

Introduction

"Alien American" is a board game that playfully explores the adventures of an alien trying to navigate and assimilate into American culture. The game's narrative and mechanics center around an alien who crash-lands in America and must complete various tasks to integrate into society. Initially, we envisioned the game as a series of puzzles that the alien had to solve to return home, but through iterations, the concept evolved into a more engaging and humorous storyline where the alien aims to become an American citizen.

The game is designed with three distinct levels, each representing different stages of the alien's cultural assimilation journey. In the first level, set in a college environment, players tackle social challenges that a typical college student would live through. This level is simple, with straightforward paths on the game board and a focus on social interaction and American trivia. The minigame at the end of this level simulates the quintessential college experience of playing pong, adding a lighthearted touch to the alien's learning curve. In the second level, the theme shifts to finding love, with the game board shaped like a heart to reflect the romantic challenges the alien faces. Players navigate through tasks related to modern dating, including a memory-based minigame involving Hinge profiles, which humorously captures the difficulties of online dating for someone unfamiliar with human faces. The complexity of the board increases, offering more movement choices and thematic action cards that blend with the love theme. The final level represents adult responsibilities, featuring a complex board reminiscent to the lines of a driver's license. Here, the alien must complete tasks like deciphering bureaucratic jargon at the DMV to achieve full cultural integration. The action cards in this level are tailored to adult challenges, and the final minigame involves decoding words in an alien language, simulating the stress of navigating unfamiliar systems.

Throughout the game, players collect resource cards and encounter action cards that either help or hinder their progress. The game's evolving mechanics and narrative aim to provide a fun and immersive experience, celebrating the quirks and idiosyncrasies of American culture. "Alien American" combines humor, strategy, and thematic elements to create a unique and enjoyable board game.

Artist's Statement

The inspiration for our designs started from an initial reflection around the energy and experience we wanted our players to have. We converged on fun, laughter and lightheartedness. We used these emotions and desired experience to design the aliens that would be used for the board, cards, and manikins. The colors green and gray are very prevalent in cartoon aliens and we decided to rely on this conception of aliens for our design. We wanted a retro alien that would be in line with a "gamey" feel. These elements were used as criteria in our prompts for Dall-e. All of the aliens are 32-bit in order to maintain the retro feel.

Each board's vibrant artwork attempts to capture the essence of its relevant theme, maintaining a cohesive visual narrative. Level 1's board is red solo cup shaped, level 2 is a heart with the letters "XO" and level 3 is designed to be the outline of a driver's license or streets in a city. The board design is based on the

level, storyline and action cards. The game's design blends party game mechanics with a narrative-driven structure, offering an entertaining and insightful look at cultural integration.

