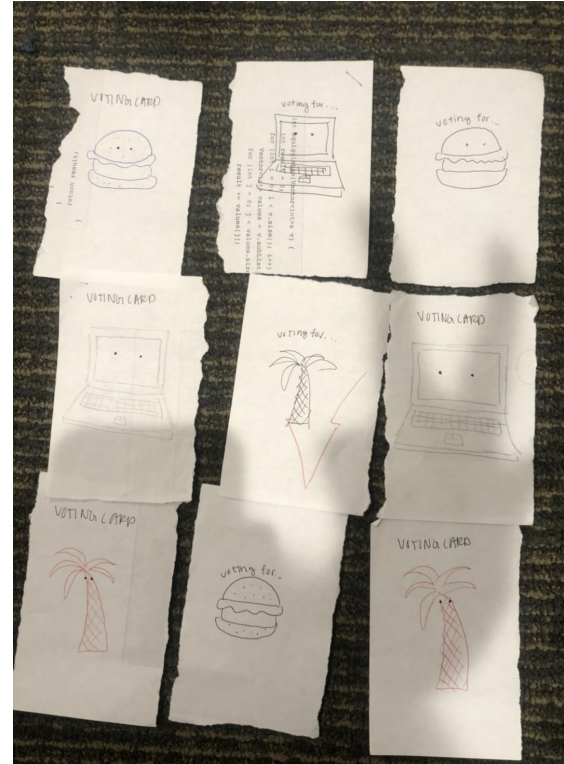
Observations

- Board problem: where do we put objects?
- Handwriting problem: where's the fun in guessing if people know the handwriting of the responders?

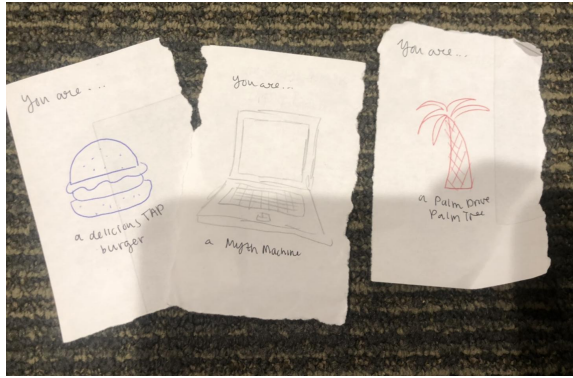


Second Major Iteration

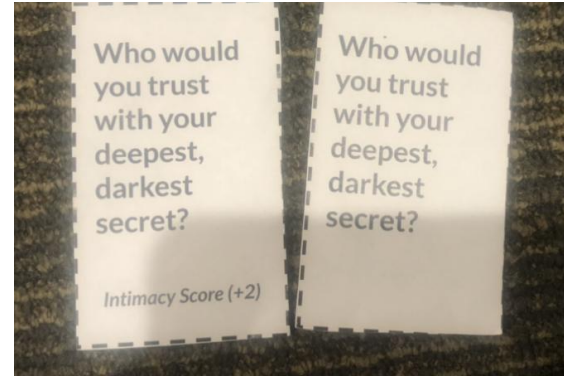
- **3 Rounds: Fall, Winter and Spring Quarter remained the same**
 - **Round 3:** We added an intimacy score and then got rid of "Do you think I'm...?" type Questions here.
 - Other than that, we largely kept the questions and the round structure the same, experimenting with different types of boards.
- **Scoring & board**
 - We kept a running score on a scorecard and had minimal use of the board. You'd still move on from one round once someone got 5 points.
- **Character and Voting Cards**
 - Using the back of CS106B section handouts, our new lo-fi player and character cards were done!
 - Character representations were now actual cards
 - The voting cards were double-sided, so that you could vote and retrieve your card easily, given you flipped it.



Artifacts



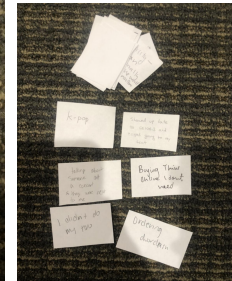
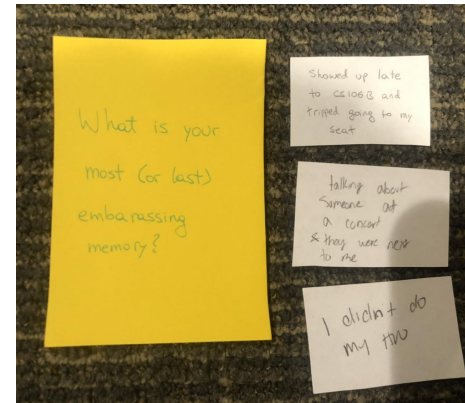
Character cards are no longer just shapes and colors but also Stanford themed icons



