

FEBRUARY 28TH, 2024

ASSIGNMENT #1 - FINAL

INDS 1003 - FLAT PACK
ARCHITECT
ACADEMY

MITCHELL PRETAK

INDS 1003 - Body, Object, & Digital Space
Assignment #1 Project Final

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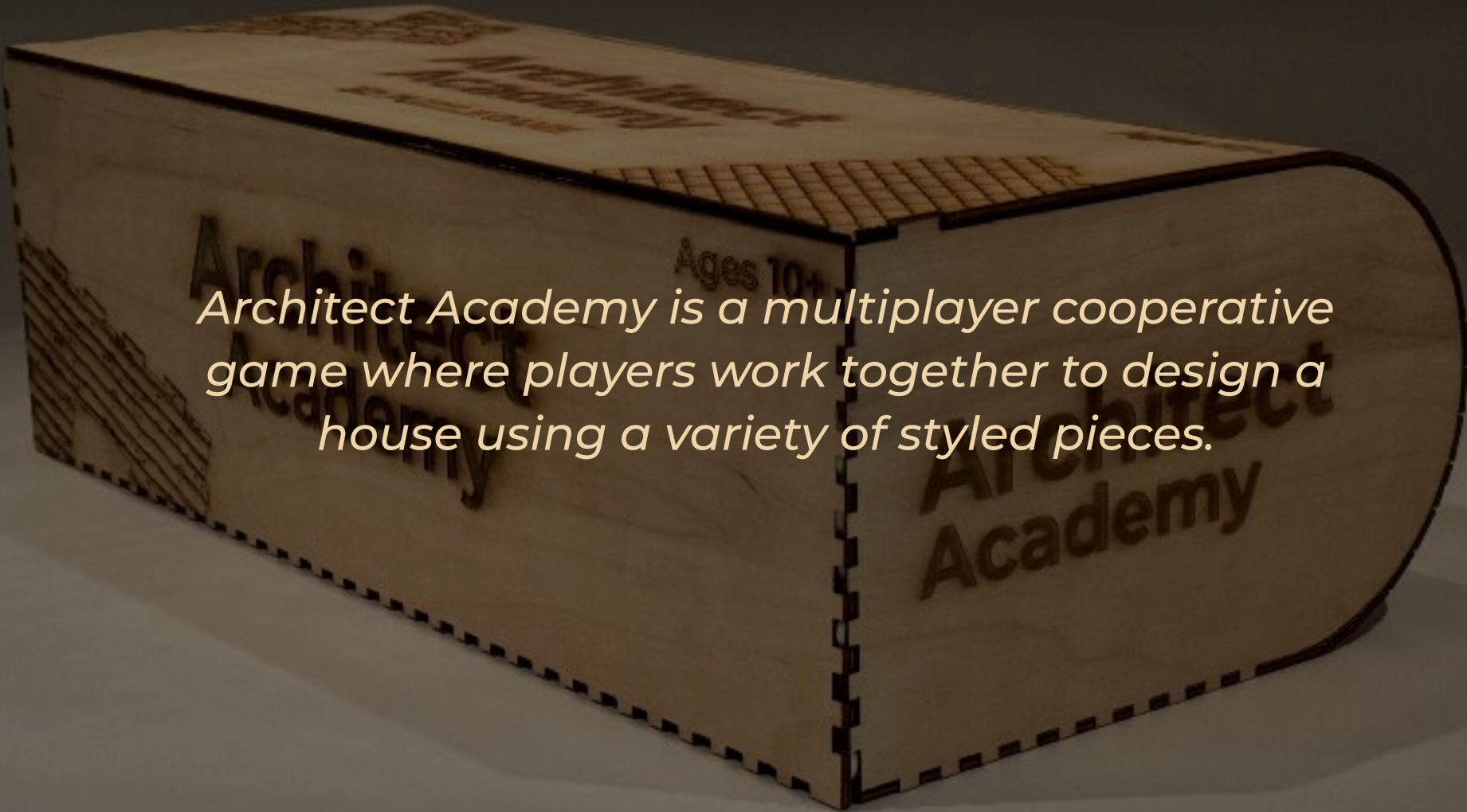
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Functions, Features & Design

Other information.



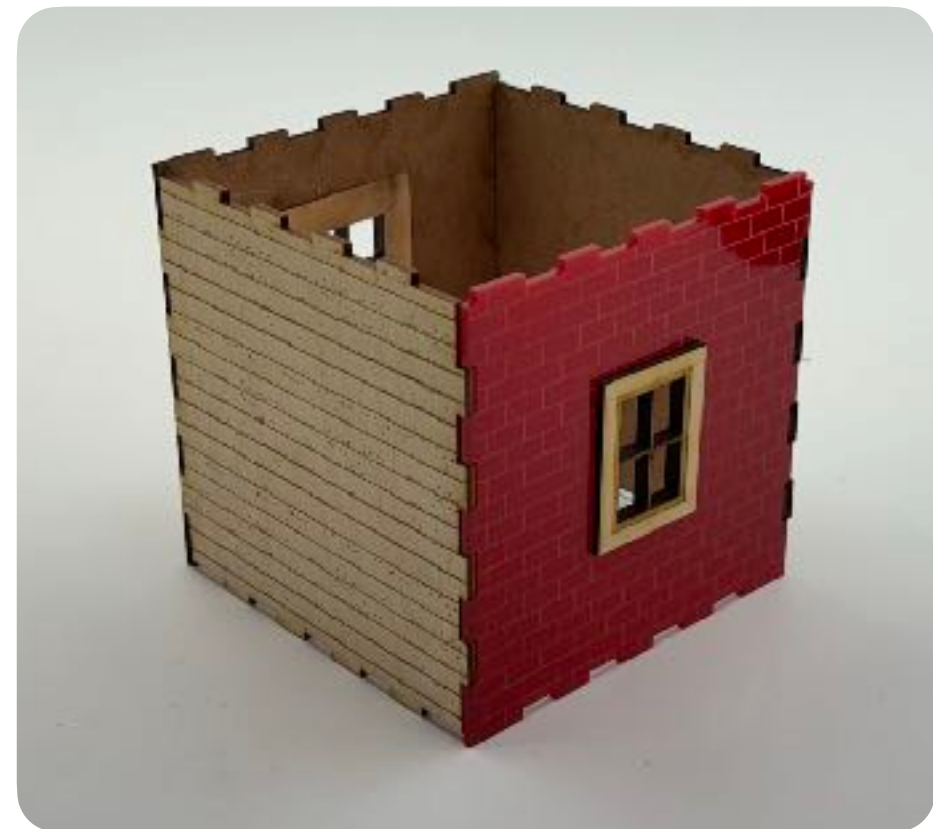
Description



Architect Academy is a multiplayer cooperative game where players work together to design a house using a variety of styled pieces.