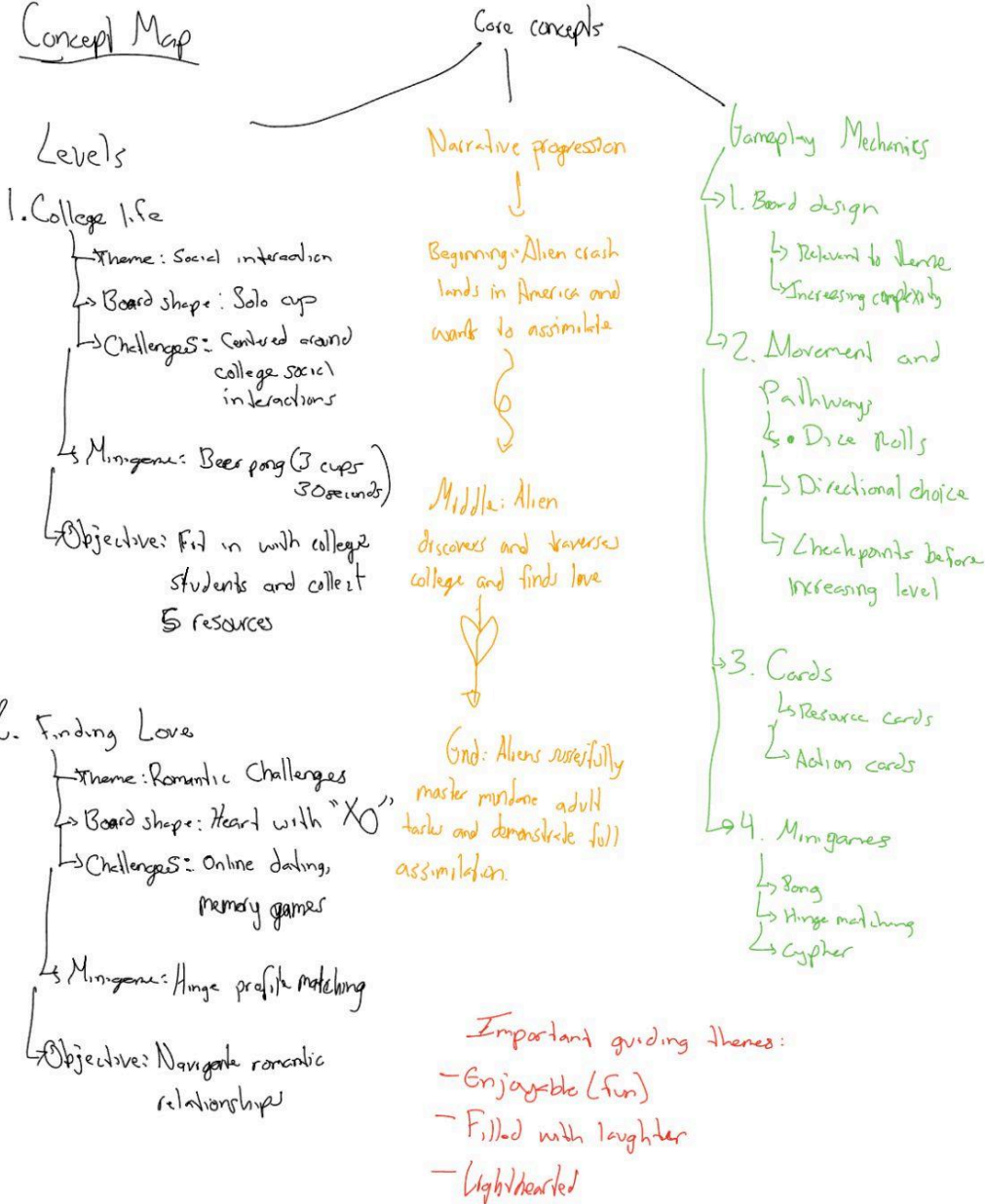
System Models

Concept map: pictured below

Player interactions:

In "Alien American," ideal player interactions are characterized by a blend of cooperation, competition, and lighthearted fun, reflecting the game's whimsical take on cultural assimilation. Players navigate the various levels, encountering challenges that require both individual skill and group dynamics. Throughout the game, action cards add an element of surprise and interaction, with dares and tasks that prompt players to perform humorous acts or answer trivia, keeping the atmosphere lively and engaging. These cards are designed to be comedic and creative. Players listen to each other, read the cards and then have to engage with each other to complete the challenges on the cards. The decision to go through with the task on the card in order to avoid losing resources or gain more resources is bolstered by a peer pressure and positive feedback loop. In this loop, players are more likely to complete the challenges and be excited to do them as time goes on and their peers complete other challenges. By balancing competitive elements with opportunities for cooperation and social interaction, "Alien American" ensures that players remain entertained and connected, making each playthrough a memorable and enjoyable experience.

Concept Map



3. Adult responsibilities

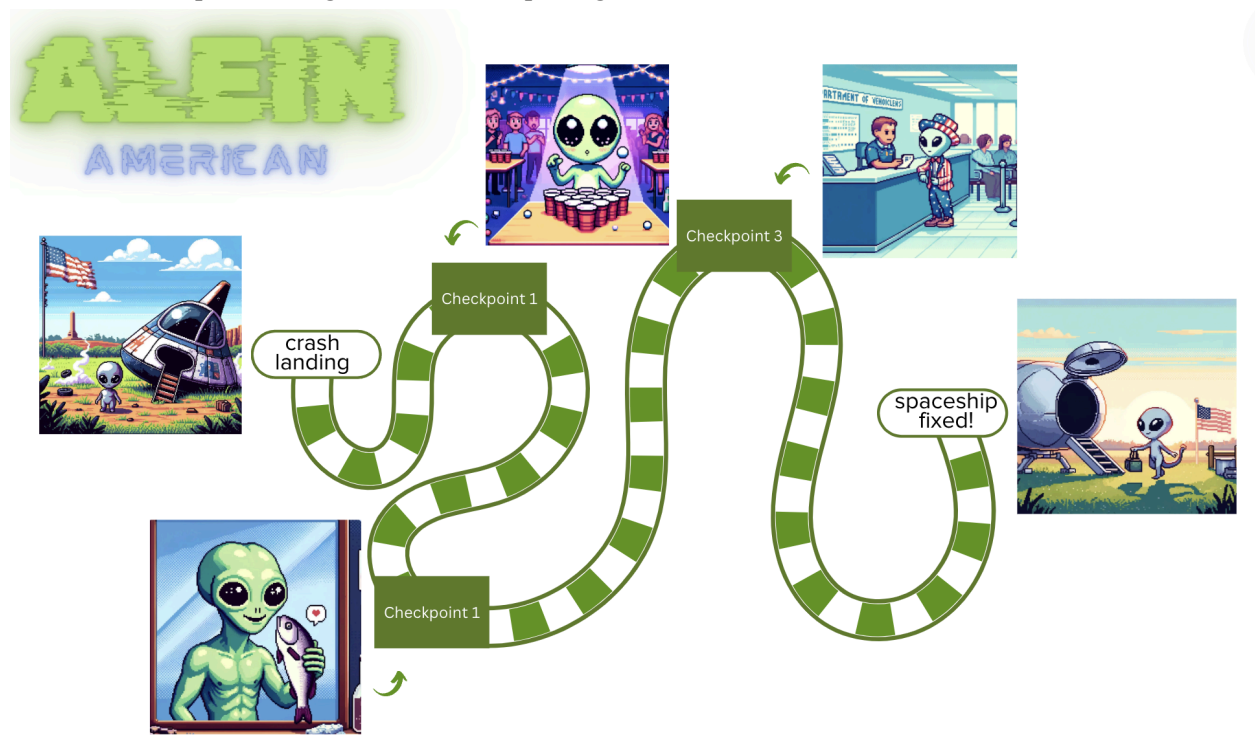
- ↳ Theme: American bureaucratic and daily life tasks
- ↳ Board shape: City grid
- ↳ Challenges: DMV tasks, cryptography
- ↳ Minigame: Decipher DMV language
- ↳ Objective: Become a successful driving adult

Initial Concept

Initially, we began by ideating on an overall storyline/ theme. Pretty early on we landed on the idea of creating a narrative of an Alien who lands on earth and tries to complete various tasks. We felt that this idea served the idea of a “breakout” room initially. The initial vision was that the alien wanted to return to his planet, so he needed to complete puzzles to “break out” of Earth and return home. In the early stage, we wanted to make sure to incorporate specific amusing story lines for the alien. One of the initial stories we decided on was the alien trying to go to a frat party. At this point, we hadn’t decided how many aliens there would be (i.e. if the game was single player or multiplayer) or if people would be working collaboratively or against each other.

