

ONEIROI

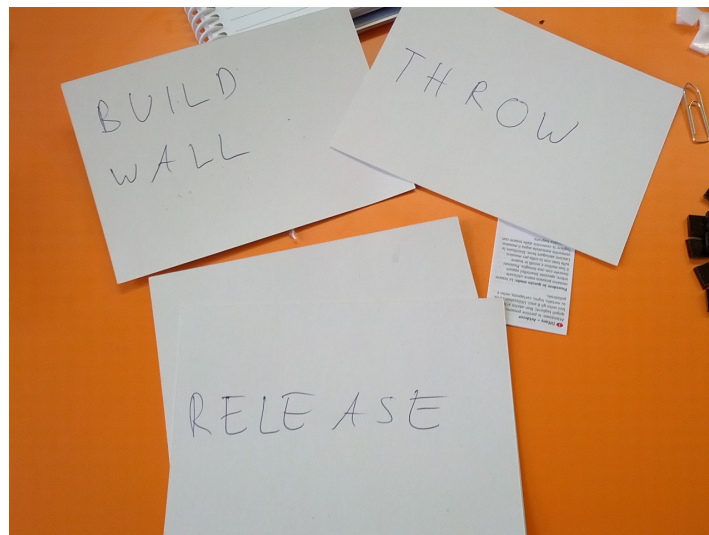
Physical Prototype

Modeling Gameplay

In order to apply our gameplay to a physical world, several adjustments were needed. Most strikingly, in the real game two players can perform actions at the same time. This would lead to chaos in our physical world and a lot of debate who did what first. Therefore we discretized the game in time and decided to play in turns.

Action Cards

Because we still like the concept of actions happening at the same time, each player gets a set of action cards, corresponding to the actions in the actual game. The players have to pick one at the beginning of a turn, lay it down face-down and then turn it around at the same time.



Some action cards

Morpheus' actions	Phobetor's actions
<ul style="list-style-type: none"> ● Rally ● Release ● Throw ● Build Wall ● Walk (do nothing) 	<ul style="list-style-type: none"> ● Rally ● Release ● Throw ● Speed Boost ● Walk (do nothing)

We started with an action card for walking as well, but we soon realized that this would make our board game rather slow, as doing anything takes two turns. Therefore, we made walking implicit, and each player gets a “Walk” action in every turn, i.e. he or she can move anywhere in his or her action radius. The “walk” card is now doing nothing additionally, which is something a player might want to do in a turn.

Player characters

As player characters, we used a 50rp and a 5rp coin, which have more or less the same size but different colors. These physically correspond to the collision radius and decide e.g. whether Phobetor can still move through between a wall and an obstacle.

Humans

Humans are represented on the board using little dice. The number the die shows corresponds to the state of a human, i.e. a 1 means awake, all other numbers mean asleep. A 6 means the human is producing a dream for Morpheus. In each round, the counter for sleeping humans is incremented by one. After producing a dream, the counter is lowered by the number of dreams surrounding the human. Therefore Morpheus gets a new dream whenever a 6 is reached, but the more dreams surround a human, the more turns it takes to reach the 6 and to produce a new dream.

Phobetor gets his nightmares by waking up a human - capturing a human would yield 5 nightmares once for him.

Action Radii

We decided against implementing a board with squares or hexagons because that would not correspond to our game idea. Instead, in each turn, each player has an action radius in which he

or she can perform the previously chosen action. By making this action radius smaller or larger, we represent speed in the game. The radius is measured by two pencils with a string in between.

As we want to implement getting slower for carrying more dreams, for each dream the player carries, the string is twisted around one pen once, shortening the action radius by the circumference of the pencil.

In our board game implementation, Phobetor got a larger radius than Morpheus because we want his gameplay to be more fast-paced in the game.



An action radius, some dreams and some walls.

Dreams and walls

Dreams correspond to little black and white square plastic chips. Walls can be built by clipping paper clips together. As we needed a mechanism to count down the lifetime of walls, we just decided to use two additional dice (not to be confused with the humans) and to decrement their sum each turn until zero is reached.

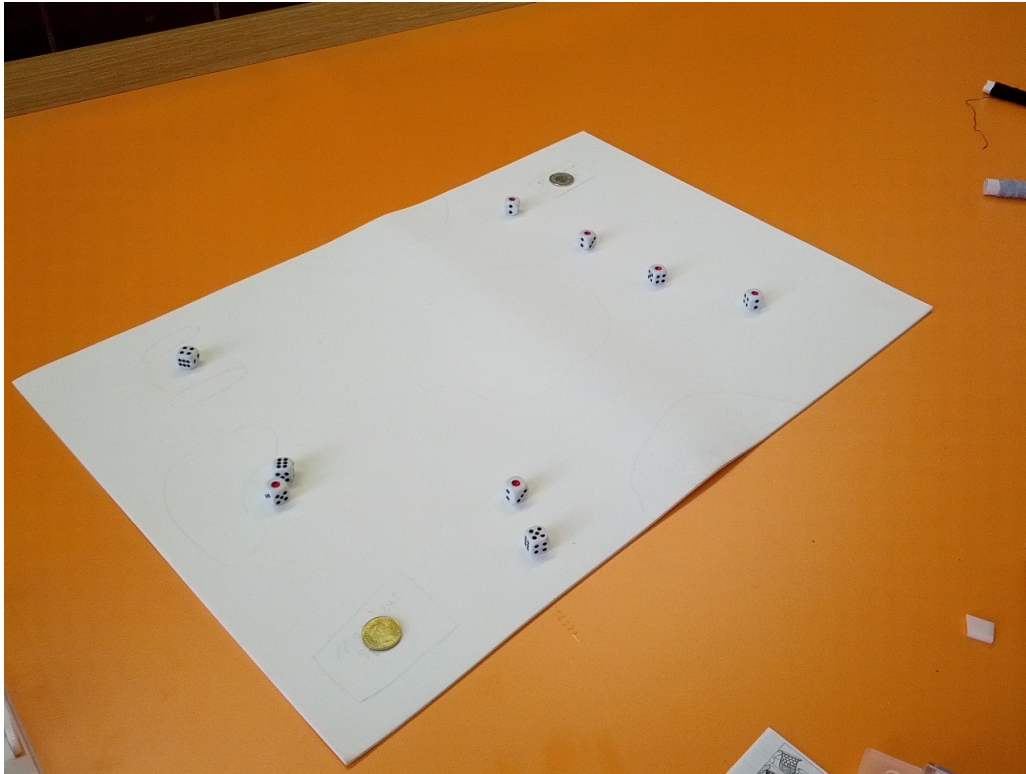
Speed Boost

Phobetor's speed boost mechanic is not straightforward to implement in a board game. We toyed with making his action radius larger, but in the end decided it would be easier if a Speed

Boost meant that Phobetor could execute two actions in a turn (e.g rally and then throw).

Throwing

As throwing needs skill in the real game, we implemented it by flicking a drem with your finger. Unfortunately, this turned out to be too hard, so we decided that it would be a good idea to place the drem as you wish in the radius of a paper clip of where it landed.



Our map, in the beginning of the game. The obstacles are hard to see as we drew them on the board with a pencil.

Using these mechanics, we played our game.