THE GAME - ARCHITECT ACADEMY

Pictures



THE GAME - ARCHITECT ACADEMY

Stats

**Dimensions (Packaging)**

16 X 8 x 5"

Number of Playing Pieces

60 + Expandable

Price to Manufacture

~ \$85 (not including scraps)

Min - Max Playtime

2 - 10 mins per round

Age Range

Intended for 10 - 12 yrs

How To Play

Collecting Stage

1. *Players take turns spinning the spinner, which will assign that player a style category; Modern, Traditional, or Medieval*
2. *Once Assigned a category, that player will pull a piece of their choice from that category such as a wall or door etc.*



How To Play

Building Stage

3. *Players will continue to pull pieces until they reach X number of turns.*
4. *After which, they will take turns placing down elements one by one to design the best looking house possible*



INSTRUCTIONS, RULES, & GAMEPLAY

Main Restrictions

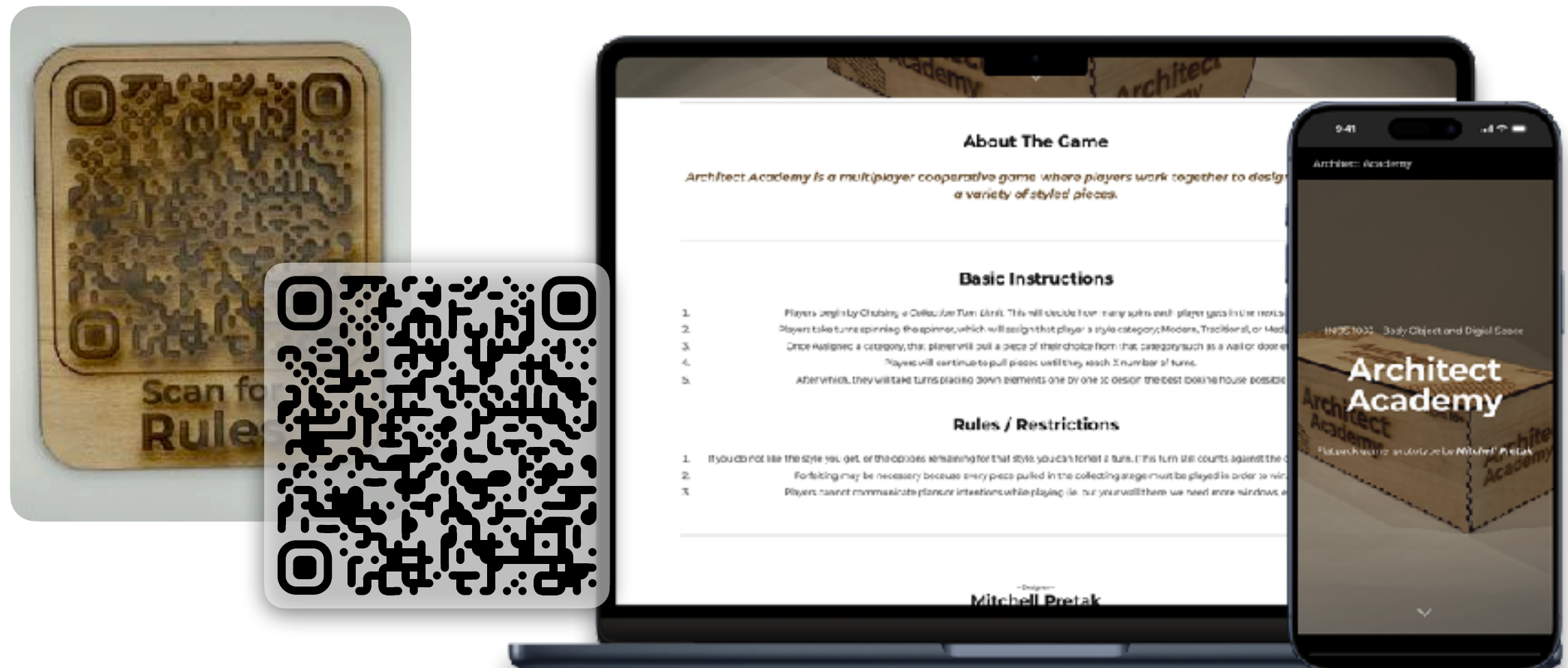
- *If you do not like the style you get, or the options remaining for that style, **you can forfeit a turn.***
- *Forfeiting may be necessary because **every piece** pulled in the collecting stage **must be played in order to win.***
- *Players cannot communicate plans or intentions while playing (ie. put your wall there, we need more windows, etc)*

How to play Reference

1. Players alternate spinning the spinner, which will assign them an architectural style
2. Then the player will pull one piece of their choice from that category
3. Continue pulling elements until X number of turns is passed
4. Take turns placing down the pieces and constructing a house until all pieces are used

Game Instructions / Rules

Players can find a QR code in the packaging. This code leads them to a website explaining the instructions / rules, and a FAQ page about the game



INSTRUCTIONS, RULES, & GAMEPLAY

Gameplay

*Players setup and open the box, **and agree on the number of collection rounds.***



