

# Round Robin Stories Cards Process Book



**Alicia Scarborough**

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Professor Gustav Delao

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# Project Proposal, Revised



## Objective

The original goal of this project was to get children and young adults to collaborate on telling a completely random story based on the cards. However the testing phase of this project was more focused on parents spending time with their children and telling them a unique story each time with the cards.

Also during the testing phase it was observed that some parents had a hard time being imaginative but the cards were a perfect tool that helped them get creative.

# Project Proposal, Revised



## Motivation

My motivation for this project is that I have always like the round robin story set up where a group of friends or family would gather and tell a story. As it unfolds it gets really wacky or depending on the genre it can get suspenseful. My choice to focus on fairytales is due to the fact that I have always loved their setup for they can range from silly and all the way to dark and horrific.

By adapting the round robin story to card base it allows for a more controlled setting and remembering what was said prior to each person's turn. The ability to add booster packs allows the card deck to never get stale for it will add variation to the deck with new settings, objects, villains, heroes and other characters.

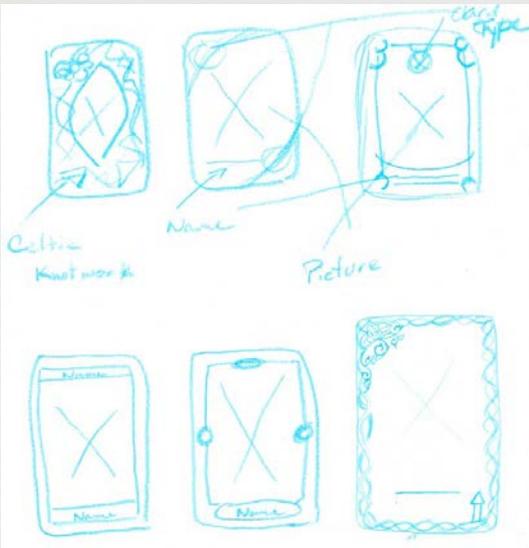
## Deliverables

*For this project only eight cards have been made for the prototype but have proven to be enough for parents to tell a unique story to their child.*

# Inspiration



# Sketches of the Cards



# How to Play - Parents



- 1) Shuffle the deck and tell a story from the whole deck and end the story when the cards run out.

--OR--

- 1) Shuffle the deck of cards and select four randomly.
  - a) First card is the hero or heroine.
  - b) Second is the place that they live or where the story takes place.
  - c) Third is the object used to defeat the villain.
  - d) Fourth is the villain.
- 2) Start the story off with a "Once Upon a Time..." or "A long time ago..." or "In a land far far away..."
- 3) Describe the hero or heroine where they are, what or who they are up against and what is needed to defeat the villain.

# How to Play - Group



- 1) Shuffle the deck of cards and deal the cards out to everyone in the group.
- 2) One person starts the story off with a “Once Upon a Time...” or “ A long time ago..” or “In a land far far away...”
- 3) Each person is to take turns adding their character/object/place into the story.
- 4) The next person could be the one next to each other OR you may call out the next person to add to the story.
- 5) Continue until all cards are gone. Either end the story there OR collect the cards, reshuffle and deal out the cards to continue the story.

# How to Play – Light vs Dark



- 1) Divide the group into equal parts. One group is Light and the other group is Dark. Each person depending on their group must turn the story to either light or dark. So if the player is in the Dark alliance then they must twist the story to a darker ending.
- 2) Shuffle the deck of cards and deal the cards out to everyone in the group.
- 3) One person starts the story off with a “Once Upon a Time...” or “A long time ago...” or “In a land far far away...”
- 4) Each person is to take turns adding their character/object/place into the story and change the story for good (light) or bad (dark).
- 5) The next person has to be the one to the player’s right.
- 6) Continue until all cards are gone. The last person depending on which group they belong in determines the story’s ending. If they happen to be in the group of Light then the story ends on good terms but if they are in the group of Dark then the story end not so happily.

# Cards – Card Back



The back of the cards displays the logo/symbol for the game which is a robin holding a white feather. The robin is the mascot for the card game that will allow it to be distinguished from its other competitors. It will also perpetuate the idea that its format for story telling is very loose allowing for ultimate creativity. The feather of course symbolizes the story or writing nature of the game. The golden ring represents the never-ending circle of how the stories will continue on and bring friends and families more close together. The book backdrop is to also drive home that its story based.