Development/Iterations (Level Design + Narrative Development)

Version 0.0: Simple Winding Board with Misspelling lol



Description:

Our initial design, pictured above, was a game board that had a swerving path and checkpoints. This version of the game was a multiplayer challenge where everyone was competing against each other to fix their spaceship first. When the players landed on the checkpoints, they had to complete them. If the checkpoint was not completed, they had to wait their turn again until they could complete the challenge. The primary challenge with this iteration was boredom. The lack of tasks to complete between the checkpoints created a sense of pointlessness between the checkpoints. On top of that, being stuck at a checkpoint until it was completed curated an air of monotony in the game.

Mini Games:

At this stage, the minigames had all been prototyped. We were testing the beer pong game (physical) as well as the Hinge and DMV games. The beer pong game worked well, but people found the amount of cups frustrating. At this stage, the hinge game was a simple memorization of a photo of a “date” that the alien was going out with, which the players found very easy. The DMV game was simply a word scramble, which players found fun and challenging.

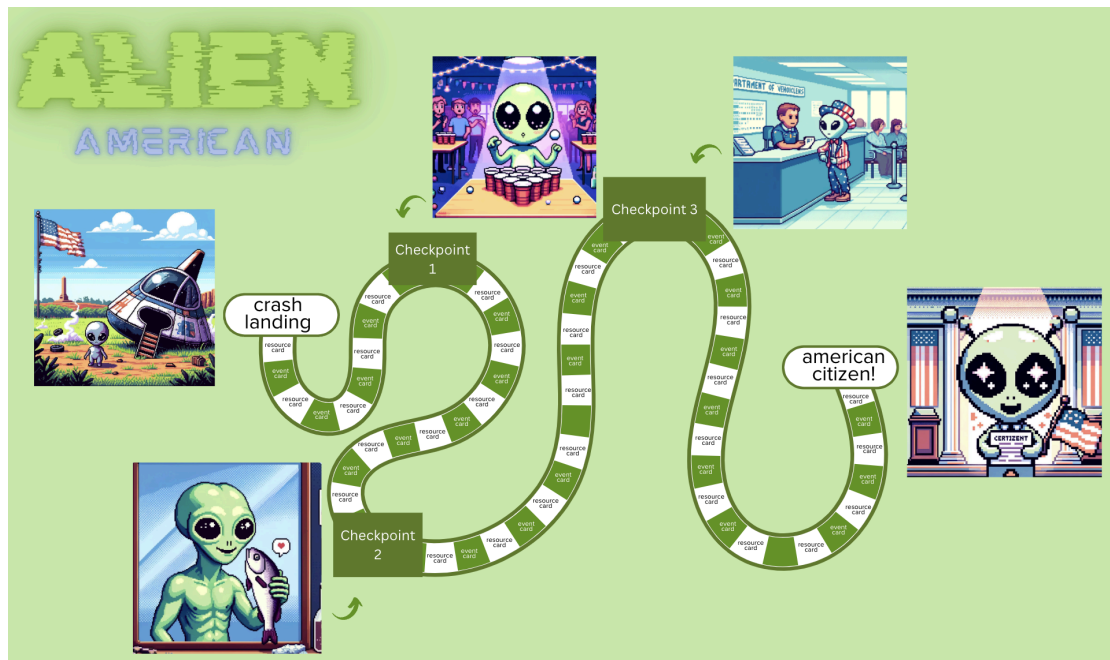
Narrative:

The story of this iteration was that there is an alien who crash lands in America. His goal is to create his spaceship and return home. In order to achieve that goal, he must collect parts of his spaceship by completing various checkpoints. During our playtest, the group largely did not like the idea of doing all of these American things just to go home. They found that conclusion very unsatisfying and even sad. Additionally, the correlation between the checkpoint challenges and the collection of resources was very unclear.

Level design:

In this version, there were no real differences between levels. The game was very linear with the only difference throughout the game being the checkpoints. Other than that, there was no feel of a leveled design.

Version 0.5:

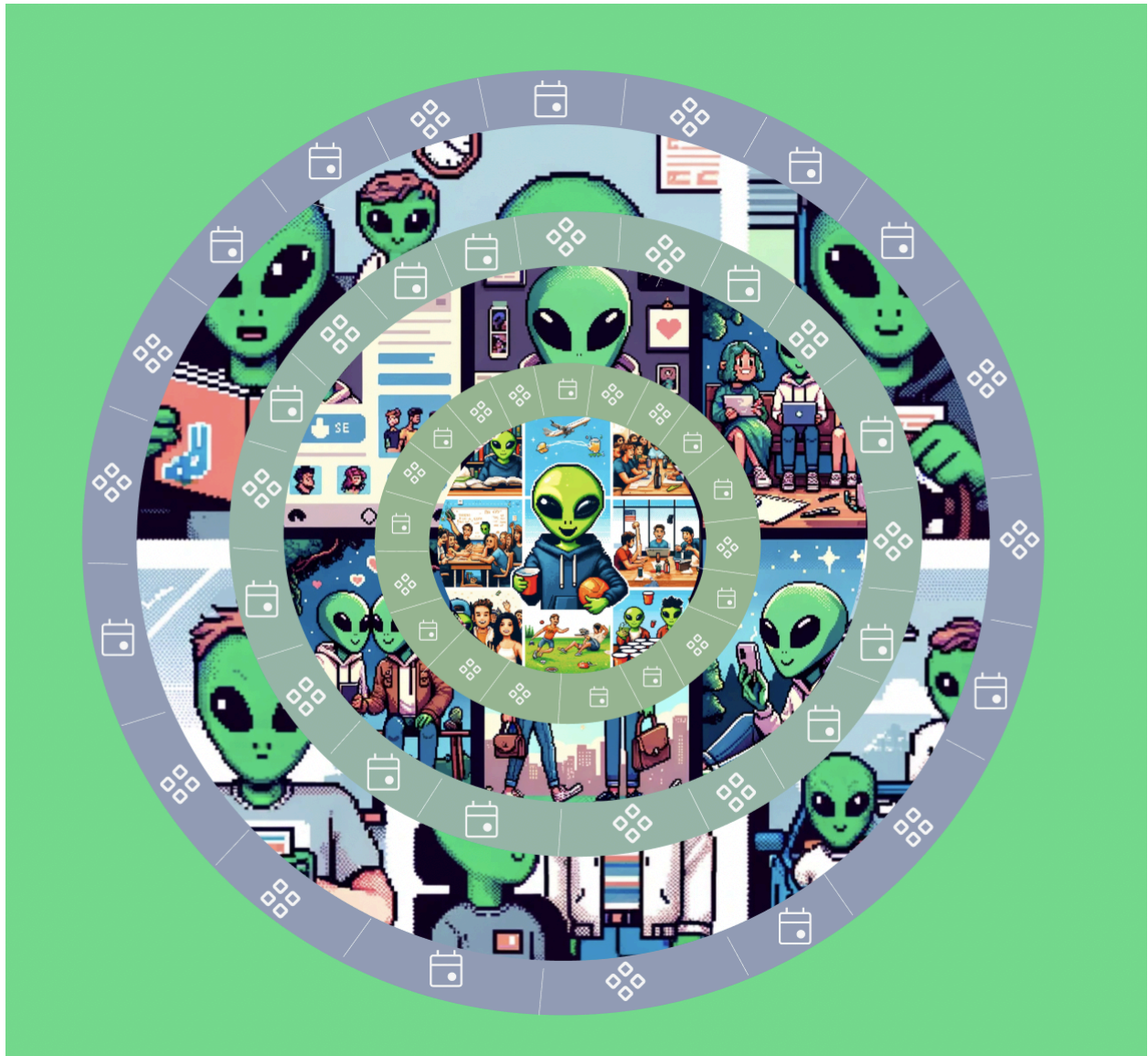


Modifications from *Version 0.0*:

In this version, we maintained most aspects of Version 0.0, making a couple of edits as a response to our playtest. We first altered the narrative to make the alien become an American citizen at the end of the game rather than making him build a spaceship to fly home. With this change we hoped to make the ending of the game have a more positive feel and make the minigames fit more with the storyline. We also added cards to pick up along the way. Initially, we thought of resource cards as pieces of the spaceship, so

here we were still a little lost on what exactly those would mean in the context of our new narrative. We also had not yet decided on what the event cards would mean.

Version 1.0: Circular board with checkpoints



Description:

In an attempt to solve some of the challenges with our previous boards, we developed a board with three concentric circles, which aimed to represent the three levels. As shown above, we also included collages of the theme for each circle. The themes represented here were college, love, and adulting (getting driver's license, etc). Within each level, the players could move either direction once they rolled the dice. If they landed on the calendar icon, this represented an "Event Card" and if they landed on the icon with the three diamonds, they collected a "Resource Card". A certain number (we changed this depending on the playtest to adjust for time) of "Resource Cards" were required to complete the checkpoint. Once the checkpoint was completed, the player could move on to the next level.

Mini Games:

In this iteration, the players completed the checkpoints between levels. The overall issue we saw with the checkpoints during this iteration was the time it would take to complete them. The players were having to pause their game to watch people play the checkpoint challenges (players having to repeat the checkpoints made it even worse). At this point we had nailed down how many cups to use for pong (3), but we were still working on the time constraint (we tested a few different ones). For the hinge game, we shifted from having the player identify a date based on a photo, making the memorization component more difficult, having the player memorize names and bios of many dates within a time limit and making them match the bios to names at the end. We also adjusted the DMV game in an attempt to make it more on theme. We decided to do a cipher from “alien language” and a scramble to connect it back to the fact that an alien was doing the reading. The players enjoyed all of these games in terms of functionality, we just had a few kinks to work out.

Narrative:

The narrative remained very similar to the previous iteration. Although the narrative stayed the same, having the board with separate concentric circles for each level with graphics that were on theme made the levels a bit more clear.

Level design:

The level design was enhanced in this iteration by having separate concentric circles. This made the advancement to the next level and completion of the checkpoint challenges feel much more meaningful and concrete. Although we did make improvements to the leveled design in this iteration, we were still struggling to make the levels feel truly different from each other.