INSTRUCTIONS, RULES, & GAMEPLAY

Gameplay

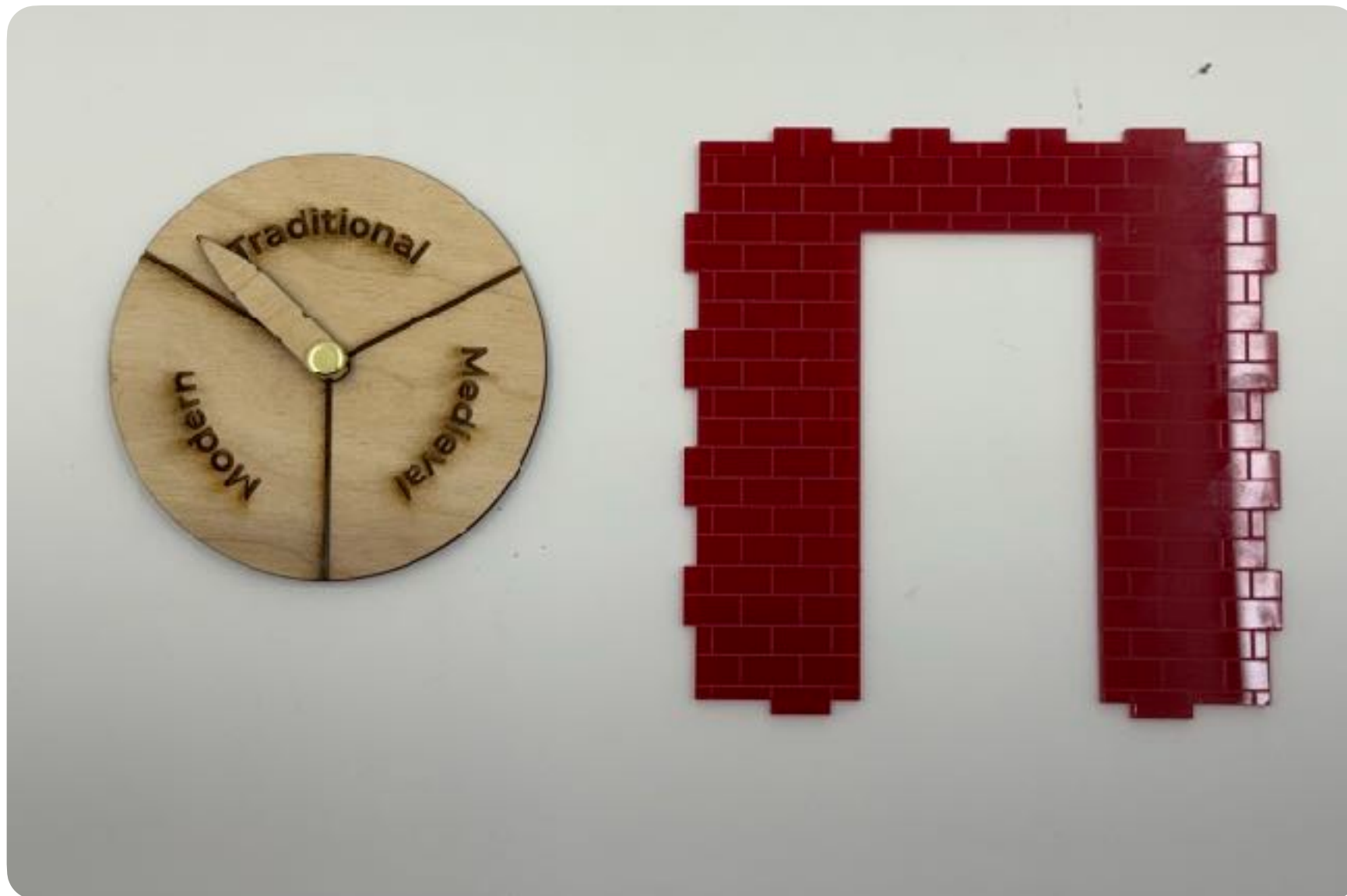
Player 1 spins the spinner, and selects a piece from that style.



INSTRUCTIONS, RULES, & GAMEPLAY

Gameplay

Player 2 does the same.

