

CAT 4 RESOURCE DEVELOPMENT

Written Report

Group 4-071

The Fight of Time

Members:

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This written report serves to inform readers of all the work that we had done for this project. It also takes readers through the journey of game development that we had gone through. The target audience of our project is 12 to 15 year old students.

a) Objective of project

- 1. To introduce past military strategies (Sun Tzu's 36 stratagems) to our targeted age group (12-15).**
- 2. To let the targeted age group (12-15 years of age) prepare themselves for the future and learn methods to solve problems.**
- 3. To let our targeted age group (12-15 years of age) develop a greater interest in History, specifically the 36 stratagems.**

We hope that this project would pique students' curiosity for the subject, and thus allow them to learn more and absorb faster. Young teenagers at this age would be experiencing change in life and would be forced to make great decisions. Evidently, these stratagems are an integral part of everyone's lives, guiding us like a moral compass and allowing us to make sound decisions.

Our final resource package is an educational board game with game pieces and cards ready for the user. It also comes with a website and rulebook to complement it. The following are some pictures of the completed prototype:



b) Review of Existing Products similar to ours:

After searching through the internet, we found three products that were rather similar to ours. However, here's where we are different:

1. History of the World

Unlike our board game which focuses mostly on the 36 Stratagems of Sun Tzu, this game has a wider scope. It does not really zoom into the aspect of Military Warfare and Strategies. Furthermore, it does not incorporate the use of questions or fun facts to teach and revise facts previously learnt. (*History of the World, Z-Man Games*)

2. Brainbox Kids

This game incorporates our use of fun fact cards, but other than that, it is nowhere similar to ours. It also does not focus on a specific topic in the broad scope of History, unlike ours which focuses only on Military History and Sun Tzu's 36 stratagems. **(BrainBox for kids-World History Card Game, Amazon)**

3. Timeline Events

This game does not ask questions, but rather, requires the players to arrange different points in history in the correct order. It is similar to ours only because it focuses on the topic of history but does not resemble our board game in any other way since our board game focuses on imparting knowledge on Military History and Strategies in the form of Question and Fun Fact Cards. **(Timeline Events, Amazon)**

c) Methodology

Here is a rough breakdown of the softwares and websites we used to create our project.

- Game cards and pieces: Ordered from thegamecrafter.com
- Card designs: Designed on Canva.com
- Board border designs: Designed on Canva.com
- Board design: Designed on Procreate App
- Board: A2 Mounted Cardboard
- Website: Wix.com

-Written Documents: Google Documents

→ **Sun Tzu's 36 Stratagems**

<http://chinesewarstrategies.blogspot.com/2008/11/36-strategies-of-ancient-china-overview.html>

→ **Game concept**

- **Monopoly:**

<https://entertainment.howstuffworks.com/leisure/brain-games/monopoly2.htm>

- **Chess:**

<https://entertainment.howstuffworks.com/leisure/brain-games/chess.htm>

(Pages 1 to 5)

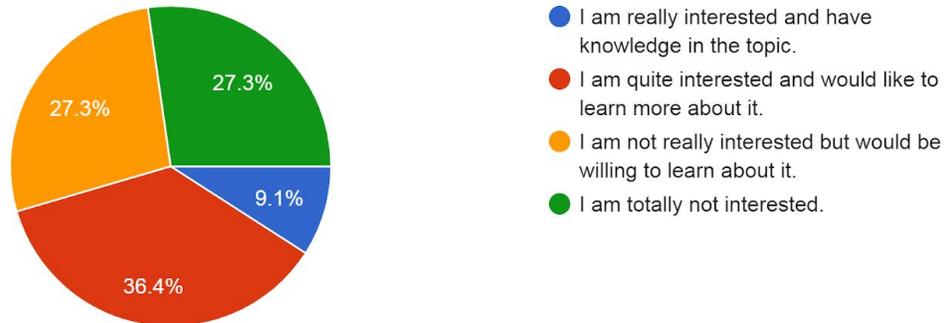
- **Game of Life:** <https://howdoyouplayit.com/life-rules-play-game-life/>

In addition, we also conducted two surveys before and after doing a pilot test.

