

form4



astrid

maría

marta

PEER REVIEW

# THE FINAL DESIGN

A competitive board game for **two teams, Youth from the 2000s and Seniors from the 1950s**, who race around a looped board. Fifteen of these spaces are playable: eight Decade spaces and seven event spaces. Each team begins on its own starting decade, and every time a team completes a full loop by returning to its starting space, it earns a lap point; **the first team to reach two lap points wins**.

The core mechanic revolves around **decade-based trivia**: eight decade decks contain ten cards each, covering five categories: History & Society, Culture & Media, Technology & Science, Sports, and Daily Life. Every card is multiple-choice with four possible answers and only one correct option.

## The game includes:

- Game board.
- Two team pawns.
- A custom six-sided die with the numbers 1, 2, and 3 repeated twice.
- A one-minute hourglass for timing the question phases.
- Eight decade decks (ten cards per decade).
- One event deck of forty cards, representing the ten types of positive, negative, and interactive events.



# FINAL DESIGN FEEDBACK

## The right

- The game rules are clear and simple, it is inspired on an already existing game, making learning easy.
- The mix of knowledge categories ensures wide accessibility and encourages diverse contributions within teams.
- The game mechanic sparks conversation.
- The design is coherent across all pieces of the game, with a uniform color palette and repeated visual motifs.

## The wrong

### Ignored feedback

- The game is not inspired by Spanish games (First feedback).
- The final design included the use of generative Ai for some components that could have been avoided. (First feedback).
- The designer team didn't include the questions for all the cards (Feedback after video call).

### Missing resources

- The designer team provided incoherent measurements for the game board (such as 6cm of thickness for the box).
- The designer team didn't provide quality resources for easy prototyping. (We had to ask them repeatedly for HQ images of the board, box and cards). No resources were given for the cards so we had to do them ourselves.
- We had to 3D model the pieces by ourselves.



# DESIGNER TEAM PERFORMANCE

## Communication

- Communication was unclear and unprofessional from the designer team, they didn't use a translator so the english on their emails was sometimes difficult to understand.
- The designer team didn't clarify their deadlines or requirements set by their supervisors, creating misunderstanding.
- They often posted on either of our pages without notice by email.
- They often replied to our emails without answering our questions.
- In their proposed meeting half of the design team members were missing. We found it unnecessary as they didn't adress any relevant information, it seems as if they only wanted to take the picture to show their supervisors.
- On the bright side, the team showed commitment by frequently emailing us asking for updates and their quick responses.

## Timing

- The designer team wasn't timely when uploading their first ideas, however it didn't cause us much trouble.
- The designer team also didn't send their final design on time. When they did, some details for prototyping were missing, so we needed to keep contacting them to get the necessary resources.

## Response to feedback

- The designer team successfully adhered to most of our feedback, making aesthetics coherent and explanations of the game clear. They kept using Ai even if we adviced them not to and we had to keep emailing them for missing resources.

# OVERALL

The final design was satisfactory and adhered to the first briefing, the final outcome followed our feedback with some exceptions. We liked the final idea and the aesthetics used for the final design. However, we want to stress that we do not agree with the use of Ai for the project. We had some trouble communicating with the team and we expected a better quality job given that they are a team six people compared to the three of us.

We learned a lot in these months about collaborating with other teams, respecting different cultures as well as how to manage time and difficult situations throughout the design process, we believe this experience will prepare us better for our future careers.

Thanks to team 23 for their work !