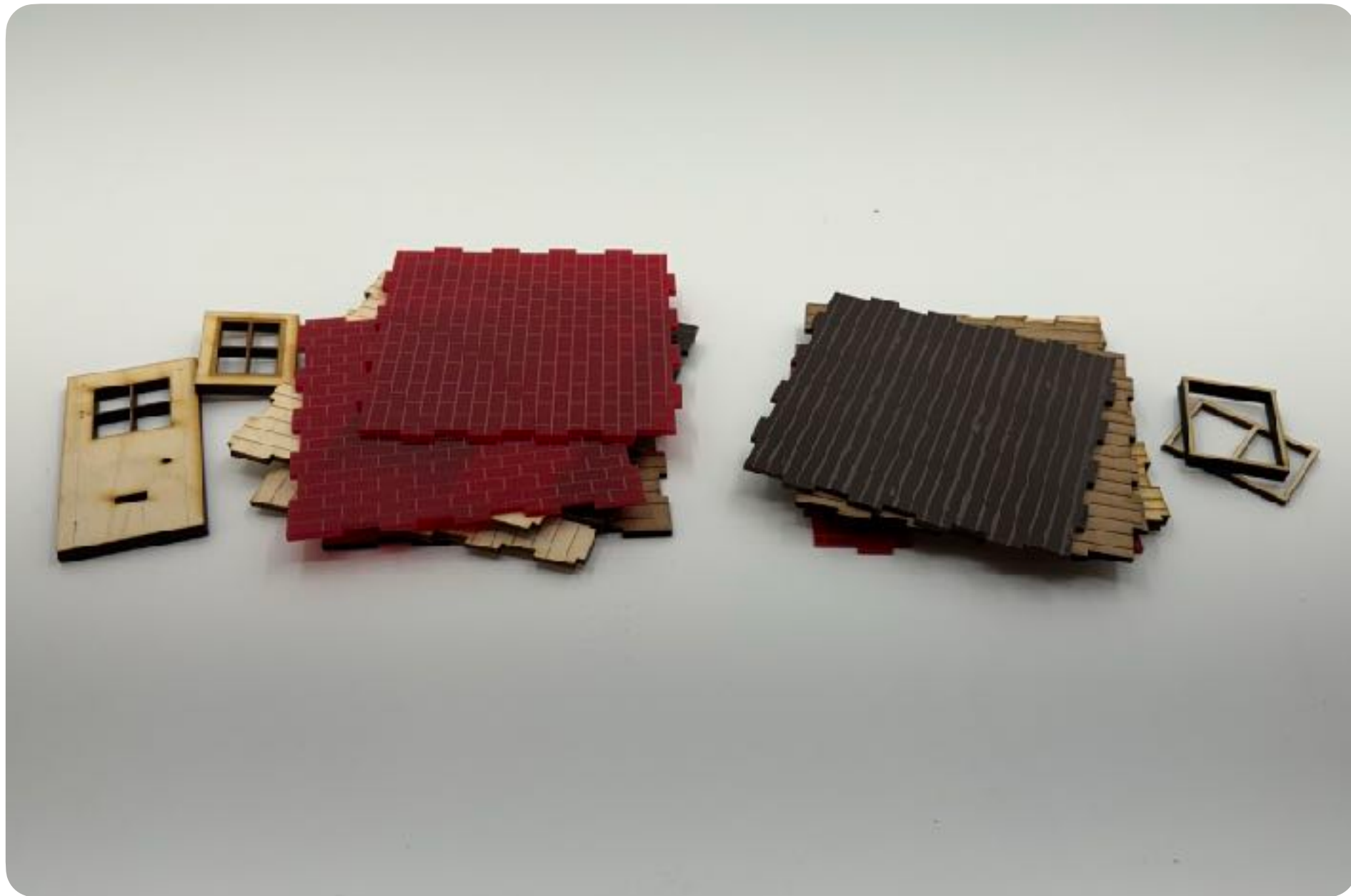


Gameplay

*If a player pulls an unwanted style, the turn can be forfeited, **but it still counts to the max number of turns in the collection stage.***

Gameplay

*The process Repeats until **all collection turns** have been played*



Gameplay

Starting the build phase, Player 1 will place the first wall.



Next, Player 2 will place the Second wall.