Cards:

During this iteration, we started to figure out what the two different types of cards really meant in the context of our game. We created both resource cards and event cards (later renamed action cards). The resource cards served as currency for the game. The resource cards we created at this level actually remained the same as in our final version. On the other hand, the action cards went through many iterations. In this version, most of the cards aimed to take cards away from players. On some cards, you could complete a challenge to keep your card (i.e. sing all the words to the US national anthem) but many cards had impossible challenges that the player would not be able to complete, causing them to simply lose a card. The negative nature of these cards made players unlikely to elect to land on the action card space if they had a choice.

Version 1.5: Circular board with levels

Modifications from *Version 1.0*:

This iteration consisted of minor changes from Version 1.5. The game stayed widely the same with a few minor changes. First, we tried to balance out the action cards, making taking the risk of landing on them worth it in some cases. We both included more doable challenges and more cards that allowed players to either earn or steal cards. We also added in mechanics that varied between levels in an attempt to create a

different feel between them. For level 2, we added the mechanic that you could jump over a player and opt to play rock paper scissors. If you beat them, they would lose a card and if they beat you nothing would happen. Surprisingly many players did not choose this option as they didn't particularly see a point in making another player lose a resource. We also introduced the dynamic of pairing up with a player in order to win for the third level. Our playtesters immediately brought up the concern of the top two players in the game winning very quickly, causing us to rethink this mechanic.

Version 3.0: Separate boards with varying mechanics and theming



Description:

This is the final version of our game, thus, the description of the rules and other aspects of the game are explained later in the write-up. Here, we will discuss some of the most important changes that were implemented for our final version. As shown above, this board had 3 different parts, each with distinct theming.

Mini Games:

In this interaction, the games were refined from the previous version. Times were decided and the theming was refined for the digital games.

Narrative:

The narrative of the alien trying to complete american tasks and eventually becoming american was refined by the level design, board design, and new cards.

Level design:

In previous iterations, we had been struggling with how to differentiate the 3 levels. In this iteration, we decided to make a drastic change by creating three boards for the three different levels. With the design of each board (the shape and the background), the theme of each level was made much clearer. The first level (college) was made in the shape of a solo cup with the background depicting college students playing drinking games. The second level (love) was made in the shape of a heart with an X and O in the middle with a background of aliens falling in love. For this level, we slightly changed the dynamic of jumping over people, allowing the jumper to instead steal a card, causing them to have more motivation to jump over their opponents. The design of the board (with the X and O in the middle) has many intersections, further facilitating this mechanic. For the third level, we made a driver's license-looking board with aliens doing different adult tasks in the background. In this iteration we nailed down the mechanic that was added for the third level. We created an IRS dynamic (described in the rules) that both added to the theming of level 3 and allowed the person in last place to have an interesting win condition. Another differentiating factor for each round was more resources are required to get to each higher level, creating an added difficulty as you increase in level.

Cards:

In this iteration we kept a similar balance we had created last iteration with the action cards. In an effort to continue to differentiate the levels we created action cards that were on theme with each level and changed the colors of them to further distinguish them from each other.

Playtesting

Test #1

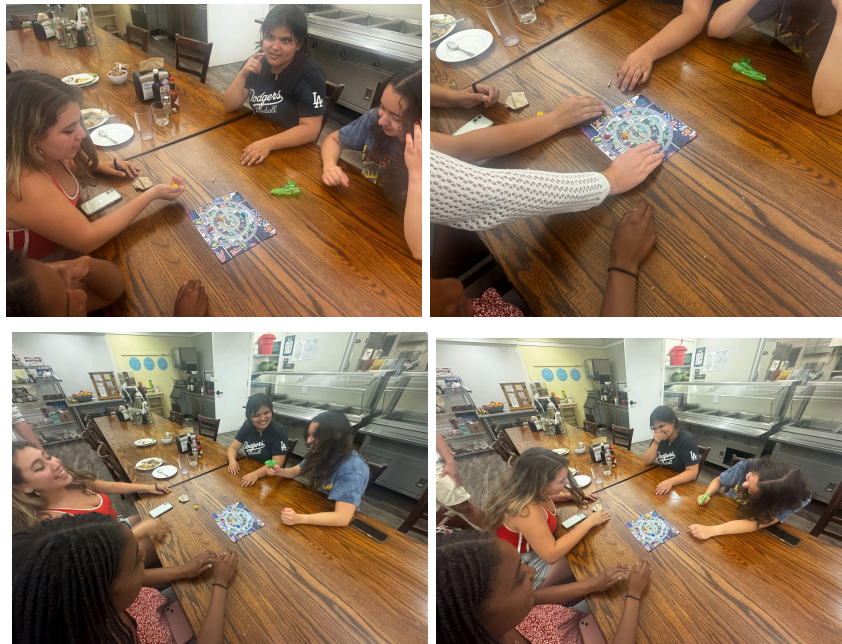


For the first playtest of "Alien American," our focus was on the minigames. We tested several, including a beer pong minigame and matching/cipher digital games. Feedback indicated that while these minigames were enjoyable, there was a significant issue: the lack of timers. Players felt there was no sense of urgency especially for the digital games, which diminished the excitement and engagement these games could offer. Moreover the objectives of cipher and the matching games were not abundantly clear, therefore we noted that clearer instructions were required and the design should be more intuitive. Despite this, participants noted that the minigames had potential and would work well in a game aimed at party settings.

After receiving this feedback, we incorporated timers into the minigames for a second runthrough. This change significantly increased the sense of urgency and made the games much more engaging for the players. The addition of a timed element added pressure and excitement, aligning well with the party game atmosphere we aimed to create.

