



Board Game Project Presentation



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Define the Problem

The limits are that there needs to be at least 2 players and at the most six players.

We need a board for the game and need to make the pawns in Onshape so they can be 3d printed. We can add cards if we want to, but there needs to be a board.

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Board Game Design

Game: Through the Bermuda Triangle (Based off "Through Bermuda Triangle" from 9/11 game)

Items:

- Board (obviously a BOARD game)
- A die (maybe 2)
- Pawns (boats, planes, stick figures)
- Handmade cards
- A few cards from a deck of cards

Cards:

- Water: formidous G.O
- Alien invasion: G.O
- Lost at sea: G.O
- Lose a turn
- Move 3 spaces forward
- Air pocket: Go back 3 spaces (planes only) G.O (planes only)
- Gulf Stream: Go back 3 spaces (boats only)
- Turbulance: Go back 3 spaces (planes only)
- Airplane in trouble: G.O (boats only)

G.O = Game Over

Rules:

- * Decide who goes 1st (Rock paper scissors or draw straws)
- * Go clockwise
- * Roll die. Move pawn dictated spaces
- * Spaces:
 - Pick a card
 - Lose a turn
 - Move 3 spaces forward
 - Move 3 spaces back
 - Teleport across board

Design →

* P.S.
 To decide where 2 go, draw a card from a deck of cards (not numbered)
 • Joker - you decide
 • Ace - someone else decides
 • 3 - Florida
 • 8 - P.R.
 • 10 - Bermuda

Signature: *Alvin V. Rodriguez*

Date: 8-29-25

Witness Signature: _____

Date: _____

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Materials

- Cardboard for the board
- Cardstock, paper, markers, & colored pencils for cards
- Traditional/standard deck of cards
- 1 die
- 3d printer for pawns (Pawns from other games)
- Paint, for the board

Signature: *Alvin V. Rodriguez*

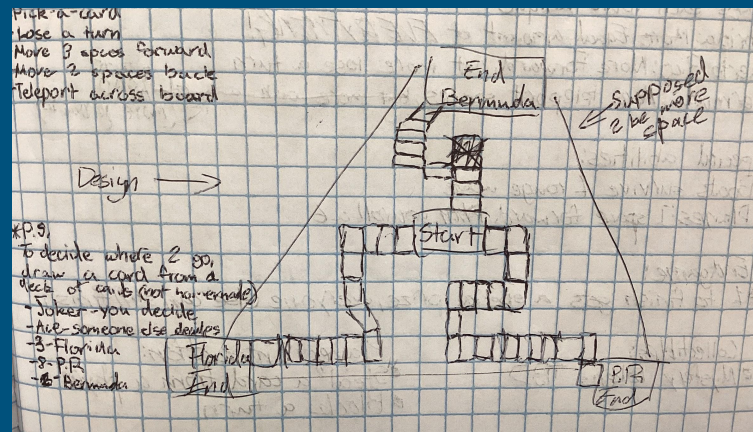
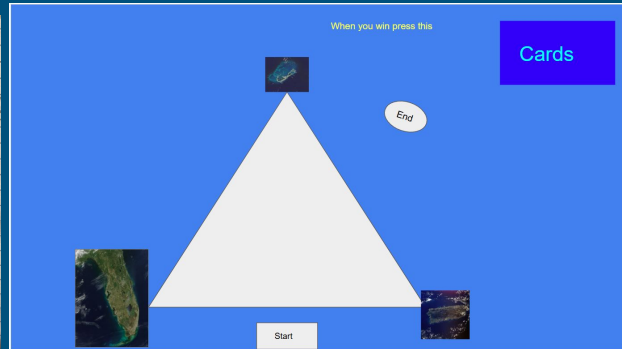
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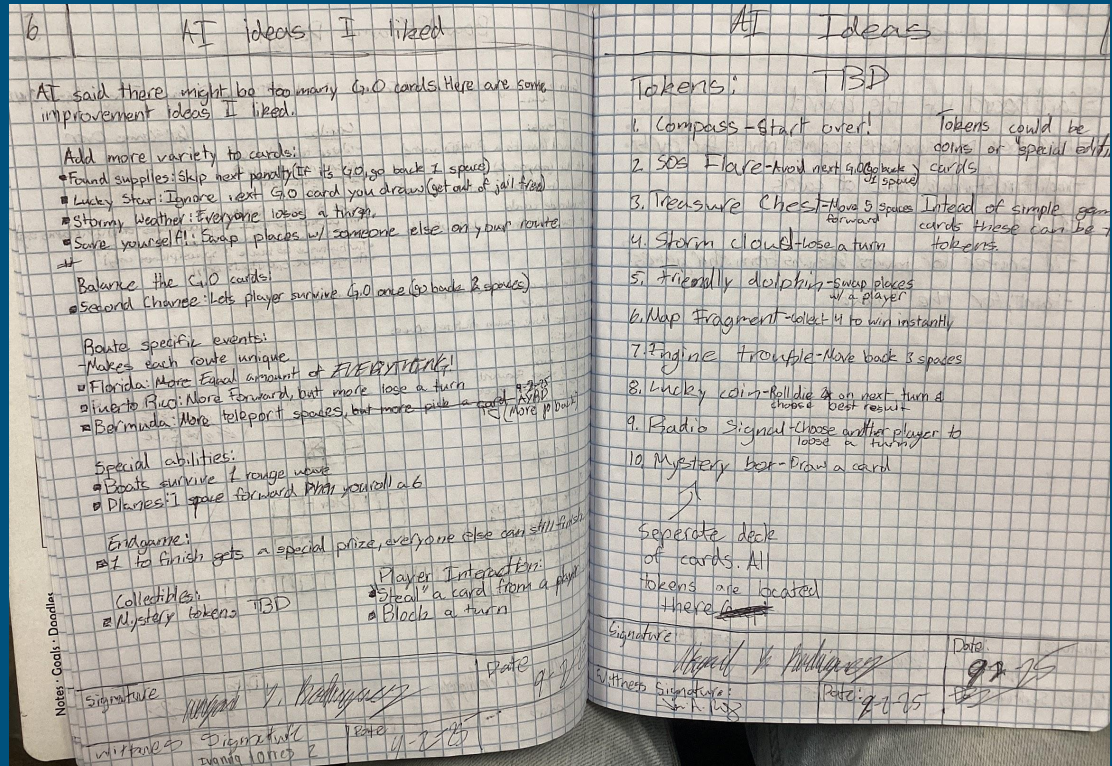
And that original concept was a MESS.
So now I have to clean it up a little, and
by a little, I mean a lot.