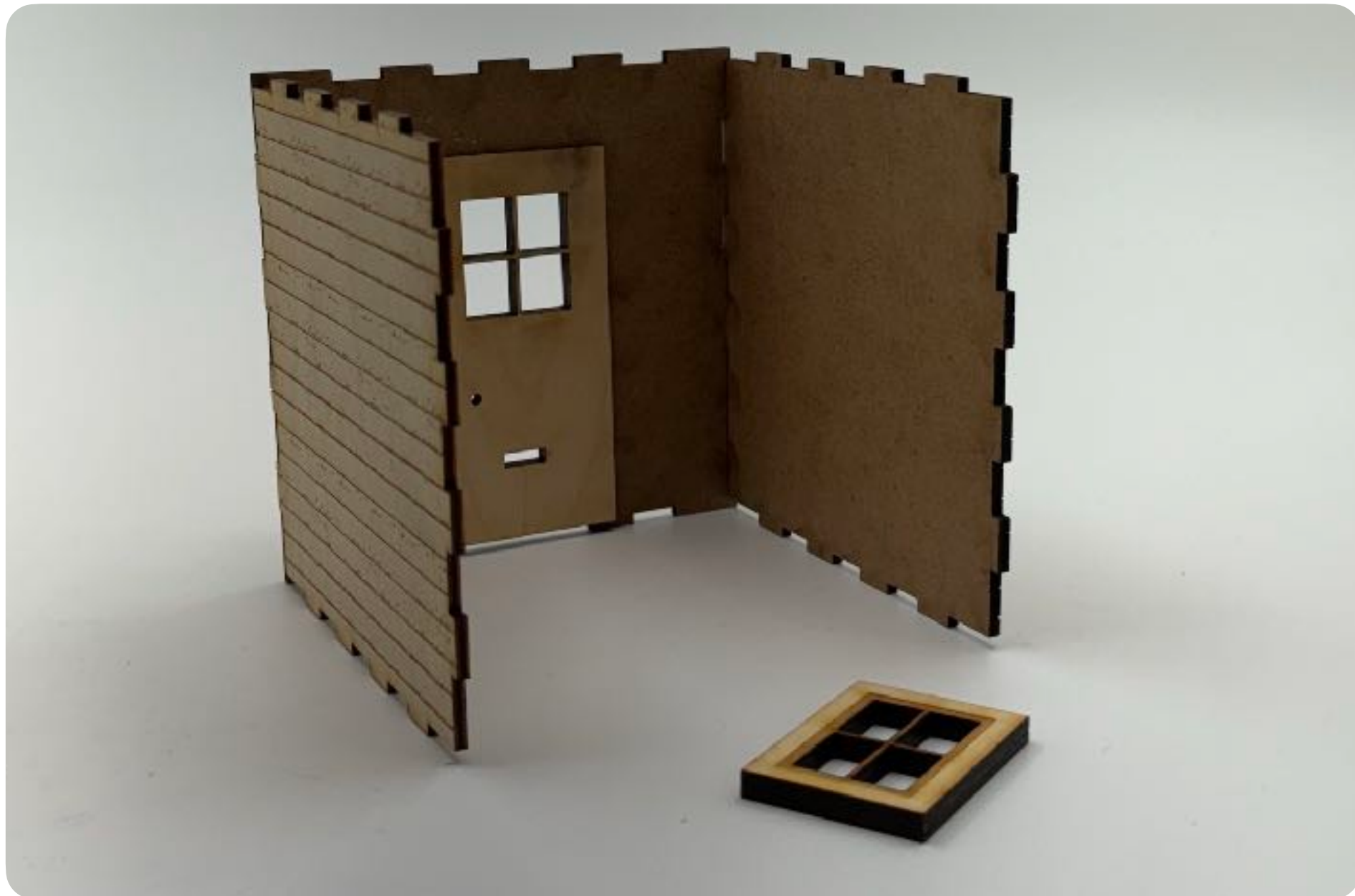
Gameplay

This Process repeats, as the house grows



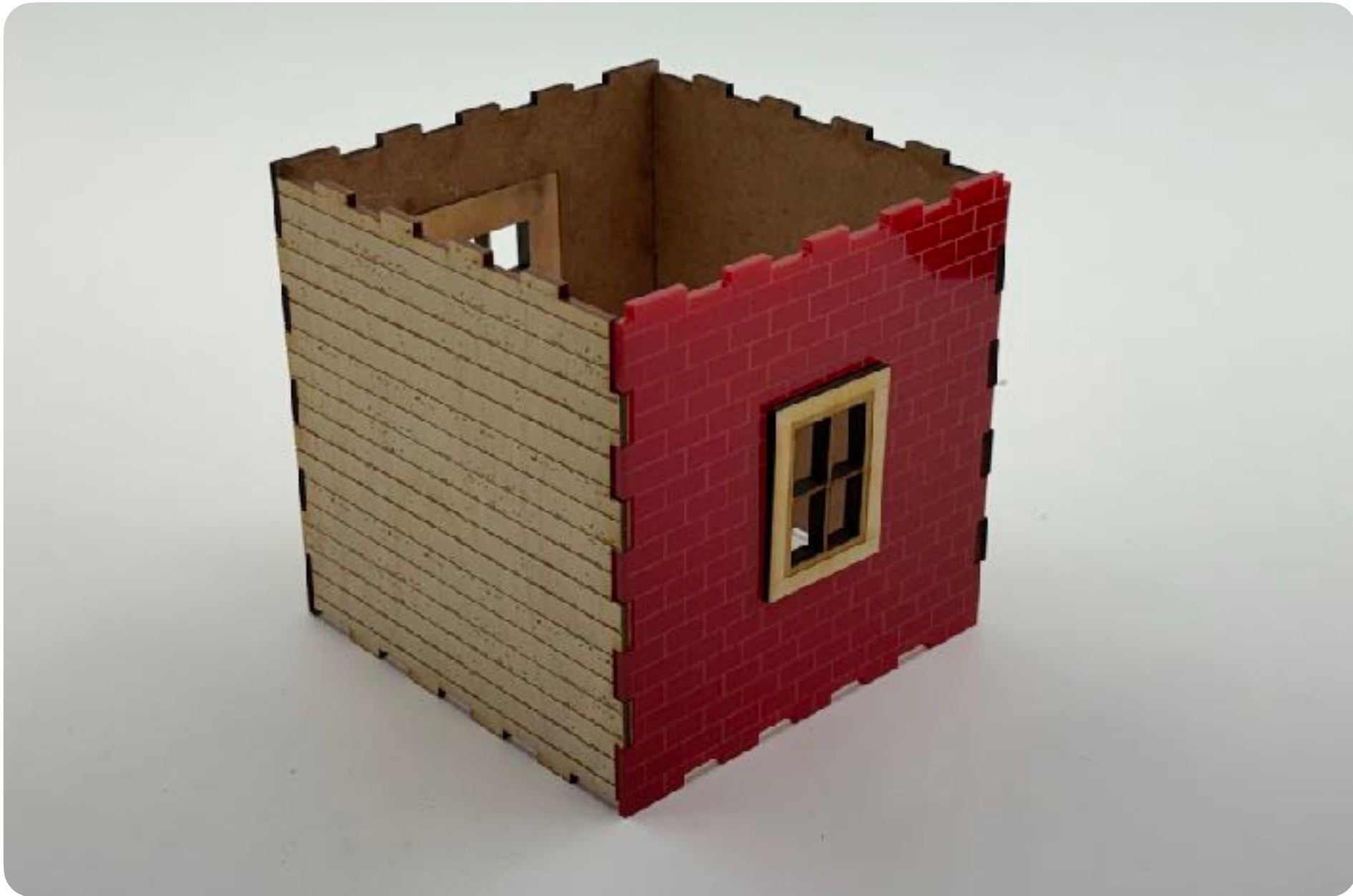
Gameplay

If at the end there is leftover pieces, or open walls, Players loose.



Gameplay

If all pieces are played and the house is complete, players win.



Gameplay

There is no size restriction on the size of house, but players should be weary of going too big if they don't have enough materials from the collection stage.



Packaging Design

The packaging is intended to be more than just how the game is purchased.

Not only does it store the pieces but also has the Style Spinner and Instructions Attached inside.



Setup / Takedown

The game is fully disassembled between each round. To store, return all aspects to their correct style section. (There is also a reference of which Section the pieces belong in on the lid of the box)

Personas Review



ETHAN CARTER

12 yrs, Toronto
Cutback Screentime



LILY THOMPSON

11 yrs, Vancouver
Learn + Be Creative



MATTHEW TURNER

10 yrs, Calgary
Too Competitive



MS. SAMUELS

35 yrs, Ottawa
Entertain Students

*The main concerns based off of these 4 personas are; Creating an **alternative to digital games**, Providing an opportunity to **learn and be creative**, Working on **cooperative skills**, and overall providing **entertainment**.*

TARGET AUDIENCES & OPPORTUNITY

Target Audience

AGE RANGE

*This game is suitable for any age but is specifically intended for
10-12 year olds.*

OTHER AUDIENCES

Design Students, Architects, Interior Designers, etc.

TARGET AUDIENCES & OPPORTUNITY

Opportunities

THIS GAME PROVIDES KIDS WITH...