Intimacy rating added



Initial character designs :)



Responses + prompt, same as last iteration

Feedback after 3rd and 4th Playtest

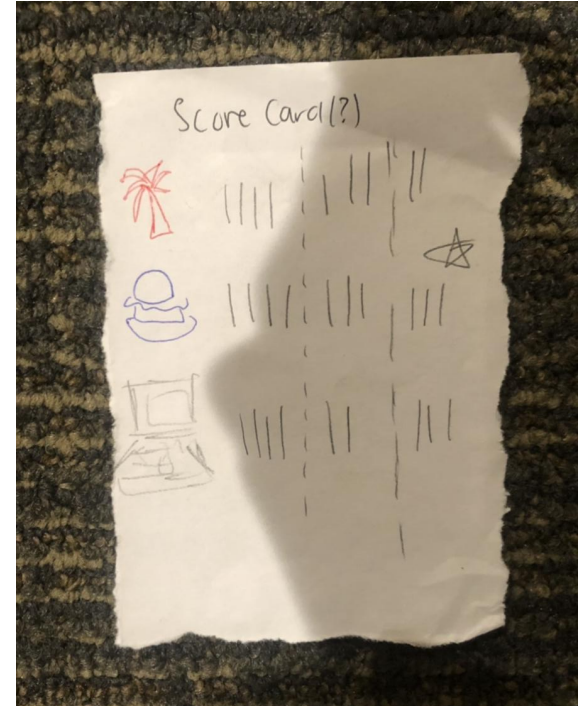
Here we had an in-class playtest Thursday followed by a TA playtest Sunday

Direct Feedback

- Scoring didn't matter to these people, was more in the background
 - Again, we wondered: do we want to have scoring in a game where the goal is to get to know each other?
- The first round was slowwwwww
- Dealing with 2 different mechanic changes was a lot and confusing, especially when there was a mechanic change between the first and second round but not the second round and third.

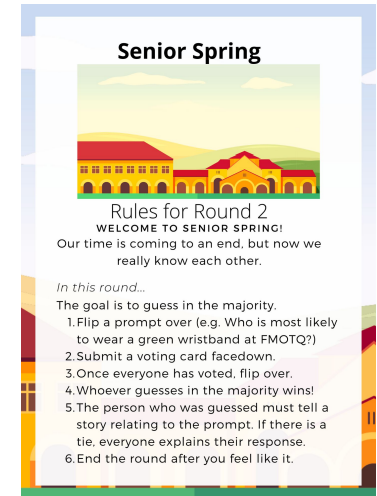
Observations

- Voting cards being double-sided caused IMMENSE frustration
 - People didn't know whether it was face up or face down, and had to turn over the card to recognize it was theirs and retrieve it,
- Without a board, the placement of cards got very messy!

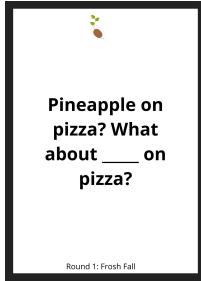


Third Major Iteration

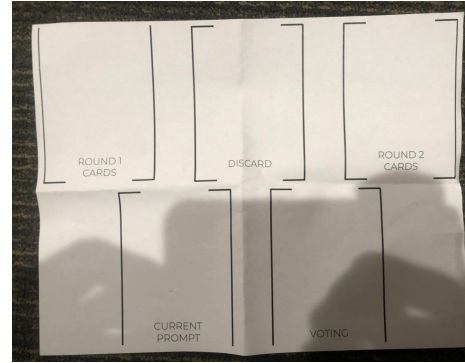
- **2 Rounds: Freshman Fall and Senior Spring**
 - We simplified the game to just two rounds, with each having a mix of Stanford and general themed questions given the feedback.
 - **Round 1**: Every user picks *only 2* responses which everyone tries to guess correctly
 - Added blanks to round 1 (MTL is ____ ?)
 - **Round 2** : Every user tries to guess *one* person who fits the prompt and in the majority.
 - Removed flipping coin options.
- **Scoring & board**
 - No more scoring— defeats purpose of game.
 - Minimal board to eventually no board at all to allow to play in more places and feel more organic.
- **Character and Voting Cards**
 - Character and voting cards are approaching hi-fi.
 - To address confusing nature, one side is just blank with color associations.
 - You can tell which card is yours by front and back.