Develop a Solution

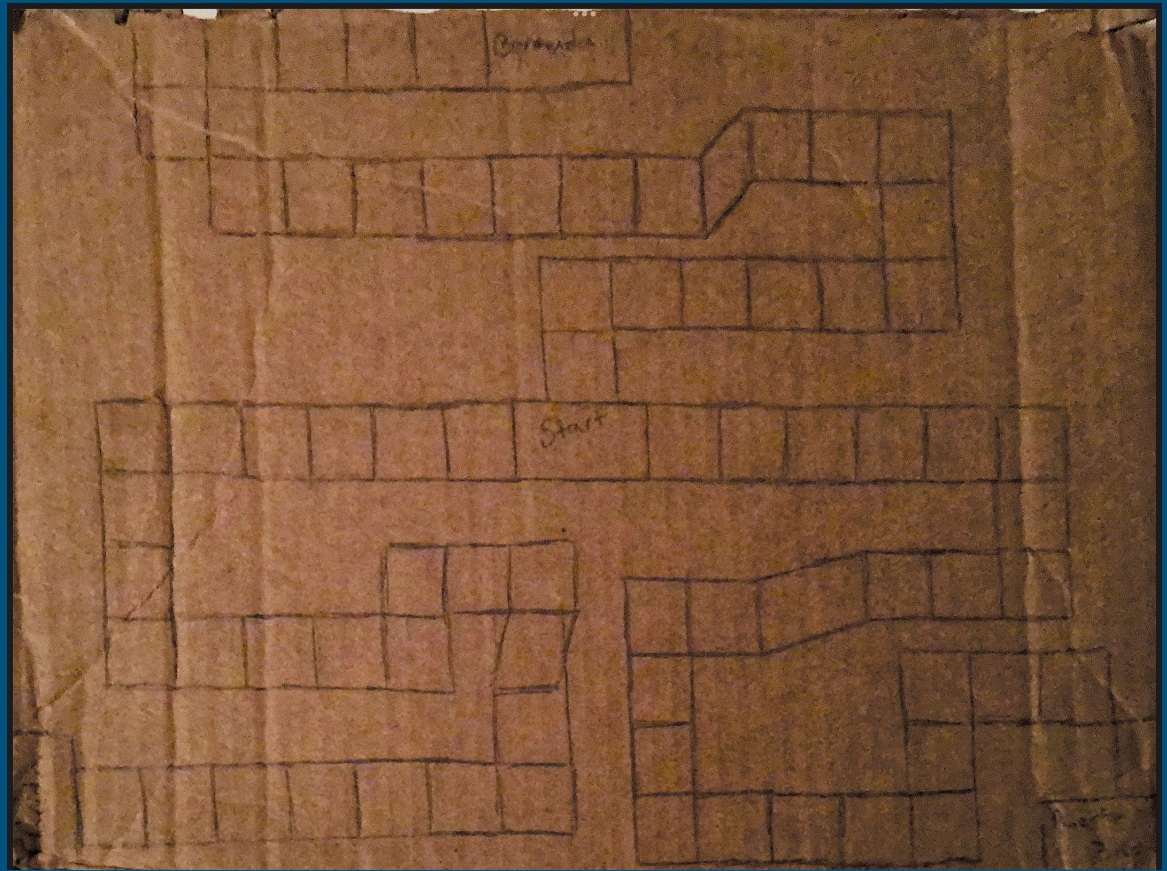
Ok, I know now what I'm doing, but the new question is, HOW will I do it.

