Proposal

Summary:

This is a proposal for a casual party game called Scenarade (working Title). Scenearade is a game where one player is given a prompt and a specified amount of time to build a scene and act out the prompt. Other players will attempt to guess the prompt, the first person to guess it will get points along with the player who acted out the prompt.

Intended Experience:

I want the game to feel similar to other party games like Cards Against Humanity or Bucket of Doom. The actual “rules” are considered more of guidelines and the game acts as a canvas for improv creativity.

Target Audience:

While I am designing this game with college students in mind, the target audience for the game could potentially be any group of people. The game heavily relies on the people playing to make it fun.

Equipment:

1x Base
2x Walls
Assorted props of animals and furniture
8x miniature wooden people puppets.
Scenario cards.

Rules Of Play:

General Rules:

The game required 2 or more players to play. One player is designated to start. On a players turn they will draw a scenario card. They will then have 60 seconds to use miniature props to build a scene on the base that could relate to their prompt. Once their time is up they pick from a set of puttet figures and are given another 60 seconds to improv act out their prompt. At this time other players will start guessing what the prompt was. If someone guesses correct both the acting player and the player that guessed it will recieve points and the next player will begin their turn.

Objectives:

The main objective is to score as many points as you can before the game is over.

Scoring:
If someone guesses the prompt correctly they are awarded 1 point. The person that built and acted out the scene are awarded 2 points. The accuracy of the guess does not have to be perfect and because this is a party games points can be awarded as agreed on by the players.

Development Track:

The first phase would be to get a quick prototype out that I can test with. This would involve using versions of the game pieces that are rough but also provide an accurate enough representation of the experience of the game.

The Base and walls:
The prototype version of the base and walls will be paper.

The final I plan on using soft wood blocks that have been painted over. Depending on how well the props stay on the base I can also lay a magnetic sheet over it and put magnets on the bottom of the props.

Props:
The prototype version will be a set of miniature DIY figures I found for cheap.

I am unsure of how I want the final version to be. I think that painting the DIY figures would make for an interesting aesthetic choice but I am unsure of execution. My other alternatives include modeling and 3D printing or finding higher quality diorama models for purchase.

Wooden Puppet People:

I decided to make the human characters puppets so that players can control them without directly disturbing the scene. I plan on using the same method for the final and the prototype. The humans will be abstract shaped wooden blocks.

To each block I will attach strings to a paper handle. Each block will also have a different facial expression giving them different uses for different scenarios.

Since the people blocks are all cylindrical in shape it would make it possible to have modular attachments that make it seem like the character is holding something.

For example taping a spatula prop to a cardboard ring that can be slid onto the cylinders.

Scenario Cards:

I feel this will be one of the harder parts of designing this game. The scenarios have to be open enough to be improved, but specific enough to make guessing it a fun challenge. The scenarios would also have to fit within whatever the props allow for.

The prototype cards will be made from paper.

The final cards will be printed on card stock.

First Prototype

Prototype Rulesets:

1. Players declare someone to start.
2. Starting player rolls a die to determine their partner. (Eg: if you roll a 2 then count 2 people from your left or right)
3. A scenario card is flipped so everyone can see it. The two players will decide which role they play.
4. Both players pick up 3 Improve cards.
5. While the actors read their cards the audience must put a stage together using the props.
6. Then the actors get 60 seconds to use the puppets to act out the scene. During this time they must try and incorporate every improve line while staying in character. After the 60 seconds is up. Play moves one to the next person.

Current Items:

Currently I have a set of prototype items to play test with. These items include.

