

- this is a forethought & not an afterthought
- never try to bring your self into someone's grief
 - ↳ difference between meeting where they're at & trying to help them
 - ↳ stop apologizing for death
- sympathy cards should be more realistic
 - ↳ there's nothing that could combat what they're feeling
- as much you can do in the moment but it really counts later down the road
- you have to know that every grief experience is different & personal
- dealing w/ the living is 99% of the job
- not many resources for funeral director mental health
- celebrant training
- transparency is needed!
 - ↳ show people what it looks like

INT

- belief + desire → event → consequence
 - ↳ side effects
- provide opportunity for action and ~~short~~ consequence
 - ↳ interactivity emphasizes side effects
- emergent phenomena (emerge out of rules ~~and~~ and isn't prescribed by rules)
 - ↳ ex: rule of clap based at a distance → people clap in a wave
- self-organization is a phenomena that can result from rules

INT

- a simulation is when you run rules in a simpler way
- reskin Love Letter
 - ↳ needs to have some sort of power structure in character cards
 - ↳ reconsider the time it takes to play a round / what a round signifies

CAPSTONE

- content
 - ↳ short tips
 - ↳ dispelling myths
 - ↳ advice
- Does it need calls to action?
- How much content should be cited?
 - ↳ does providing the source help?

INT

- unique to this game
 - ↳ hidden score
 - ↳ balancing feedback loop
 - ↳ incentive to bluff
 - ↳ multiple rounds: minimizes strategic play
 - ↳ player elimination
 - ↳ timed rounds → cards level could represent something besides time
 - ↳ reskin needs uncertainty
 - ↳ heirarchy same but reskin doesn't need that
 - ↳ change units represented by card
- A main strategy is to seem like you have a strategy
- listen to people's reactions to cards → keep shifting the design of the image throughout

- Good mechanic to add
- ↳ help someone who gets the prizes early
- Gladiator Theme
- ↳ card pile is Emperor's opinion?
- and lions are released when it reaches 0
- ↳ Guard → Plebeian 1/5 of crowd
- ↳ Priest → factions
- ↳ Baron → tribune
- ↳ Handmaid → oracle
- ↳ Prince → judge
- ↳ King → consul
- ↳ Counters → Emperor's Conscience?
- ↳ Princess → your weapon

Themes:

- ↳ Feral Children
- ↳ spies
- ↳ the Cold War
- ↳ The Underground Railroad
- ↳ codebreakers
- ↳ ghost ships
- ↳ space colonies
- ↳ Stages of Death → Aunts
- ↳ crime scene cleanup
- ↳ curses
- ↳ heists
- ↳ fortune telling
- ↳ aucts → nrrr in deprogrammers, etc
- ↳ McCarthyism & Red Scare
- ↳ North American Imperialism
- ↳ Turing tests & AI
- ↳ America ~~the~~ Garhart
- ↳ French Revolution
- ↳ Identity theft
- ↳ Grave Robbing
- ↳ Alien believers
- ↳ cave paintings

- Themes

- ↳ Catacombs
- ↳ disease spread
- ↳ the arctic steppe
- ↳ star wars (the historical event)
- ↳ Dinosaurs
- ↳ American Hippo Debate
- ↳ Murder Mystery
- ↳ presidents
- ↳ becoming People's Hottest Man of the year
- ↳ Mummies
- ↳ Woolly Mammoths
- ↳ stowaways
- ↳ germ theory of disease
- ↳ Rabies
- ↳ Vampires
- ↳ folklore
- ↳ game shows
- ↳ Reality TV
- ↳ space box
- ↳ the Zodiac Killer
- ↳ unsolved murders
- ↳ police sketches
- ↳ swamps
- ↳ paternity tests
- ↳ cannibalism
- ↳ medical history
- ↳ cloning
- ↳ Radium Girls
- ↳ Chicago World's Fair
- ↳ Death Fraud
- ↳ Mothman
- ↳ plagues
- ↳ looking
- ↳ the Titanic
- ↳ breakfast foods
- ↳ food fight
- ↳ seamstresses

