

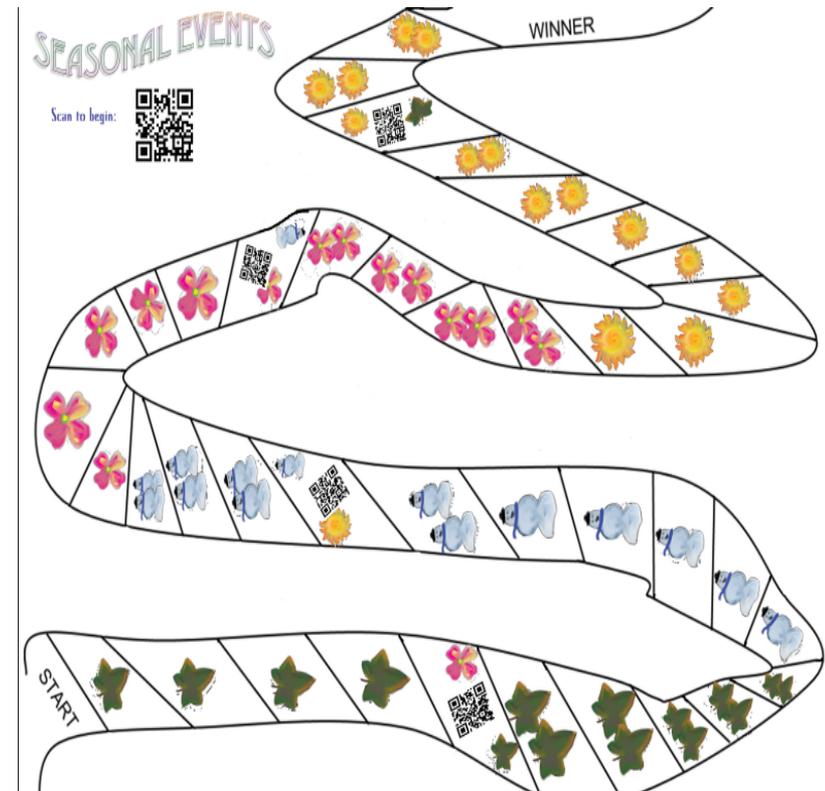
Seasonal Events

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IMT 1101 - Spring 2015 - Midterm

Project Description

Seasonal Events is an interactive board game based on the four seasons of the year, Winter, Summer, Spring, Fall. The first one to the end of the 40 spaces wins. However, there will be some text battles and random instructions to move forward or back. After a certain space in the game the player **LEVELS UP** for a different set of random instructions.

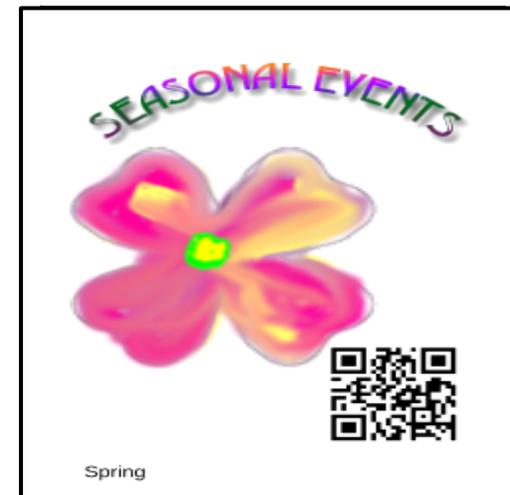


How it Works

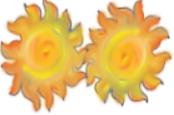
There are 4 character cards. The main characters are the mascots for Fall, Winter, Spring and Summer. On the card you will see their stats and you can scan the QR code for the screen displaying information about the characters.

Each player starts from “START.” You will first enter into “Fall,” which is displayed by the one leaf. Scan the Fall cards for your random instructions on where to move. When you reach two leaves on the board you are now in the “Fall Leveled Up”. Scan the Fall Leveled up cards for your next random list of instructions. If you fall on a battle space (where there is two character symbols like a flower and a leaf), scan the QR code on the game board for your instruction. Continue these concepts for the rest of the board. First Person to “WINNER” wins. If multiple players, you can continue playing, Last one to “WINNER” loses.

Leaf: Fall
Double Leaf: Fall Leveled Up
Snowman: Winter
Double Snowman: Winter Leveled UP
Flower: Spring
Double Flower: Spring Leveled Up
Sun: Summer
Double Sun: Summer Leveled UP



Card Samples

 <p>SEASONAL EVENTS</p> 	 <p>SEASONAL EVENTS</p> 	 <p>SEASONAL EVENTS</p> 
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Future Versions

In the future there we hope to have actual game pieces, for now players can use pennies. We can also have the board game part of an augmented reality. We, also, hope to make the make the graphics somewhat more interesting on the cards and board.

Group Members

- Andrew J. Charles
 - Ideas
 - Writing of scenarios
 - Edit of HTML Code
- Amoni Brown
 - Ideas & Scenarios
 - Graphic of Cards & Board