

Rhythm of Steel

By Nick Cooper

Postmortem

The challenge I undertook with this design challenge was the "Historical battles" challenge. With this game, I wanted to create a strategy game with inspiration from games like Risk, Fire Emblem, and XCOM. The board is comprised entirely of various square spaces arranged within a grid, and some spaces are different colors. The various colors represent different types of land or fortifications you would expect to find on a medieval battlefield such as the green spaces to represent forests and the black spaces to represent walls. Players both have 14 pieces which all have one of four colors on them, red, blue, green, and gray. Each player has four red pieces, four blue pieces, four green pieces, and only two gray pieces. Each piece has different qualities and number of spaces they can move in a single turn, red pieces can move 5 spaces per turn as well as through forests, blue pieces can move up to 7 spaces per turn as well as move again after attacking if they have remaining spaces to move, and green pieces can move up to 3 spaces per turn and pass through (though not stand on) the black spaces, and the gray pieces can only move one space but can attack from up to 3 spaces away. I decided to also introduce a rock-paper-scissors system with the multicolored pieces, red beats green, blue beats red, and green beats blue, but the gray pieces can attack or be attacked by any color.

Design Concepts

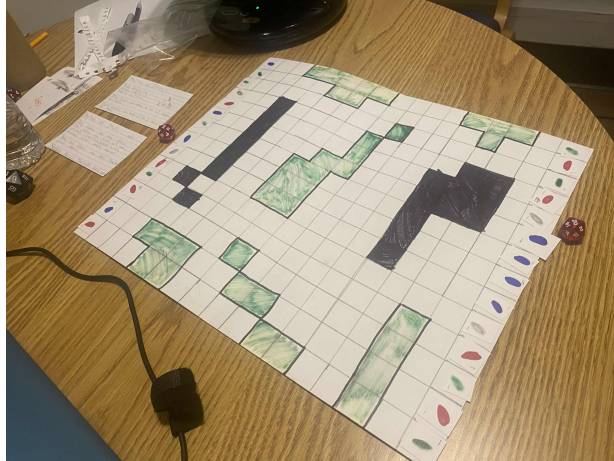
Since this game employs simple colored squares and pieces with circles on them it relies heavily on the use of the players imagination. This relates to Chapter 9 of the Schell reading, “The experience is in the player’s mind.” The simplicity of the board game demands use of player creativity and imagination to rationalize it however they wish, for example, when I was playtesting the game the person i played it with described the blue pieces as cavalry and the gray pieces as archers. Players have the objective of either eliminating all of the opponents pieces or capturing their 20-sided die placed wherever the player chooses along the end of the board, meaning they can play either defensive or offensive to protect their D20 or as it can be imagined, their King.

My board game also makes use of a system of rules as described in the week 7 reading from Chee Siang Ang, these rules give the game structure and balance to deliver the overall experience of a strategic battle simulator with a great degree of planning and thinking involved.

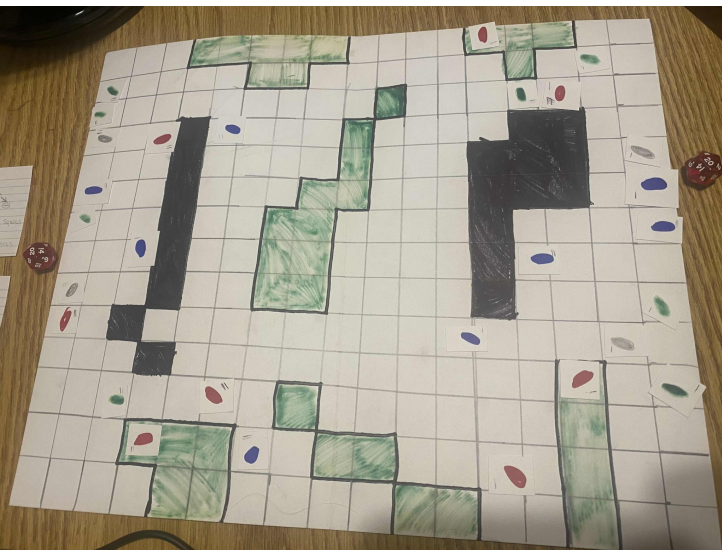
Rhythm of steel uses a rock paper scissors system to dictate the flow of battle and affect player strategies in gameplay, similar to how the weapons of HALO were described in the week 6 video from PBS Game Show.

Photos

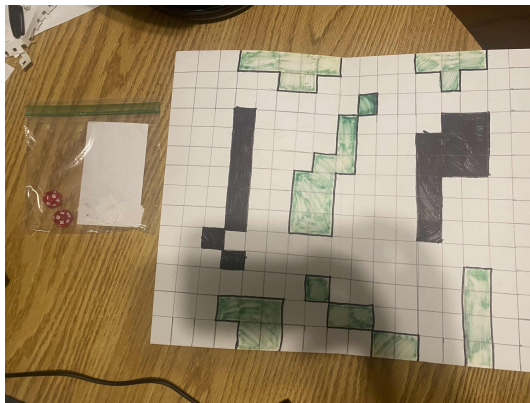
Before
start



Mid-battle

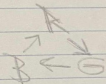


Unopened



Rhythm of Steel

Red pieces can
move up to 5
spaces per turn



Blue pieces can move up to 7 spaces
per turn.

Green pieces can move up to 3 spaces
per turn.

Rhythm of Steel cont.

Gray pieces can only move
one space per turn but can
attack from 2-3 spaces away,
including across green spaces!

Only red pieces can pass through
green spaces

Nothing passes through black spaces

Rules