- Mechanics to add
 - ↳ 2 people must share cards and play as one until they are out or the only 2 players left → surprising
 - ↳ Play again → get to draw another card & play again
 - ↳ some way to make people bluff more?
 - ↳ trap door? next person to draw X card is eliminated → adds value longer you hold it but chance if you play earlier in game
 - ↳ choosing which card to play doesn't really matter compared to who you're playing it on → is there a way to capitalize on that?
- Mechanic in deluxe edition of game: assassin (O) automatically eliminates a player who sees it in someone's hand
- Absolute player count is the same
- Rethink to a system is best bc both are relationships
- Mechanics → rules, explicit moves, logic
- Dynamics → emergence, patterns, interdependencies
- Aesthetics → any judgements + interpretations
- bluffing is a dynamic → playing the numbers when you don't need to
- You can match dynamics and mechanics of different things → be careful to not mix in aesthetics
 - ↳ game can mimic dynamic of another system
 - ↳ don't do "Disney is fun so is this game, nothing is a Disney game"
- Games will have quantified outcomes
 - ↳ success/failure
 - ↳ macro - uncertainty → game is fun
 - ↳ challenge
 - ↳ w/o challenge + uncertainty, it's not fun

- Avoid physical challenge → should be strategic challenge
- Challenge comes from conflict
 - ↳ man vs man
 - ↳ indirect conflict → you are in the way of me winning
 - ↳ parallel → comparing same task results
- Asynchronous
- Goals measured in accumulation
- describe actions of playing each card as a story
- start w/ less & move to more to design
- try corresponding difficulty of a match?
 - ↳ description to target (order, winning, guessing what they have?)
- explain where the breakdown is
- do numbers represent something else?
 - ↳ values are a core mechanic but does change or meaning of number change
 - ↳ in this: the re-merged & new means more than new
- looking for card that makes interesting decisions (hard) and have interesting outcomes
- appropriate existing game decisions
- opportunity cost → play a v valuable card but lose turn next round
- is there something that currently means something nothing and you assign it new meaning
- Appropriate redirecting flow → put cards back into deck when discarding to change gameplay
- The Zodiac
- Marmalade theory of disease
 - ↳ add a small card?
- Humour is in disease

CAPSTONE

- naming conventions
- choose fonts
- write content copy
- tell Katy she's doing good
- moodboard
- color palette
- benchmark
- edit project statement
- BE → BEMOAN, BE sad, BE friend, BE okay
↳ BEreave, BEloved, BE calm, BErest

INT

- mechanic → ~~play~~ next player must play the card in their hand and then draw a card
↳ do the opposite of the ~~next~~ last card (aka holding a 1 when a 3 was played or best)
- Cult
 - ↳ 8 → charismatic leader (likely to fee if exposed)
 - ↳ 7 → mistress
 - ↳ 6 →
 - ↳ 5 → high ranking members
 - ↳ 4 →
 - ↳ 3 →
 - ↳ 2 →
 - ↳ 1 → New recruit
 - ↳ x → deprogrammer
- illustrations could be different per duplicate of the card
- could you do something that gives meaning to discard cards
↳ look at things that are in the game that the game isn't paying attention to
- It'd easier to make a game about a system that you know about

INT

- mechanic: add someone's rejected cards back into the deck
- theme: civil war hospital
↳ broad street pump
- Assassin card is smart bc it's not worth a ton to play and keeps you from holding a better card but can automatically get someone out having it is v worth it under the idea that choosing a person to play a card on is better than choosing a card to play
- card could be the people dying per game (one round is an outbreak you can only work if there is an outbreak to chase)
- Broad Street Pump → you are John Snow, Germ theory
↳ 8 (1) → broad st pump (die if used)
↳ 7 (1) → (discard if 5 or 6) river water (good but not imminent)
↳ 6 (1) → (trade)
↳ 5 (2) → (discard) Rupert + Warwick Pumps
↳ 4 (2) → a stein of beer (protection) or brewery
↳ 3 (2) → (compare) Rev. Whitehead (tries to kill your idea)
↳ 2 (2) → interview someone (look at hand)
↳ 1 (5) → ~~the~~ (guess) the board of health
↳ + →
↳ each card is a clue & must be placed in a discard pile to build the map
- ↳ mechanic → reinfection → the person who ~~is~~ has the least # of tokens (can be chosen if a tie) must be the person challenged on the next turn
- ↳ mechanic → an outlier infection / non asymptomatic host → person whose turn it is next must play whatever the next drawn card is
- ↳ outlier infection → remove a card from the draw pile and place it facedown with the hidden card
↳ trash dumped in ~~the~~ public → next time X card is pulled player is out