*An opportunity to **learn** about architecture*

*Practice **cooperation** and **team building***

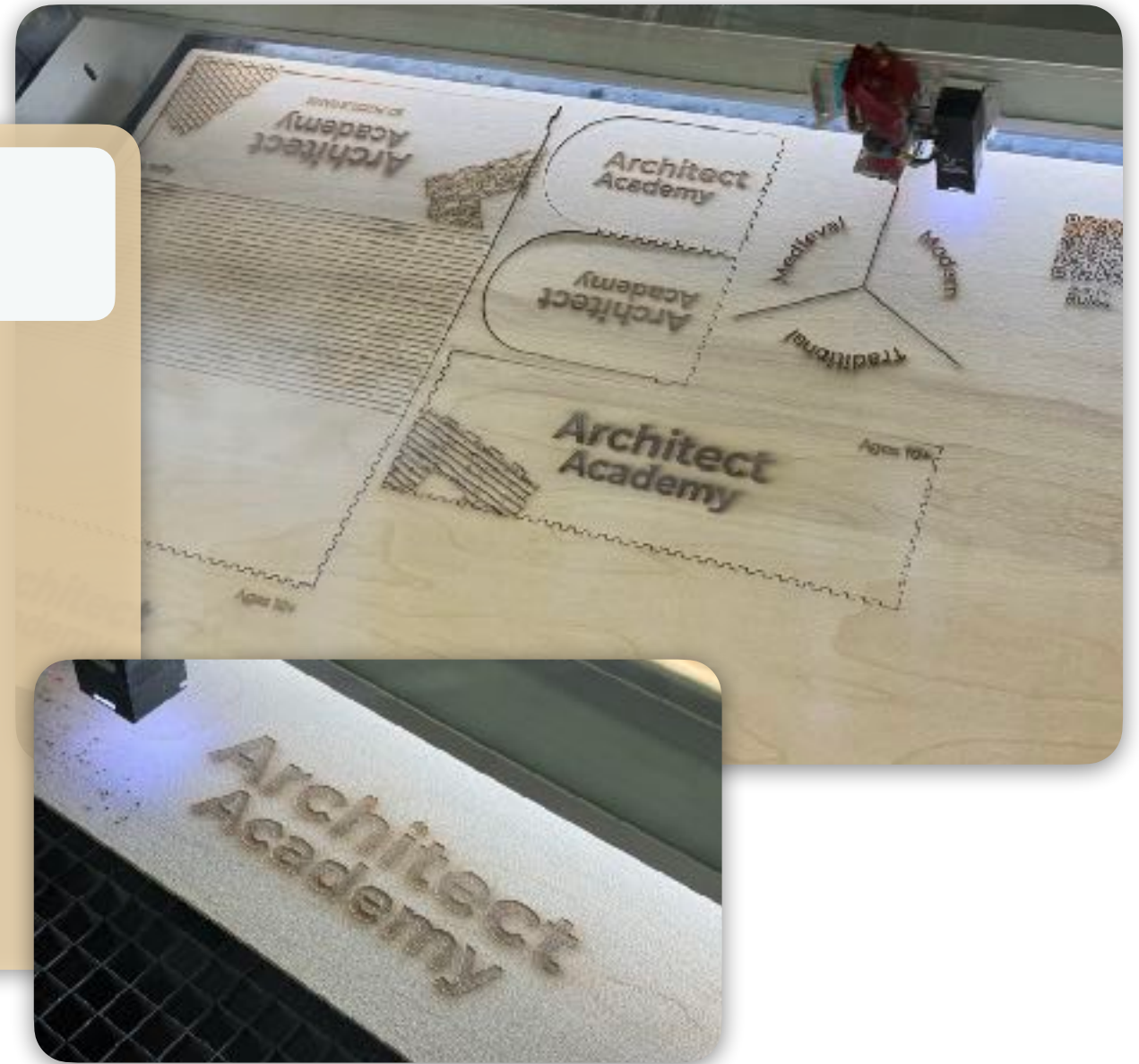
*A source of **entertainment***

*An opportunity for **creative output***

