

Producing professional games in a box

Connections UK 2022 Day 2: 201 session 4: 1500-1530 Colin Marston, Tom Fisher, Rex Brynen and Mike Young



Connections UK 07/09/2022

Inside the Box Thinking

Producing Professional Games in a Box

Your Box is No Longer Your Game You are Not Included in the Box

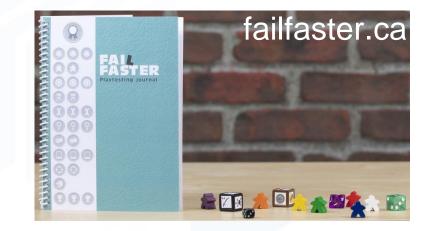
Playtest, playtest, playtest!

No game survives first contact with the "enemy"

Internal: Playtest exactly the rules as written External: Players playtest blind (no aid)

What to collect:

- Player behaviour
- Collect every player question
- Collect all player suggestions



Rules

- Visuals can save the player time and headache
- Be clear
- Be concise

Guidelines for your rules:

- How to start / Game setup
- Use gameplay examples
- Quick Start Rules
- Rules Summary / Player Aid



Building the Box

Option	Pro	Con
boardgamesmaker.com	Quick turnaround Good number of component options	Chinese manufacture – logistics bottlenecks You need print-ready files
thegamecrafter.com	Very accessible design tools Large number of component options Sales and distribution included	Expensive! Prohibitive shipping outside US
spielmaterial.de	Good selection of components	Fewer options No games sales
Game Companies (GMT, Nuts!, Asmodee…)	In-house design / production teams	Less control
PandaGM	All options available!	1500+ minimum game order!!



Free* Art Resources

* or almost

Icons:

game-icons.net (free) thenounproject.com fontawesome.com (free and paid)



Art assets: freepik.com (free) Wikimedia Commons (free)

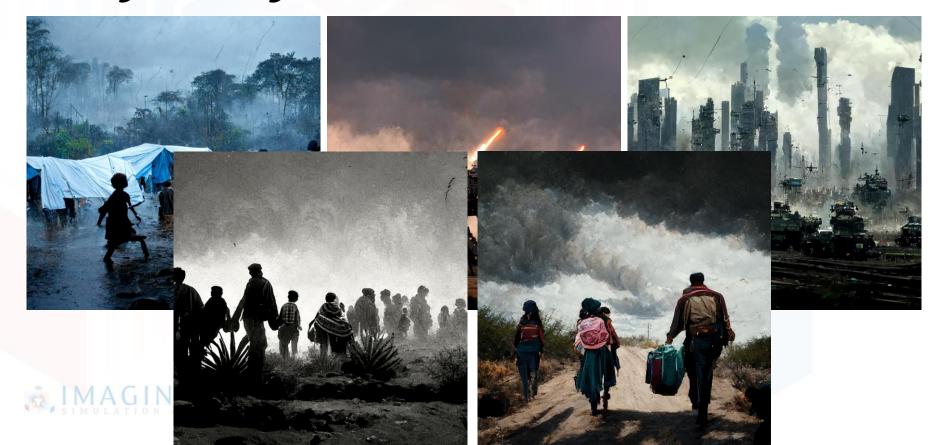
Al art:

midjourney.com





Midjourney.com: A Lifesaver!



Graphic Design 001

- We DO just a book by its cover!
- Form follows Function follows Form
- Words matter, visuals matter more
 - processed in nanoseconds
- CRAP design
 - Contrast
 - **R**epetition (consistency)
 - Alignment
 - **Proximity**

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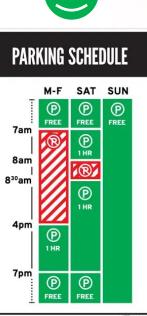
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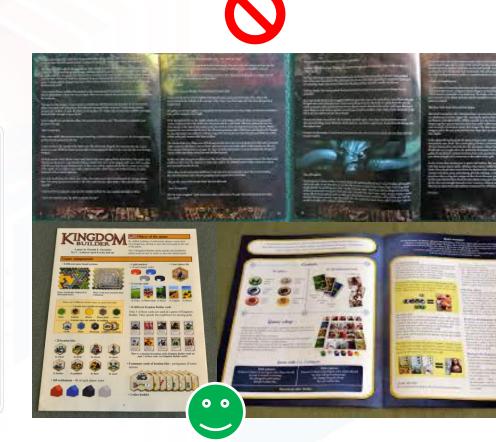
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Graphic Design 001

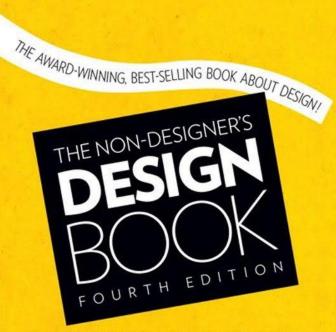
Resources

The Non-Designer's Design Book Robin Williams (not the actor)

Software

Adobe Creative Cloud GIMP (free) Inkscape (free) TheGameCrafter.com





DESIGN AND TYPOGRAPHIC PRINCIPLES FOR THE VISUAL NOVICE

ROBIN WILLIAMS

The STRIKE! Battlegroup Tactical Wargame (Mike Young)





Ref: https://paxsims.wordpress.com/2018/08/24/the-strike-battlegroup-tactical-wargame/





MAGINETIC Follow up questions: tfisher@imaginetic.net