- Playtest feedback
 - ↳ storytelling elements help make cards more memorable
- adding randomness takes away an element of strategy
- integrate drinking something into all cards
- document process
- mechanics
 - ↳ Recovery: add your played cards back into the draw pile
 - ↳ player collects all discarded at that point cards and gets exclusive rights for reference them → makes it harder for other players to count cards if played ~~towards~~ later in the game
 - *↳ look at hidden card and have ability to swap it with your hand
 - ↳ hypothesis: if you have this and the 8 card in hand, you automatically win → has no value but good to hold onto
 - ↳ a card with a pair that forces a player to discard the matching card if they have it → should be higher value so it would be good to hold longer
 - ↳ drunken stupor (beer) → collect everyone's hands, shuffle them and pass them back out → no one can see the whole spread of hands and only know which card they have and had person who played that card is safe for the round and no one can get out from this turn
- could the card be related to cholera street
- For Tuesday: have some visuals & decide on mechanics

- Make schedule
- update presentation
- document process so far
- moodboard
- remind people of sources that are out there already
- look at how good/market stuff
 - ↳ pepper it into other channels
 - ↳ this is a skill you should have
- where do people find it
- start on design process + work from there
- where do you find it and where does it live once you have it
- show that it could come digitally but not focal point
- start with an outline
 - ↳ let outline guide design
 - ↳ play with visuals
- Ask a grief psychologist
- do an outline for info

TRIBUNAL

- Type up the mental health resources list & put it on the drive
- Look at list of action items
 - ↳ Monday at 4 regroup
 - ↳ add action points
- Ask Michael how many people are working in the photo lab

INT

- do backs that contrast fronts so it's very clear which is face up/down
- make new card a higher value?
 - ↳ then is held longer in the game

5

Warwick St.
Pump

You get water for
your neighbor, they
must discard their
water to be polite.

4

Beer

Share a pint with
the brewery workers.
Notice none of them
are sick and you
won't be either
for a turn.

3

Rev. Whitehead

Rev Whitehead is also
trying to find the
cause of the outbreak.
Share your ideas but
he might ruin your
care if his is better.

2

Interview

Interview someone
on the scene. Look
at the case they
have built.

1

Board of
Health

Make a guess
about the cause
of the outbreak

8

Broad St.
Pump

This water tastes the
best and the whole neighborhood
goes here.
If you drink this
water, you die

7

River Water

This water is safe,
but not convenient
to get. You discard
this water if you
can find a closer pump

6

Soda Water

You can buy this
water near Broad St,
and it's so good you
need to share it!
Trade hands

5

Rupert St.
Pump

You get water for
your neighbors, they
must discard their
water to be polite.

0
Leaky
Cesspool

Pipes burst and fill
a well with waste.
The next person to
draw water from a
certain well is out.

0
Outlier
Infection

You hear someone
in a different part of
town is sick. Remove
a clue from the
deck and hide it away,
but not until you investigate
are it first.

0
Reinfection

An illness survivor
is sick again! This
is the person who is
determined to be doing
the worst at the game
and must be challenged
on the next turn.

0
Nurse

Someone in your neighbor's
family is ill. ~~They~~ They
must play the card in
their hand to take
care of them before ~~you~~ they
can continue the case.

0
Asymptomatic
host

Person whose turn
is next must play
whatever the next
drawn card is

II

INTERVIEW

Interview someone on the scene.
Look at the case they've built.



I

BOARD OF HEALTH

Make a guess about the cause of the
cholera outbreak. Do not accuse
another member of the Board of Health.



O

MICROSCOPE

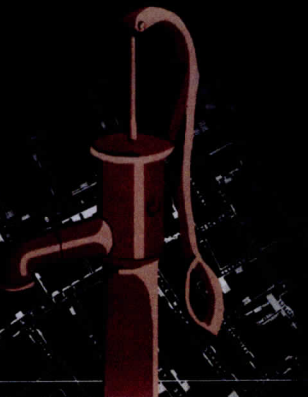
Take a peek at the hidden hypothesis.
You have the ability to swap your ideas
with it if it seems better than your
current suspicions.



V

RUPERT ST. PUMP

You fetch some water for your ailing neighbor. They must discard their old water if they hope to recover.



IV

BEER

Share a pint with some brewery workers. You notice that none of them are sick, and you won't be either until your next turn.



III

REVEREND WHITEHEAD

The reverend is also trying to discover the cause of the outbreak. Compare your ideas, but beware, only the best hypothesis can continue the search.



VII

RIVER WATER

This water seems safe to drink, but it is not convenient to get. Get rid of this water if you find a closer water pump.



VI

SODA WATER

You can buy this trendy beverage at cafes near Broad St. It's so delicious that you need to share it. Trade it with your neighbor for something else.



V

WARWICK ST. PUMP

You fetch some water for your ailing neighbor. They must discard their old water if they hope to recover.



VIII

BROAD ST. PUMP

This is the most popular water pump in Soho. Everyone who drinks it says that it tastes the best. However, if you have to drink this water, you will die.