- Cards
- Props
- Player puppets

Things left to make include

- Base
- Walls
- RuleSheet

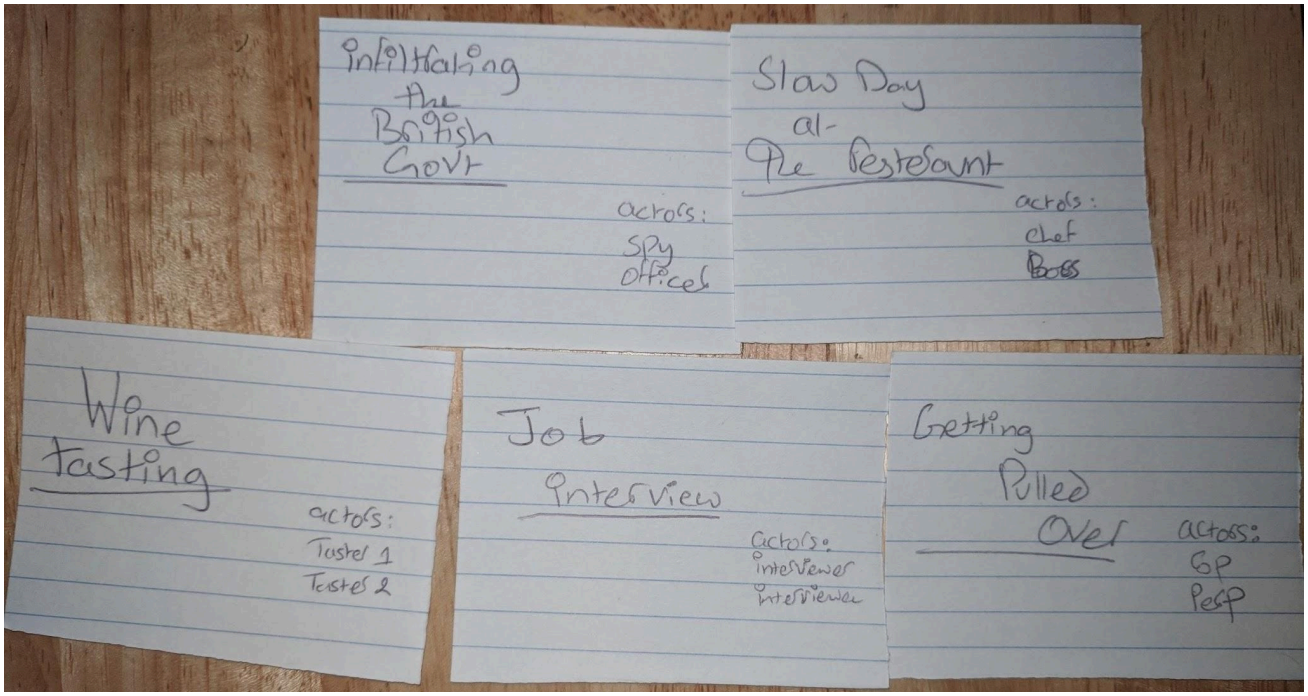
Cards:

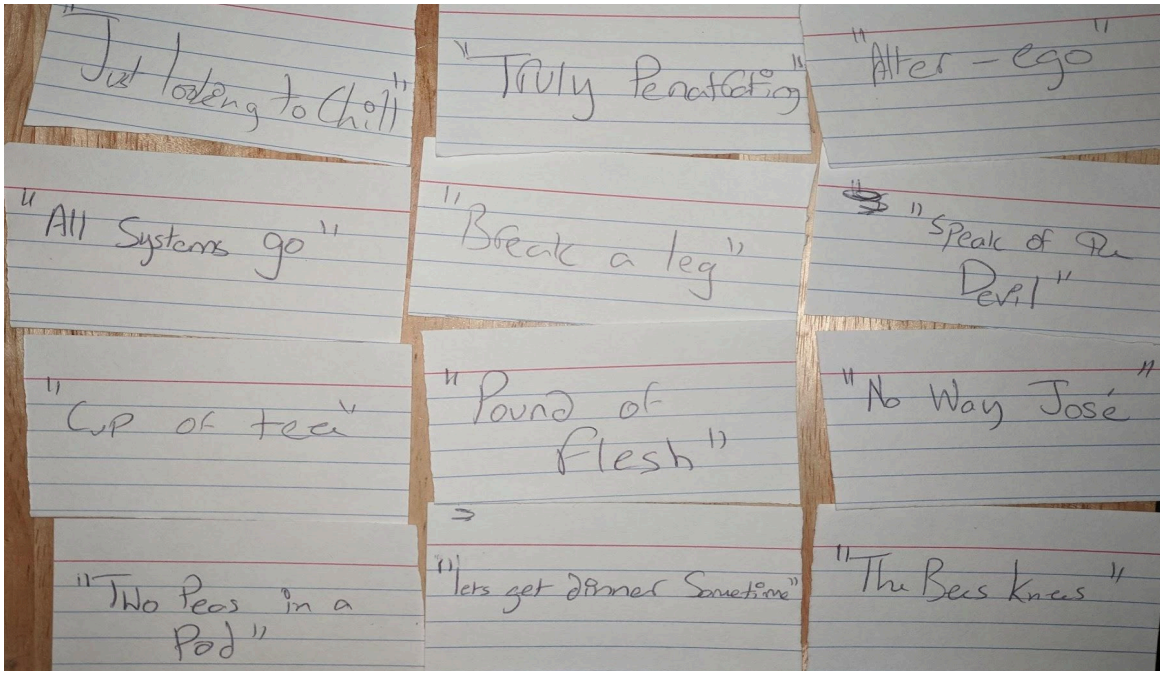
Currently I have 3 types of cards

- Scene cards
- Phrase/Improve cards

I tried to keep these phrases to things many people would have come across and so would have no confusion trying to interpret it.

Examples:





Props:

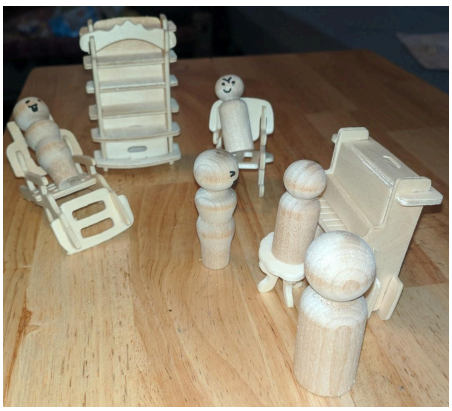
Currently The props are made out of wooden 3D printed cut outs that have been stuck together. I think the props read well and are simple enough to use. I am worried about people making use of the props meaningfully. I think it would mostly serve as set dressing. I think that this should be fine if the focus on the scenario is maintained and stays engaging.

Examples:

Puppets:

Currently I have a selection of different sized people pegs with different emotions on them. Since I could not find string I used rubber bands to temporarily make puppets out of them. I found that even with using a rubber bands the people were fairly easy to control and did not tend to sway around too much.

Examples:



PlayTest:

Summary:

I play tested with 9 people. The play testing methodology was very casual. I started by explaining the rules and us taking a shot at the game. After rounds suggestions would be thrown around on what rules could change or be tweaked. The biggest rule we kept changing between rounds was the scoring. We tried many scoring methods and I came to a few conclusions

- Score affected the immediate goal of the round. When we scored for jokes, those rounds were the least funny.
- The most funny rounds came from trying to encourage cooperation between partners and quality of improv.
- The audience did not really find scoring fun because it took away from the passive fun of watching.

In the end I decided on no scoring system and players play just for the sake of it. During playtesting I handed out sets of blank cards and had people come up with improve cards and scene cards to help strengthen the numbers. Depending on future playtesting I will add or remove these cards.

One thing I did not expect was that people tended to like the feeling of the puppets overall.

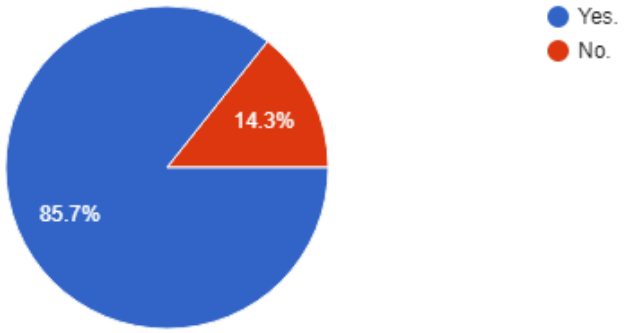
During this playtest I was directing the flow of the game and helping people with the rules. I flipped open cards and announced the scenes and actors. I also told kept time and gave instructions on starting and stopping. While I did not count on this affecting the overall experience. I think some people felt that it was a part of the experience.

I think overall the playtest was a larger success than I had first expected, I think the fun is highly dependent on the people playing. I noticed my group would tend to take the senario off rails usually to incorporate the improve cards. T11hey also tended to try and use the cards immediately one after the other. Rather than keeping the cards in mind and using them while appropriate. This however led to some very funny situations where the improve car makes for a very funny, but off-hand response.

Below are the results from surveying 7 people who participated.