Lasercutting

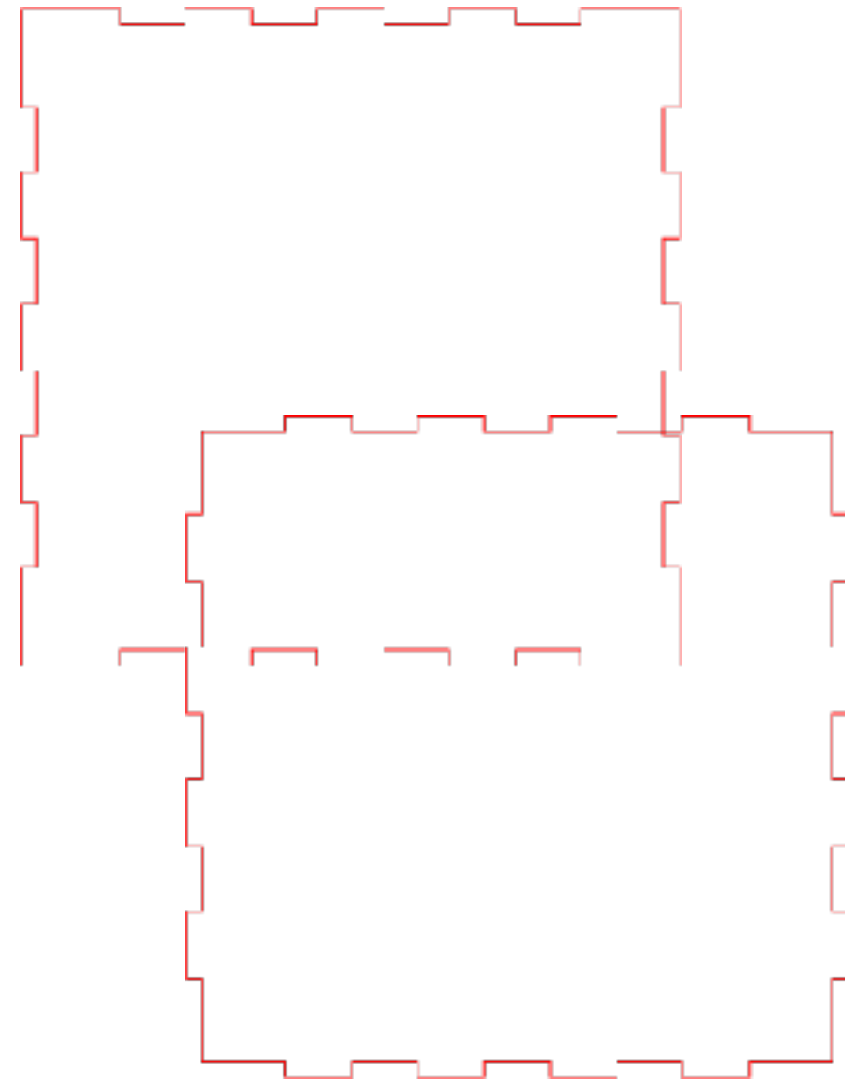
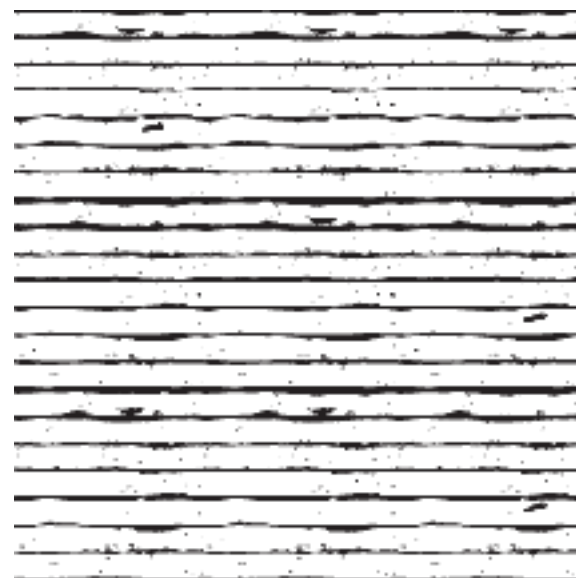
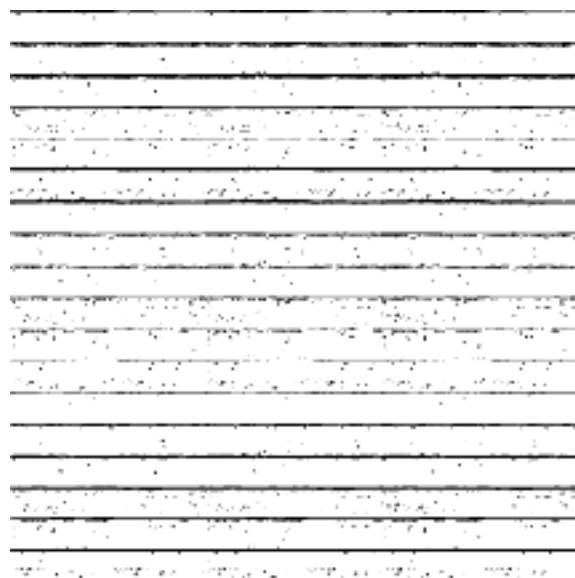
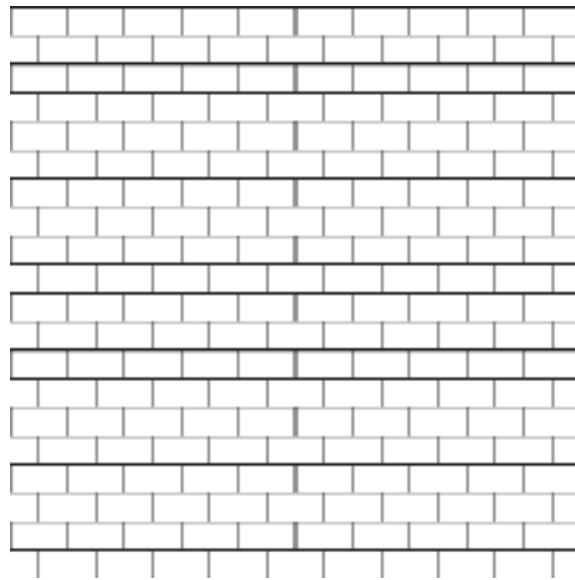
MATERIALS USED