Another important piece of feedback related to the game board itself. Players were confused about the game's theme, finding it difficult to understand the narrative context. This feedback led us to consider how we could better integrate the narrative into the board game, ensuring that players have a clearer understanding of the story and objectives as they play. We began exploring ways to weave the narrative elements more seamlessly into the board design and gameplay mechanics to enhance thematic coherence and player immersion

Test #2

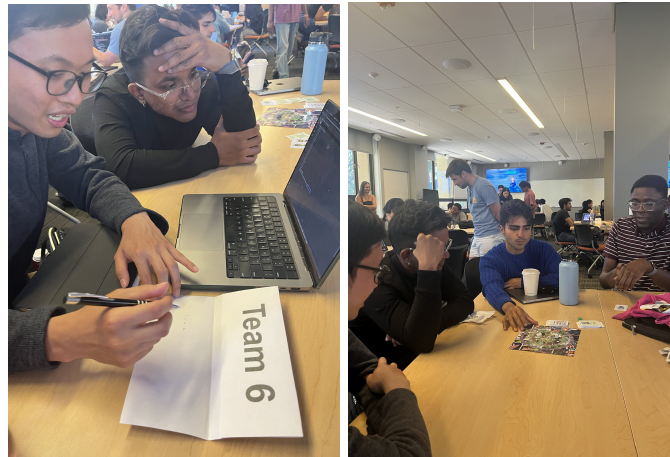


In response to the feedback from the first playtest, we created a board that was much more on theme. We also incorporated level design, with each ring representing a separate level. To progress to the next level (the next circle), players had to accumulate enough resource cards and complete a minigame. We also introduced action cards where players had the chance to gain or lose resource cards.

During this playtest, we encountered an issue with traffic jams, particularly at the minigames. For example, for this particular playtest all four players reached the pong minigame simultaneously, which became disengaging and disrupted the flow of the game. Participant feedback highlighted this problem clearly. A player remarked, "Waiting for my turn at the pong game took forever. It really broke the momentum and made it less fun, however I did enjoy the action cards and general gameplay." Another suggested that we "could stagger the entry points to the minigames or allow people to play the other games".

Another issue surrounded the action cards. Here the notion of just having a chance of gaining or losing resource cards did not add enough 'spice' to the game. Therefore we thought about potentially incorporating dares and more interactive action cards which rewarded players for completion or punished players if they didn't do the said dare to make the game much more party oriented. We decided this because who wants to play a boring game?

Test #3



Video: https://drive.google.com/file/d/12942VytrTJcWy6m_al1FZiF0D4zeJ1rl/view?resourcekey

For the third playtest we introduced a version with highly dare-oriented action cards, compelling players to complete embarrassing or absurd tasks to avoid losing resource cards. The feedback was a mixed bag, highlighting both engagement and discomfort. Players like Seyi found the dares entertaining, noting that they added excitement to the gameplay. However, Fahad pointed out that some dares were a little too extreme. For instance, one of the dares involved punching someone randomly while pretending to be kangaroo (which was completed as seen in the video).

Another memorable moment came when Fahad almost took out his phone to complete a dare involving a fake date, which underscored the potential for real-life awkwardness. General feedback included a desire for more interactive elements that involve player-to-player dynamics, such as stealing resources or having another player perform a dare if the original player refuses. Participants suggested that actions promoting interaction, like the player to your right performing a dare, could make the game more fun and engaging. One player mentioned, "It would be cool to sabotage another player or steal their resource," highlighting a need for more strategic depth and interactivity.

The playtest also revealed inconsistencies between the game's theme and mechanics. Some action cards did not align well with the narrative, leading to confusion and a disjointed experience. Participants noted that while the game was fun, it could benefit from clearer connections between the theme and actions. One suggestion was to make some action cards promote cooperation, such as building something together, to enhance the party game feel.

Test #4



For the next playtest of "Alien American," we significantly reduced the severity of the action card dares to create a more balanced and comfortable gameplay experience. While the changes were well-received overall, some challenges still felt quite awkward. For instance, when Amy had to sing the entire national anthem, it certainly seemed a bit uncomfortable for some players. However, it was generally agreed that these types of dare would certainly be more fun in a party setting, particularly with the added element of mild to strong inebriation.

Despite the adjustments, general feedback echoed sentiments from the previous playtest, suggesting that action cards should promote more cooperative and competitive interactions among players. Participants expressed a desire for action cards to include minigames or tasks that pit players against each other. One participant noted, "It would be more engaging if the action cards prompted players to compete in a quick game or challenge, rather than just completing a dare on their own."

Based on these insights, we plan to continue refining the action cards to incorporate more cooperative and competitive elements, ensuring they are both fun and comfortable for all players. By fostering more dynamic player interactions and maintaining a playful, absurd tone, we aim to enhance the overall enjoyment and appeal of "Alien American."

Test #5



Here we completely revamped the action cards to improve cooperative and interactive play between players + include more cards that had American trivia friends, ensuring the game remained on theme. For example we included many more Prisoner's Dilemma cards, which had been a hit in previous sessions, prompting players to make strategic decisions that affected both themselves and others, with penalties of losing resource cards and the potential reward to win extra resource cards. This not only enhanced player interaction but also deepened the game's strategic component.

To further embrace the party aesthetic, we introduced a new element where the leader had to create and wear a ridiculous American flag hat. This addition was well-received, adding a humorous and festive touch to the gameplay. Ethan, one of the playtesters, commented that the game was "super fun," particularly enjoying the "cute" resource cards. This positive feedback on the game's aesthetics encouraged us to focus more on thematic art design for future iterations.