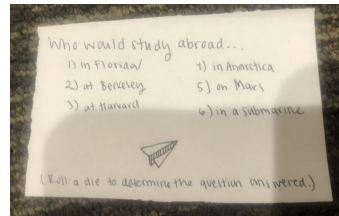
Artifacts



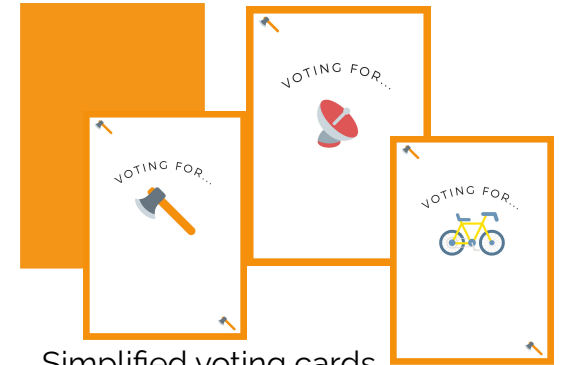
Frosh Fall round which now also includes blanks and Stanford-themed questions



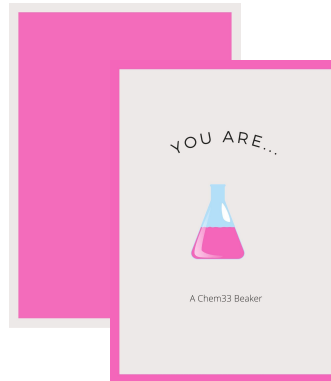
Minimalistic board design we initially used but then said bye-bye to...



Senior Spring question evolution from lo-fi to hi-fi; senior spring and frosh fall now have distinct back and front designs. The orientation is also vertical for all cards.



Simplified voting cards allow you to know who voted for who with both the front and back



Feedback after 5th, 6th and 7th Playtest

One playtest in class Monday, in class Tuesday, and after hours Wednesday

Feedback

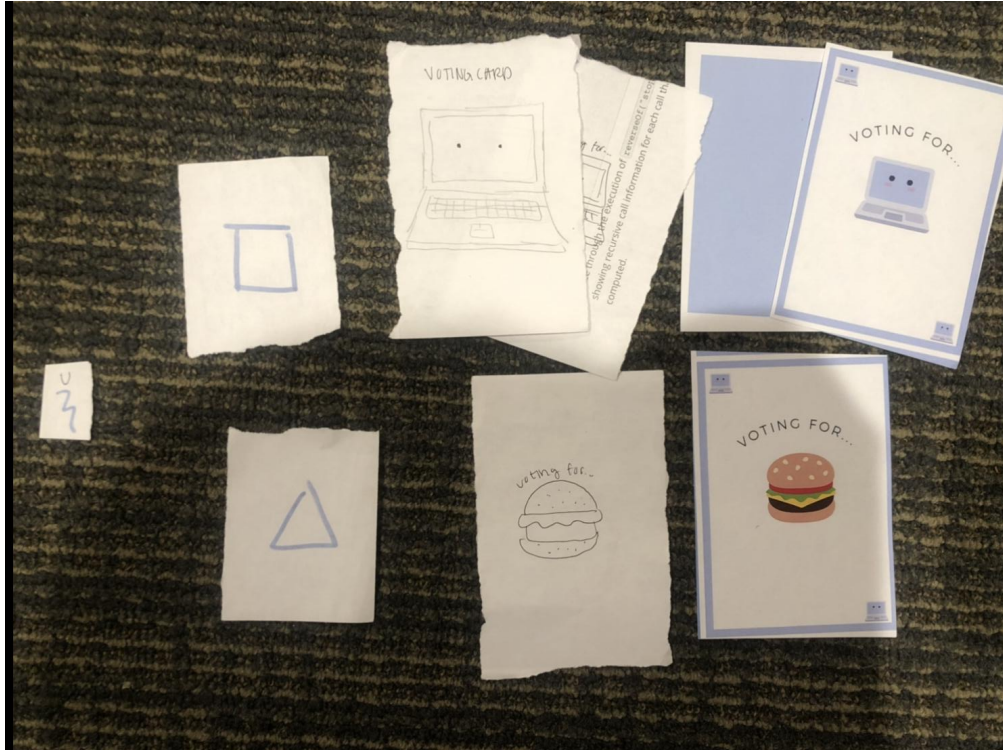
- Questions might be... too spicy?
 - Someone said the questions might be mean before clarifying it was indeed a joke
- No board needed!
 - Organic is good!
- Without scoring the first round doesn't make sense, but there's a tradeoff between competitiveness and enjoying the game for the sake of it.