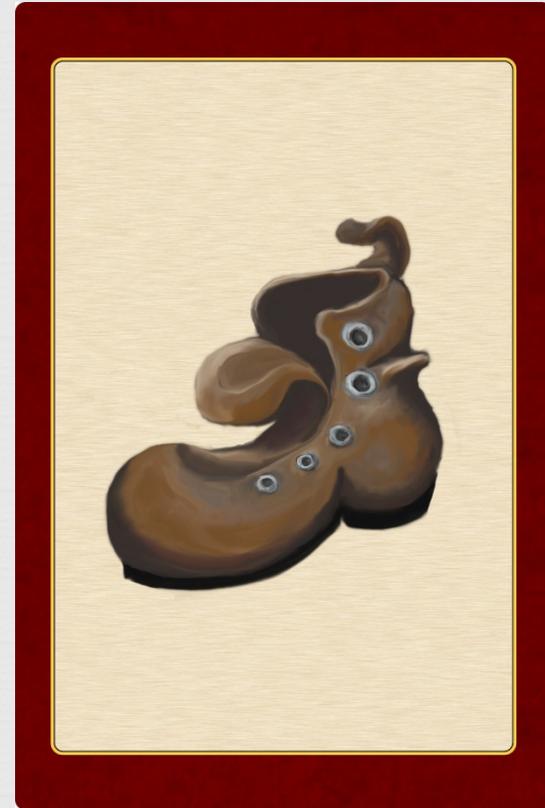
# Cards – Card Faces



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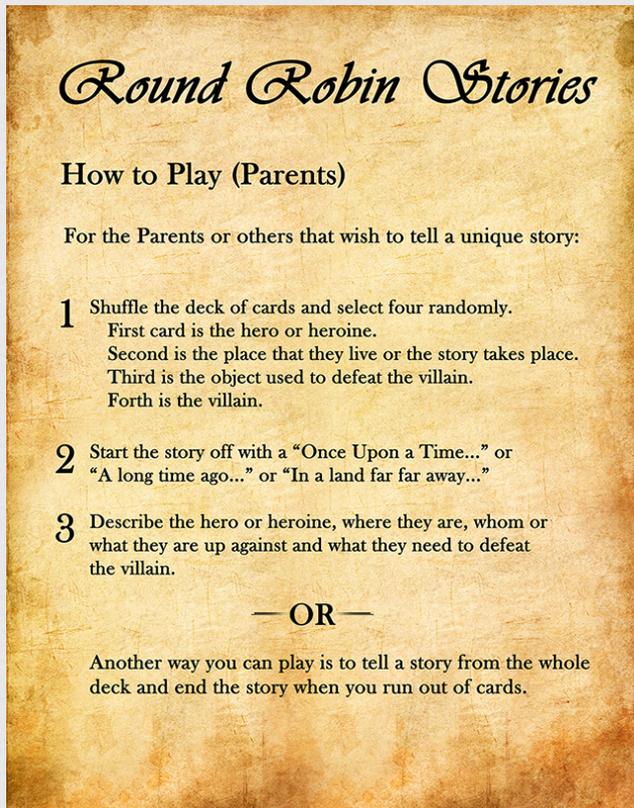
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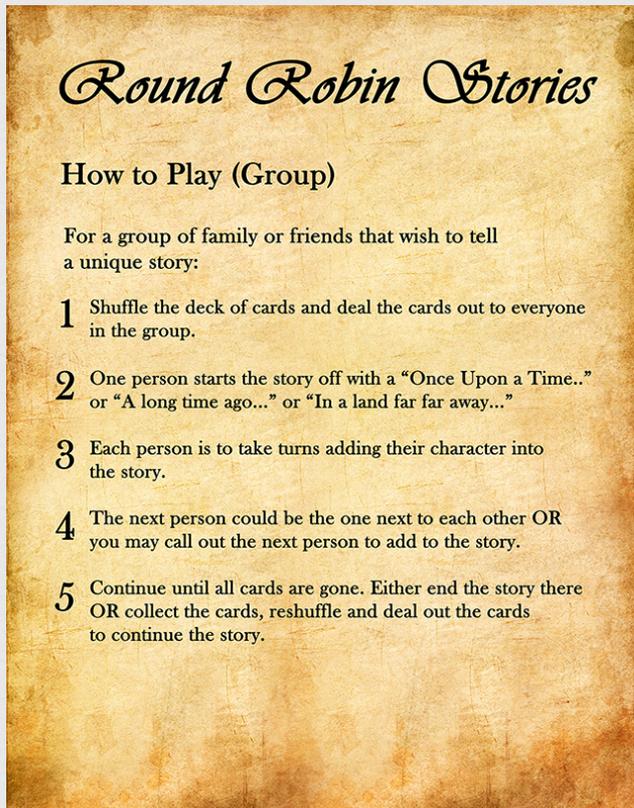
# Game Rule Insert - Parents



Following the overall paper feel the instructions for the different play will be put on individual pages and included with each starter box.

This is the one for the Parents instructions of how to play.