Our sample size was 22 and 72 respectively. Here are the results and conclusions we derived from each set of data:

1. Do you have an interest in military history?

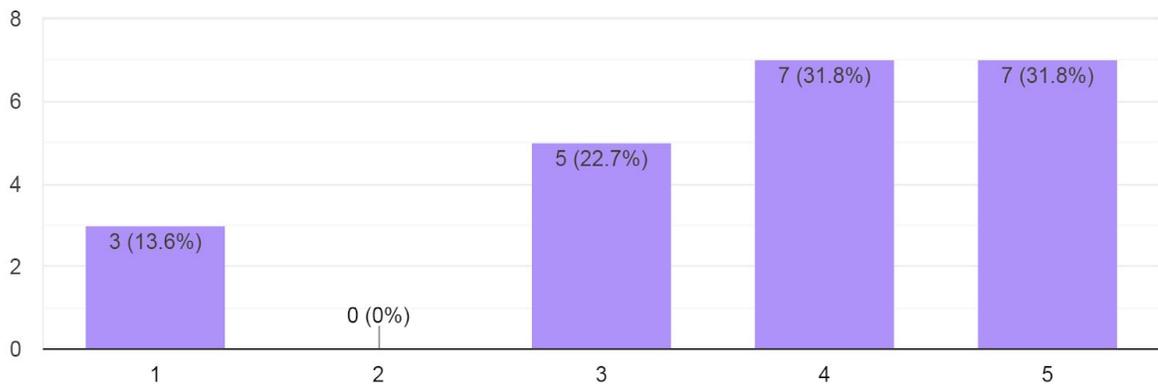
22 responses



Most of our participants are willing to learn more about Military History, despite not knowing much about it. This affirms others' recognition for the need of our project.

2. On a scale of 1 to 5, do you think that our board game will benefit the age groups(8 to 15 year-olds) mentioned above?

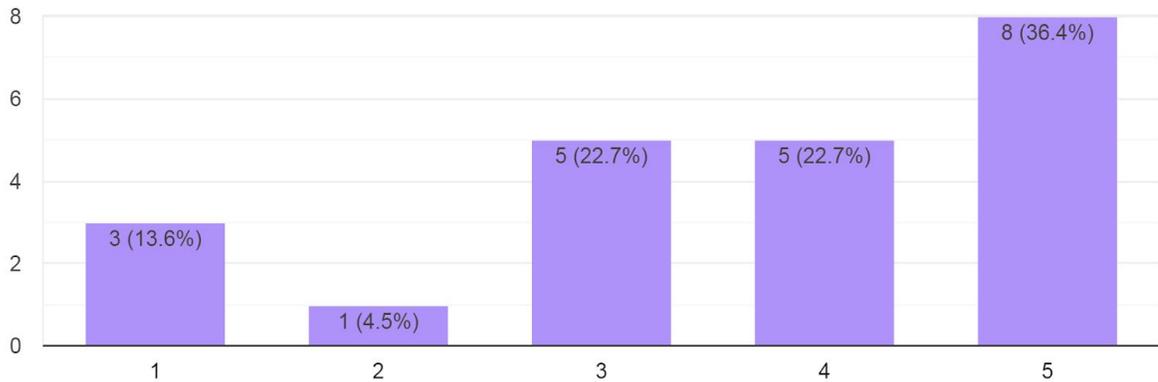
22 responses



Many think that our project is indeed beneficial to our target audience. Effectiveness is, of course, our top priority.

3. On a scale of 1 to 5, do you think that children will have fun playing our board game?

22 responses



A large proportion also feel that our game is fun. Interactivity and customer satisfaction is key, too. Thus, we can say that our project is likely to be well-received by the public.

After our pilot test, here were the participants' comments:

Zhang Junjian 1P3: "There is ambiguity in the number of steps, but overall it was well designed and the power cards are quite interesting. Although not a fresh idea, it is a different and fresh twist to a popular idea."

Justen Tan 1P3: "The game is very fun and exciting, but the pieces are a little dull and should be more like Monopoly pieces."

Chua Caleb 1P3: "The overall game is pretty interesting although some parts of the game are seen in other board games like Snakes and Ladders."