Observations

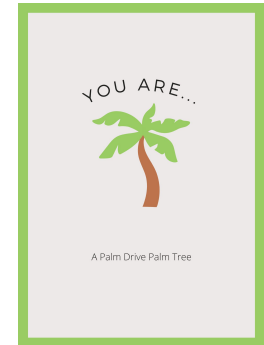
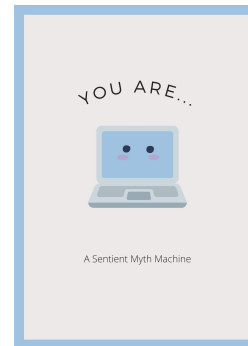
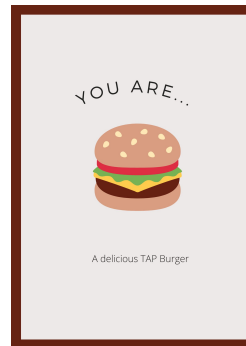
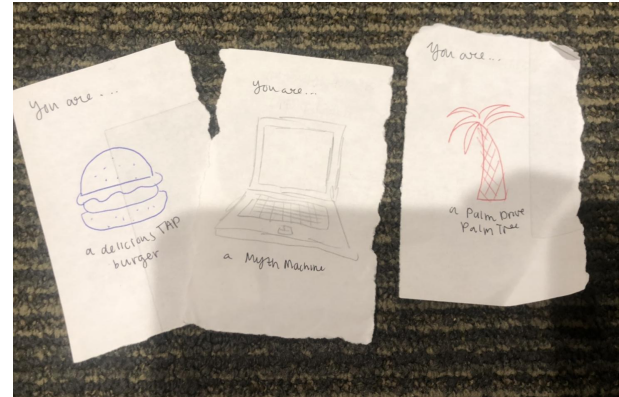
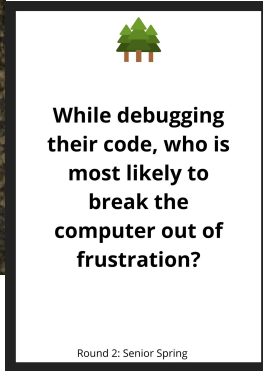
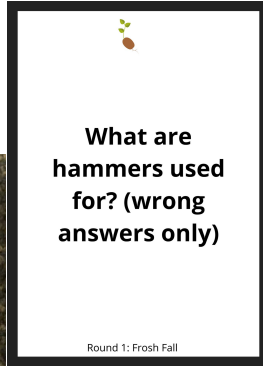
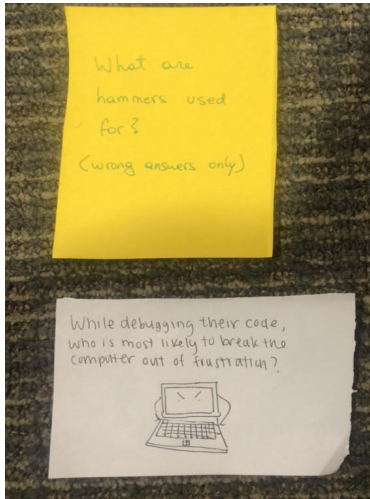
- **It was so fun they wanted to play another round :)**
- Some learn, adapt, and modify the rules as they play, so being general but not overly general helps to facilitate creating original rules and modifications.



We came a long way!



Some Evolution



5. Playable Final Prototype

[Link to Playable Final Prototype!](#)

6. Video of Final Playtest

[Link to video](#)



7. Print n Play

[Link to Print n Play!](#)

8. Marketing and Mockups

Game Box

MajoriTree Rules

Grow closer to your fellow Trees



18+

4-8 players

30 minutes



The Game

The game consists of two rounds: Frosh Fall and Senior Spring. Play the game to bond with your fellow trees.

Frosh Fall

1. Take turns as the question picker (QP). whoever is youngest goes first
2. The QP will draw a card from the Frosh Fall pile and pose the question to the group
3. Everyone else will write their responses to the prompt and submit them secretly to the QP
4. The QP must select their 2 favorite responses and present them to the group
5. The group will then secretly vote for who they think submitted each response.
6. The votes are revealed and whoever's response was selected must explain their response

Move to Senior Spring

Once everyone has had a turn as the QP, you'll move to Senior Spring, where questions get more personal and the fun is amplified

Senior Spring

1. Continue the same rotation as in Frosh Fall
2. The QP will pose a question from the Senior Spring pile.
3. Everyone (including the QP) will use the voting cards to guess who they think the prompt represents the most.
4. Whoever the majority (plurality) selects must explain themselves to the group by telling a story to refute / confirm the vote.
5. In the case of a tie, all people chosen must explain themselves to the group

Design Mockups cont'd