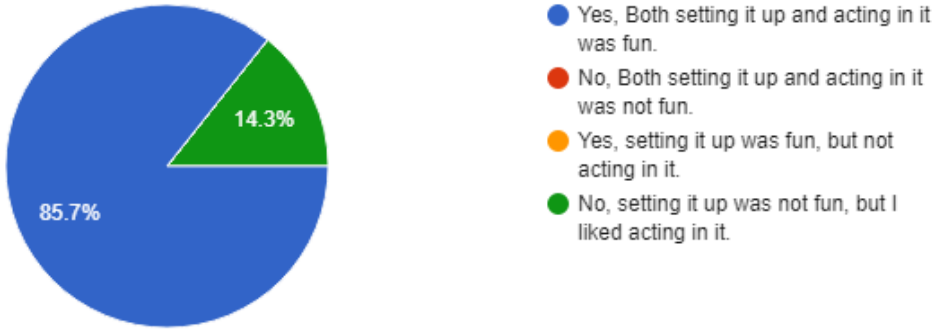
Were the rules easy to understand?

7 responses



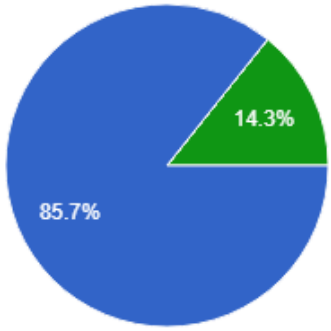
Did you enjoy setting up the scene to act in?

7 responses



Was it fun to play with the props?

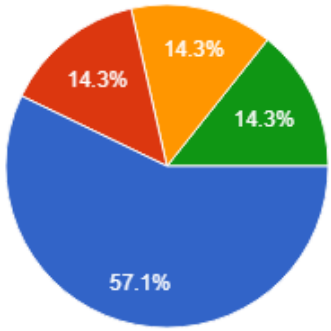
7 responses



- Yes
- No
- It did not make a difference to the game.
- I enjoyed when the way the scene was set up was incorporated by the actors, but I did not notice a lot of interaction initiated by the actors.

Were the puppets easy to use?

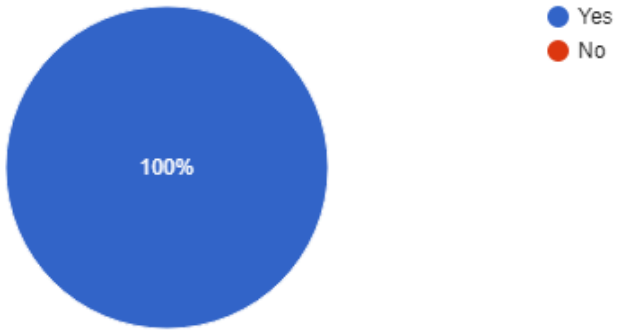
7 responses



- Yes.
- No.
- They were mostly easy to use, but sometimes people would get a little rambunctious and knock everything over and those times could get pretty unruly.
- needs better puppet system yo

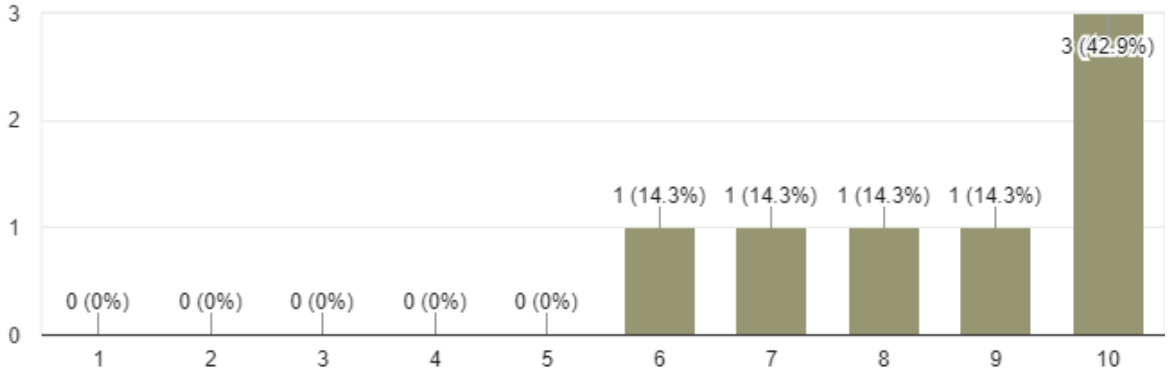
Was is fun acting with the puppets?