Glendon Cheah 1P3: "The board game looks cool and educational but the rules are a bit complicated"

We took their comments into consideration and hence altered the design of our pieces and added a pop of colour to the board . We would like to thank these people for taking time out of their busy schedules to playtest our board game.

To create our board game, we would sit down together in the library in the afternoons discussing about game mechanics, tweaking them, and finally creating them using our logistics. This cycle would continue until all the minor issues were fixed, so as to ensure flawless gameplay. After a certain stage, we would let others try our game, and let them comment on it. This really ensured that we stayed on track, making us more productive.

d) Outcome of Project

The outcome of our project was surpassing our expectations, since we added in new features into the game, like the ability cards and the designs were quite aesthetically pleasing.

Unfortunately, our project had some limitations, like the slight hassle. For instance, the board is not compact enough and thus, there would be slight inconveniences if it were sold in the real world. If we had the chance to, we would definitely correct this by making our board foldable.

Also, the board game gets rather dry after a few rounds, as players may “memorise” the answers to question cards. However, that is a good thing because it shows that the player has fully grasped the intended educational concepts behind the game. The game could still be played as a recreational one still, and would still be exciting due to the ability cards.

Other possible further works include adding more elements of gameplay to spice things up, and maybe even creating different editions of the game based on various trending themes, not just the 36 Stratagems.

e) Conclusion

Here are the things that have been completed since the Mid-term Evaluation. All final prototypes including the board and game card designs, Literature Review and (this) Written Report, the Game Website, Rule Booklet, all Needs Analysis and all pilot tests are complete. With that, we can say that we have finished 100% of our project.

Through this project, we have learnt more about the Military History of China and Sun Tzu's 36 stratagems. More importantly, we learnt life skills such as working together as a team, organising our work neatly etc. We feel that these skills are necessary in the ever-changing working world out there, and thus are grateful for this chance to hone them together. As the project comes to a close, we are satisfied by our work but also exhausted as we had put in a lot of effort.

Needless to say, we have faced challenges along the way. These ranged in intensity, from being as easy as trying to find a mentor to trying to get certain members of the team to cooperate. Despite this, we remained undaunted and persevered through these setbacks, making sacrifices along the way. We are glad that the project managed to come out to be what we envisioned, and I think we can call it a success. I believe that it was the end product that motivated us to press on, aside from the long, gruelling hours of work. This project was the largest-scale one we had ever done so far, and we all feel satisfied having completed it.

f) References and Links

Link to our needs analysis surveys:

First needs analysis:

<https://docs.google.com/forms/d/e/1FAIpQLSfbQuyFDHQDYw7klnihouLbZFoBP8C08RkHcBoqDaUcLDXyiw/viewform>

Second needs analysis:

https://docs.google.com/forms/d/e/1FAIpQLScHjM1TKU1KPWMxjZqtYiZ_uCjQG3BqFPLjznVo4r2QpvH48w/viewform

Link to our website:

<https://191256x.wixsite.com/thefightoftime>

For other relevant material, please refer to the following annexes:

- For **Brainstorming**, please refer to **ANNEX A**

<https://drive.google.com/drive/folders/1HOzwiGwOAp0lvEtxMf13Fuv8M934kYn>



- For **Designs**, please refer to **ANNEX B**

<https://drive.google.com/drive/folders/1wQfZm2CiKN2aI0Gz9uq33SAcDQkaPLh0>



- For **Surveys and Needs Analysis**, please refer to **ANNEX C**

<https://drive.google.com/drive/folders/1fO09YzIxyV9WH5IlaZzMhMPWAIiFQwjXt>



- For **Presentations**, please refer to **ANNEX E**

https://drive.google.com/drive/folders/1BD7C0DVeIV58DZC_RFq5n8S5_bFH-AOI



- For other **Written Documents**, please refer to **ANNEX F**

https://drive.google.com/drive/folders/1G6p8wRExTvuy4qM--svWLTy4xzj_-MDT



- For **Game Website**, please refer to **ANNEX G**

<https://191256x.wixsite.com/thefightoftime>



END OF WRITTEN REPORT