# Game Rule Insert - Group



Following the overall paper feel the instructions for the different play will be put on individual pages and included with each starter box.

This is the one for the Group instructions of how to play.

# Game Rule Insert – Light vs Dark



## *Round Robin Stories*

### How to Play (Light vs Dark)

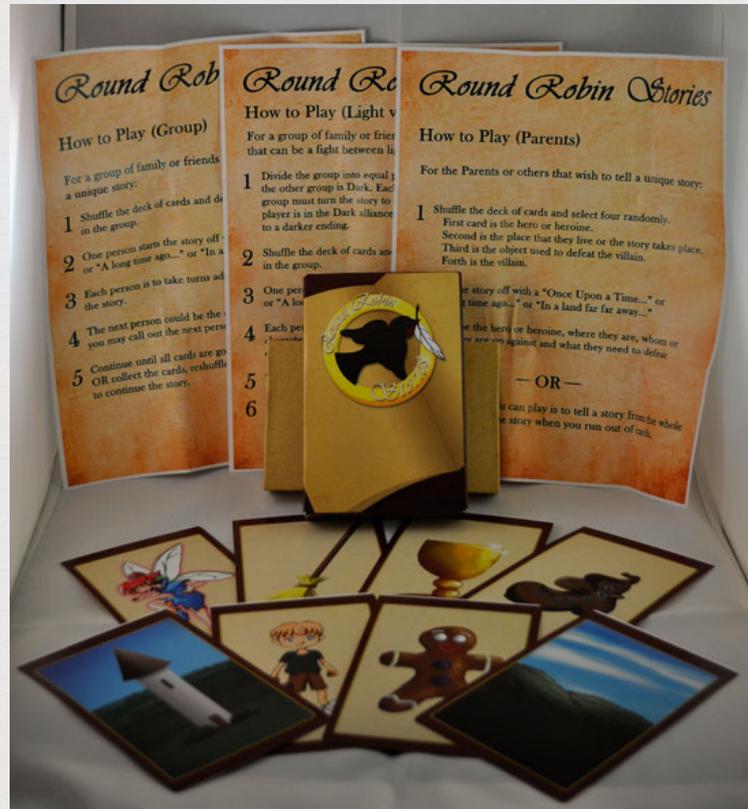
For a group of family or friends that wish to tell a story that can be a fight between light (good) and dark (bad):

- 1 Divide the group into equal parts. One group is Light and the other group is Dark. Each person depending on their group must turn the story to either light or dark. So if the player is in the Dark alliance then they must twist the story to a darker ending.
- 2 Shuffle the deck of cards and deal the cards out to everyone in the group.
- 3 One person starts the story off with a “Once Upon a Time...” or “A long time ago...” or “In a land far far away...”
- 4 Each person is to take turns adding their character/object/place into the story and change the story to good (light) or bad (dark).
- 5 The next person has to be the one to the player’s right.
- 6 Continue until all cards are gone. The last person depending on which group they belong in determines the story’s ending. If they happen to be in the group of Light then the story ends on good terms but if they are in the group of Dark then the story ends not so happily.

Following the overall paper feel the instructions for the different play will be put on individual pages and included with each starter box.

This is the one for the Light versus Dark instructions of how to play.

# Game Prototype



# Test Results – Parent & Child



## **Participants:**

Jennifer, Mother (age 34)

Colin, Son (age 5)

## **Results and Observations:**

Colin was elated about the game and could not wait to start. Jennifer was happy to tell her son a unique story each time. What I have observed is that they liked trading off and would end the story when the deck ended.

After they played a few rounds the stories became wilder and it became evident that Colin realized that he was not stuck just saying what he saw on the card for he would intertwine the characters into the story he was telling. He took that cue from his Mom, Jennifer, who helped guide him to think outside the box.

Another observation is that children that young or younger wish for a quick story which is what these cards allowed. Later on they would choose specific cards and tell stories based off of those cards.

One issue that was apparent is that some of the artwork was not clear for the tower looked to be a rocket ship and the fairy resembled to be too much like Tinkerbell.

Colin did ask if there would be more cards and why the deck was so small. It was explained that it was a test to see how well these cards do before more would be made.

# Test Results – Parent & Child



## **Participants:**

Jennifer, Mother (age 34)

Colin, Son (age 5)

## **Solutions:**

Finish coloring the cards and change some attributes to make them more different or recognizable. It was apparent that the non-colored cards were throwing Colin off but he was still eager to play and he was still able to make up a story with what he had in the deck.

Add a few more characters/items/places (time willing) to the deck to for more variety.

## **Feedback:**

Jennifer insisted that I finish the cards and add more characters, places and objects because she felt that it would be a real hit with her friends that have kids. She also said that an adult version would be fun to play. Colin wants to see more cards and wants to play again the next time I see him.