Overall, the feedback on the revamped action cards was much improved. Players appreciated the increased cooperation and the thematic consistency brought by the American-centric trivia as we deviated from absurd dares. However, suggestions for further enhancements included improvements in theme integration and level design. Specifically, the three concentric circles on the game board were seen as a bit mundane. This prompted us to consider using new board designs to make the game visually appealing and dynamically engaging.

Test #6



We completely overhauled the board design, introducing three separate level boards that encouraged new layers of strategy for players. Each level now had a distinct theme, such as a Valentine theme for level two and the DMV/IRS for level 3. In level 2 the notion of rock paper scissors was introduced between players. Nevertheless it was found there was not enough of an incentive to use this mechanic much - so next time the rock paper scissors would allow players to steal a card at no risk, encouraging strategic placement/movement of characters on the board. Action cards were also themed according to each level with increasing levels of severity, and we wrote narratives for each level to ensure players understood the light narrative, giving them a better sense of the game's "why."

Overall, this redesign was well-received. The level design, in particular, was much appreciated by players. However, for this playtest, we skipped the first level to focus on the new dynamic of hopping over spaces and playing rock-paper-scissors and the teaming up mechanic for level 3. For the third level, which involved teaming up to make 20 resource cards, the mechanic did not add much to the gameplay. Players tended to pick those with the most cards rather than forming alliances and engaging in betrayals as we had hoped. Based on feedback, we are considering changing the third level mechanic to better encourage strategic alliances and conflicts.

We updated the minigames, especially the digital ones, to be more on theme. These new revamped digital games (cipher and matching) were generally enjoyed by the players, although the pong minigame remained the most popular.

Level Descriptions & Narrative

Level Descriptions:

Level 1:

The setting of the first level of the game is a state college, where you are trying to learn about American culture while also trying to fit in with a crowd that is completely foreign to you: college students. As it is the first level of the game, it is simpler than the other two, with a rectangular shape that doesn't provide many movement choices. The theme of this level is social interaction, and how an alien from a different planet would learn to become social and interact with other college students in America. The action cards combine the need to pick up on American culture trivia, as well as having adept social skills. If either of these things are lacking, you will lose valuable resource cards. This combines the mechanics of a party game with the themes and ideas of a level based game. As I will talk about with the other levels, we have done things similarly to try and evoke different stressors and feelings that relate to different aspects of learning a new culture. At the end of level 1, the minigame to move on simulates the climax of learning social dynamics in college, which is to succeed in playing pong. While our minigame is overly simplistic and fails to simulate the true stress of the situation, we didn't want to make something too complex, and still wanted the game to be lighthearted and fun.

Level 2:

After level 1, the alien that you are playing as has conquered the social aspect of American life, and now faces the challenge of finding love. As you move around the board collecting resource cards, you are also met with challenges related to finding love that will set you back, and again attempt to simulate feelings and stressors in finding love. With each setback, you learn more about what it means to love and find a partner, and begin to stop losing resource cards when landing on the action spaces. The board is designed to fit the theme while also adding more complexity to how players can move, shaped as a heart with smaller paths inside of it. The minigame to pass this level is a different type of puzzle game that is related to memory. As an alien, you have a hard time discerning different people's faces, which can make online dating apps and their many pictures difficult. This minigame simulates this scenario, in which you have to look through different Hinge profiles containing names of people and their interests. Once you are ready, you have to match the names to the interests in a certain amount of time, which might not be exactly what online dating is like, but it shows what it might be like to online date when you are an alien who can't tell who's who from faces.

Level 3:

The third and final level of the game contains the most complex board with many intersections and paths to choose from. The complexity of the pathways continues the idea of increasing complexity from level to level, but also embodies the grid system of city streets and helps play into the theme of the level: adult responsibilities. The action cards relate to the theme of adult responsibilities, and the final minigame that allows you to win the game is a cryptography game where you decode words that relate to the DMV. The idea here is that the alien's final steps in assimilating to the culture is to get a driver's license. In order to do so, they have to go to the DMV, but the words there are foreign and confusing. Deciphering the words with a time constraint are meant to simulate the stress of figuring out words that you are unfamiliar with.

Although our game has a lot of mechanics that make it seem very much like a party board game like Monopoly, we added new mechanics and boards to combine the party game mechanics with a level based game. The three different boards represent three different stages in learning American culture, and the action cards and mechanics that are unique to each board are meant to make distinctions between stages.

Final Playtest

Link to final playtest video: <https://youtu.be/fCZRjYMJ4ZA?si=6jEdW0achP0JOBZ>

Overall, our final playtest went well and the players seemed to have fun and enjoy the game, but there was some confusion about the rules. Before getting into what we would improve for potential development in the future, here is a breakdown of what the playtesters enjoyed that we would keep in the game if we were to develop the game further in the future:

- Funny action cards
- Bought into the competitiveness of the game
- Theming and design of cards, board, etc.
- Catch-up mechanics
- Overall humor and lightheartedness of the game

The parts that could be improved were that the game took a long time to complete, partly because of the ratio of action cards to resource cards, and also because sometimes the players would intentionally go for action cards because they enjoyed them more. While it was great that they were enjoying the action cards, the objective of the game is to get resource cards, which advance you to the next level, so this resulted in much slower pacing than we intended. We could have also done a better job of making the story more clear, so that the players have a better sense of what is motivating the alien that they are playing. Here is the breakdown of what we would continue to refine and improve with the game if we were to develop it in the future:

- Slow pacing
 - Increase the ratio of resource cards to action cards to speed up the pacing of the game
 - Make penalties of action cards less harsh to prevent people from losing too many cards
 - Tinker with both of these changes to find out which one works best, or potentially a balance of both
- Rule clarifications
 - Make the rules about which direction you move more clear
 - If you go below the resource card requirement for a level, do you drop down to the previous level?
 - If no -> clarify in the rules

- Overall organization and layout of the rules should be improved for easier reading
- Story improvements
 - Maybe mix in the story with the rules so that the players don't feel like they have to read two separate pieces
 - Make the motivations of the alien more clear to the players

If we were to continue to develop this game, the biggest thing to do would be to refine some of the smaller things like balancing resources and action cards, clarifying the rules, and making small adjustments to improve pacing. It seems like we have a lot right with the aesthetics, the craziness, and the fun of the game, but it needs to be refined so that the players are even more engaged and are able to follow the rules and story better.

Boardgame Slides

- Cards
- Boards
- Box
- Rules
- Other Materials



Alien American

Embrace the Adventure of the American Dream



Game Rules (Page 1)

SETUP

- The game boards represent the alien's journey across different stages of life of an American. Start with white, then red then blue.
- Each player starts with **2** resources at any point on the board
- Whoever has the closest birthday goes first

CARDS

- **Resource Cards:** For each level you must **collect enough resource cards** (cumulative) + **complete the checkpoint minigame.**
 - Level 1 goal: 5 resource cards
 - Level 2 goal: 10 resource cards
 - Level 3 goal: 16 resources cards
- **Action Cards:** Action card which involves the Alien learning or failing to learn more about American culture
 - Players are presented with a situation, they can either complete the challenge on the card or lose a resource
 - After action card is complete, place it at the bottom of the deck

PLAYING THE GAME

- **Movement:** Players take turns rolling dice to determine their movement across the board - if you roll a 4 you move four spaces around the circle etc. You must state which direction you want to move before rolling
- **Resource Spaces (USA FLAG):** Take a resource card to accumulate enough resources to level up.
- **Action Spaces:** Draw card from the action deck. Read the card out loud and complete the challenge or lose a resource
- **Blank Space:** Nothing happens
- **Leveling up:** With enough resources for the level, play the minigame. If you pass the minigame place your miniature onto a space on next board and roll for movement. Other players will play while you are on minigame



LEVELS

- **Level 1 (white)** - no added rules
 - 5 resource cards + pong minigame
- **Level 2 (red) - Sabotage begins,** if you hop over someone you can opt to play rock paper scissors (if you win you steal a resource card)
 - 10 resource cards + match minigame
- **Level 3 (blue) - IRS Agent,** once the first person makes it to level 3, the player in last place becomes the IRS agent. The IRS agent is teleported to a blank level 3 space. Whenever the agent passes by or lands on someone you steal their card. If you steal enough cards to get 25 you win
 - 16 resource cards + cypher for normal players

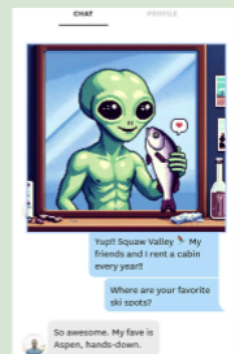
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Minigames - if you fail one of these mini games you lose one resource card. Other players can continue to play while you complete the challenge

1. **Beer Pong Minigame:** Played when landing on the Beer Pong space or passing through it. The Alien is at an end of year frat party and needs to prove American assimilation to the immigrant officers. Land a ball in all cups within 30 seconds to level up
2. **Matching Hinge Profiles Minigame:** When landing or passing through this space, match profiles to learn about human social interactions, gaining cultural knowledge points necessary for blending in and ensuring undisturbed repairs. Match the interests to the person in 120 seconds to level up
3. **DMV Word Scramble Minigame:** Landing on or passing through the DMV game triggers a word scramble, reflecting the alien's attempt to understand and navigate human bureaucracy. Complete scramble within 120 seconds to win

Completing the Game

- The game ends when a player completes the final minigame or the IRS agent achieves the win condition and completes the minigame
- **CONGRATULATIONS YOU ARE AMERICAN**



MiniGames

When you get to a checkpoint, scan the QR code and click 'Run Game' to play the game for that checkpoint

Hinge Game: Look through all the profiles, when you are ready, match the interests to the person that has those interests

Cipher: Use the cipher provided to decode the words and unscramble them



Conclusion

The development of "Alien American" has been an absolute blast. From the start, we aimed to craft an entertaining game that playfully explores the quirks and idiosyncrasies of American culture. Designing the mechanics and minigames was where the real fun began. We challenged our alien protagonist to navigate quintessentially American experiences like mastering beer pong at a college party or deciphering bureaucratic jargon at the DMV. Our goal was to capture these cultural touchstones in a way that resonates with players and elicits both laughter and recognition.

But we didn't stop there. The Hinge profile matching minigame allowed us to poke fun at the absurdities of modern dating while highlighting the importance of understanding cultural nuances when assimilating into a new society.

Looking ahead, we have exciting plans to introduce even more outrageous minigames delving into iconic American pastimes like tailgating at football games or navigating Black Friday shopping chaos. We may even challenge players to master the art of tipping at restaurants – a cultural phenomenon that perplexes even some Americans. Ultimately, "Alien American" celebrates the quirks and diversity that define American culture. Our aim is to entertain while encouraging players to approach new experiences with an open mind and a healthy dose of humor. Join us on this hilarious journey through the weird and wonderful world of being an American.