- 1/8" MDF Board (24x12)
- 1/8" White Acrylic Board
- 1/8" Grey Acrylic Board
- 1/8" Brown Acrylic Board (12x12")
- 1/8" Red Acrylic Board (12x12)
- 1/4" Baltic Ply (~7x9")
- 1/8" Baltic Ply (48 x 24) (Package)



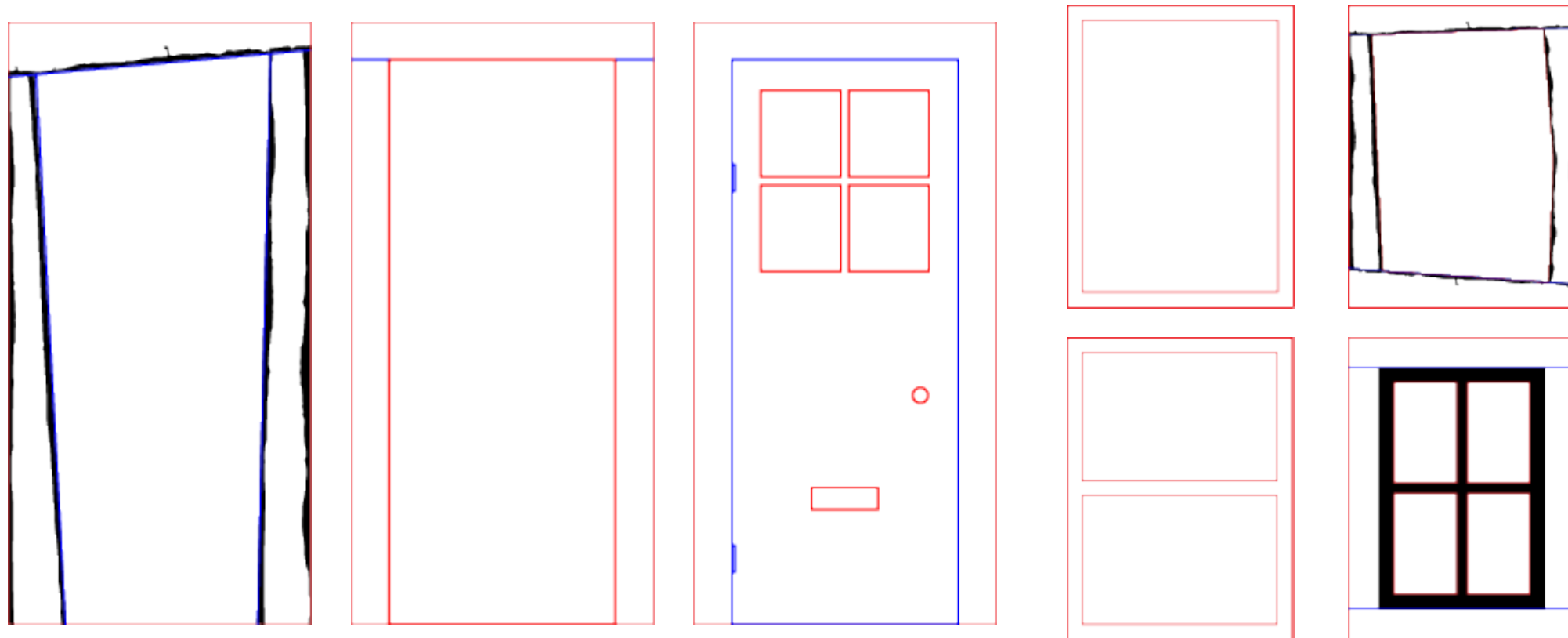
Cad Drawings

WALL TEXTURES + PUZZEL CUTOUT



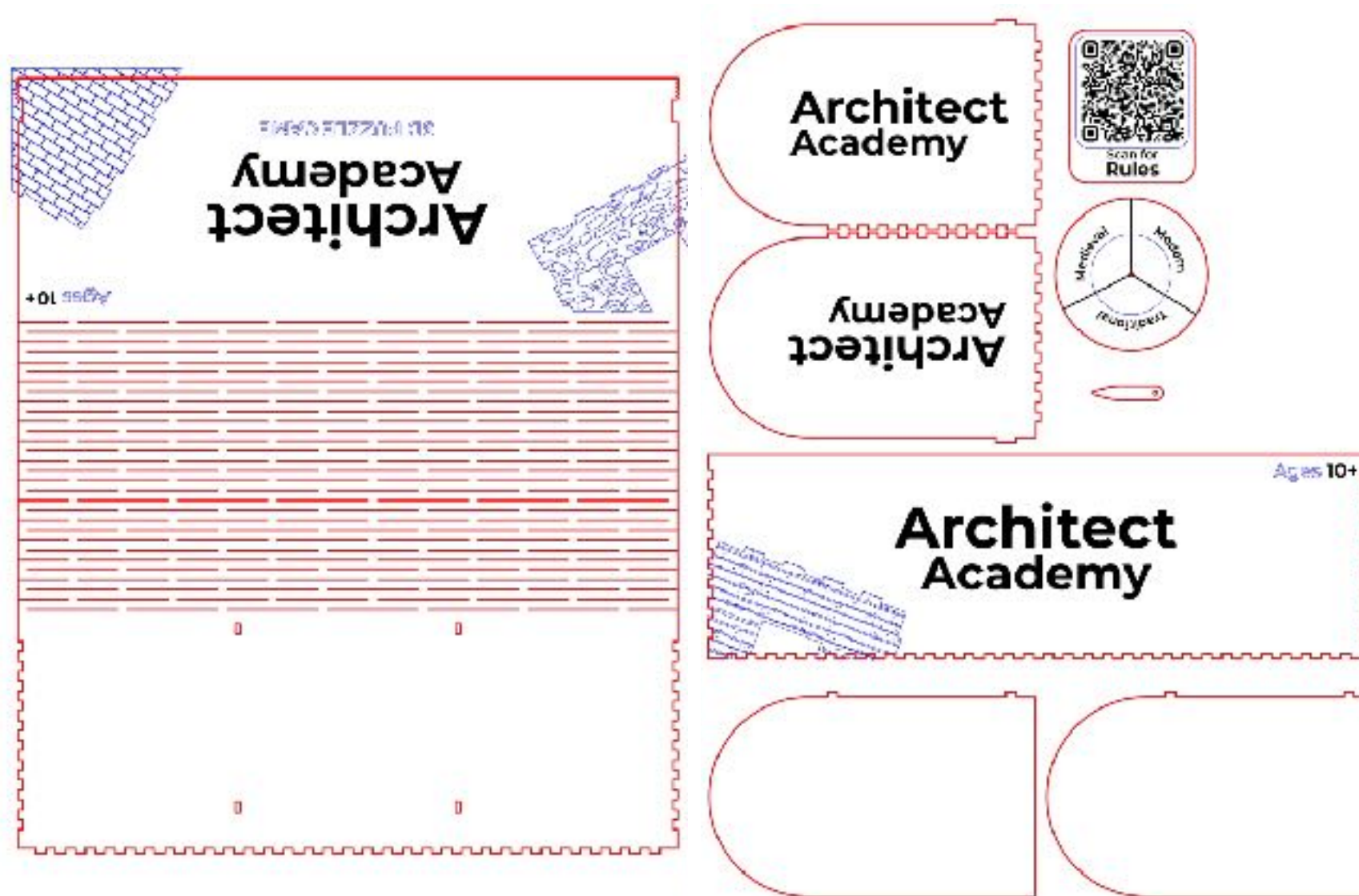
Cad Drawings

WINDOWS + DOORS



Cad Drawings

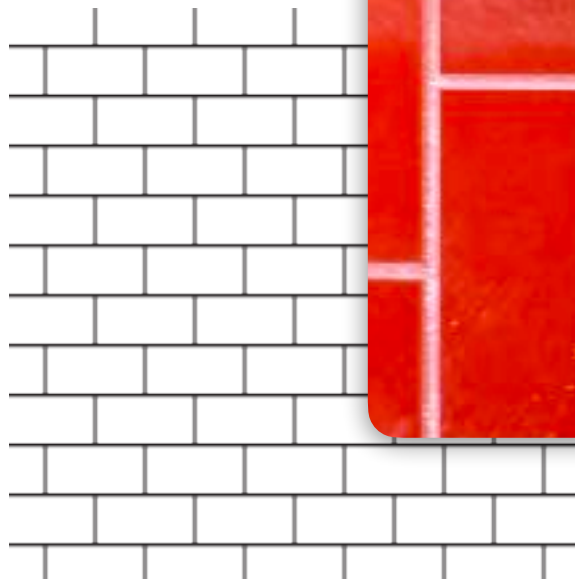
PACKAGING



Friction Fit



Rasterized & Etched Textures



Optimal Tooth Size

Specifically Sized to fit both 1/4 and 1/8" materials while providing the highest amount of friction.



Design Improvements & Changes

SECOND STORY STACKING

The Original Puzzle Design failed when stacking above a second story. Adding a small square the width of the material to the bottom corner resolved the issue.



Design Feedback

INTEGRATING PACKAGING

After experimenting with opportunities to incorporate the packaging in the play process, I felt that creating a specific area to play within limited creative opportunity, and opportunities to expand the game in future.

Final Reflection

POTENTIAL IMPROVEMENTS

Packaging dividers / organization, Including written instructions

FINAL THOUGHTS

Overall I'm extremely happy with the aesthetic of the design, am somewhat happy with the function of the game, and feel that it fulfilled the main objectives of the assignment

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INDS 1003 - ARCHITECT ACADEMY
THANKS FOR
WATCHING

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