After brainstorming, we were allowed to use AI to clean up some details. To your right, you can see some ideas I liked, although I felt some of them were repeated, so I had to rearrange them.



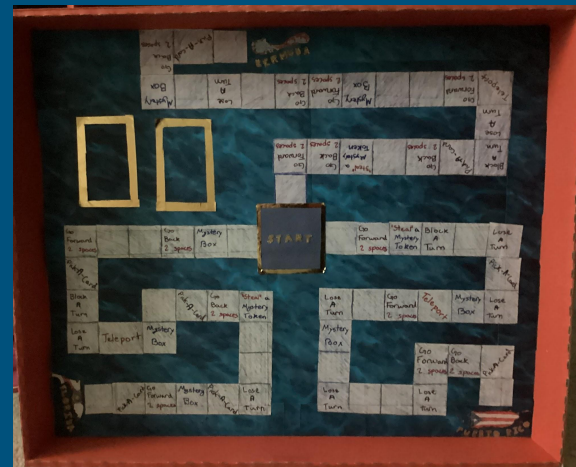
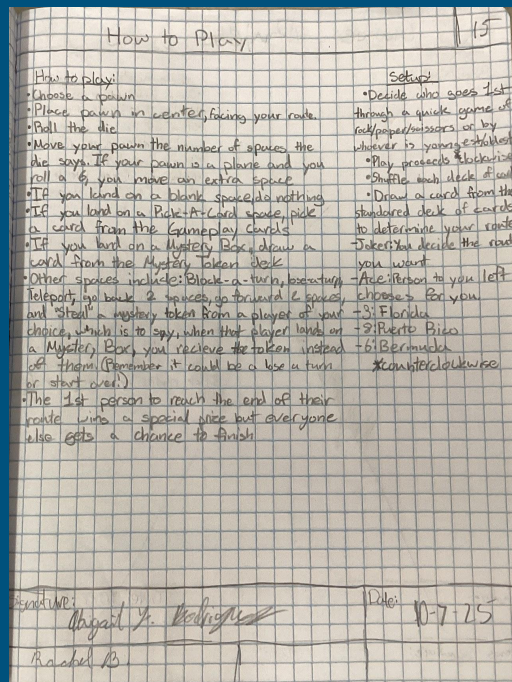
Construct and Test a Prototype

My first board was “too small” because some of the pawns ended up being bigger than I expected. Also it was starting to tear a little at the edges because I didn’t really cut it well since I wasn’t entirely sure how to use the cutting machine because it kept getting stuck. So I ended up using a bigger ramen box from Costco.



Evaluate the Solution

My game rules ended up changing while I was making the cards for the game. Most of them were supposed to be multiple copies, but I ended up making them singular, with only a few having doubles, just for the sake of time. (Hey, I was making them by HAND.) I also ended up taking out the Map Fragments because I didn't feel like it wasn't fair for the game. I also changed the Game Over cards to *Start Over* after my dad said that it could cut the game short, especially if you ended up drawing one near the start of the game. I also took out the "boats survive 1 rouge way" because I didn't feel it was fair for the boats because it was much less likely to get a Rogue wave than a specific number on the die, so boats can now go forward one extra space when they roll a 3, similar to the planes.



Present the Solution

My game was well received.

Here are some reviews! (Note that they may be a little biased, but oh well.)

Mom: 5 out of 5. Easy to understand and very fun and entertaining!

Dad: It's a game that I will buy and play a lot! I loved it!

Teddy bear: Why do I keep getting start over?!? But other than that it was fun, you never know what will happen!



Perfect for family game night!