7 responses



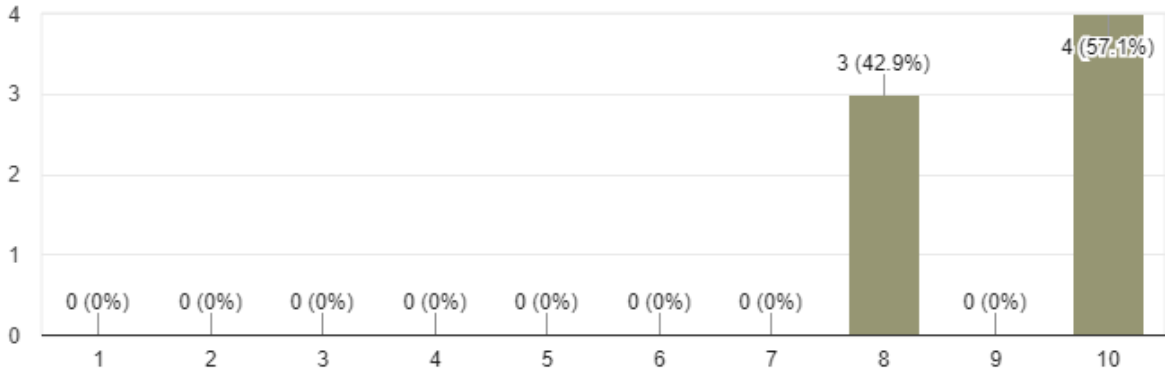
How fun where scenario cards?

7 responses



How fun where the improve cards?

7 responses



In a few words describe what you liked / disliked about the game:

1. I liked being forced to use phrases to get the conversation going. It also made the scenes wackier
2. Overall a fun game that provides a creative outlet for the players. Needs to be tidied up on some ends for example: while some players like our friends just enjoy the laughs, others may enjoy more competition.
3. I liked how it was fun, I disliked how fun it was
4. Watching how the actors responded to the criteria of their scene, role, cards, and the responses of the other actor was brilliant. Keeping track of how the game was progressing needs work.
5. Liked: the goofiness and the speech cards.
6. I enjoyed the back and forth that happened when you played the improv cards. I also liked setting up the scene
7. Liked the different factors of improv, using the combination of the scenes and cards was fun.

In a few words describe how you think it could be improved:

1. I feel like the furniture could be glued so we can easily put everything together.
2. Set pieces, organized game loop and fun competitive aspect.
3. Puppets
4. The game works phenomenally with a "DM" leading everyone and encouraging actors to take turns in order, along with settling subjective disputes. I'm not convinced the game would work with a strict set of rules that the group needs to follow to the word. It feels more subjective than that. The DM should be able to dictate the flow of the game in response to the audience and situation.
5. idk im excited to see it with it all glued and magnets and stuff.

6. I think the scene components need more variety. or at least better modularity for different scenarios.
7. Consider different modes of play like different improv games that would also utilize props and could be played in short bursts.

Form:

- https://goo.gl/forms/p8aF32Pf3lslW3L73

Final Prototype

For the final I redesigned the cards on photoshop to print them out. I had a friend make simple cover art that I could put on the box and I glued all the props together so they do not fall apart. I also had the faces on the puppets re-done and glued the rubber bands rather than used tape so that it looked a little cleaner. I glued the rubber bands slightly lower as well to lower the center of gravity, slightly reducing the crazy bounciness.

Final rules

Summary:

“Puppet People Improve Party” is a party game for 2 - 10 players. There are no points. There are no winners. Just improv. In the game players will act in pairs. They will use puppets and a scene built by the other players to act out a prompt. During the acting they must incorporate their “secret” improv cards as well as possible into the act! As the audience watches the chaos ensue.

Items Included:

- 26x Assorted props
- 10x Springy puppets™
- 15x Scene cards
- 39x Improv cards
- 1x Timer

Rules:

1. Players declare someone to start.
2. Starting player rolls a die to determine their partner. (Eg: if you roll a 2 then count 2 people from your left or right)
3. A scenario card is flipped so everyone can see it. The two players will decide which role they play.
4. Both players pick up 3 Improve cards.
5. While the actors read their cards the audience must put a stage together using the props.
6. Then the actors get 60 seconds to use the puppets to act out the scene. During this time they must try and incorporate every improve line while staying in character. After the 60 seconds is up. Play moves one to the next person.
7. HAVE FUN!!!