Advice Report – Beyond Boardgames

Abstract

This advice report aims to provide recommendations and clear guidance to continue the project and future add-ons. Key advice presented focuses on the improvement of user engagement, app performance, and design cohesiveness within all the game elements. The expected outcome is a more polished, more refined product that will serve users better and meet all their gameplay needs.

Objectives

The specific objectives of this report are to evaluate the current state of the PIO-PERA board game and app, as well as identify its strengths and weaknesses. Additionally, we want to provide actionable recommendations to improve user experience, technology, and design.

Methodology

Our recommendations are based on research, testing, comparisons and conversations. We have gathered insight from stakeholders and users throughout the development of the project. We have had informal playtesting sessions and formal (game night & night of the nerds) to see users' interactions. Finally, we´ve had our visual elements reviewed by peers and teachers.

Current Situation Analysis

Strengths

- ➢ Consistent visual elements (stickers, board, money, etc.)
- ➢ Innovative mix and balance of traditional and technological elements
- ➢ Clear game loop and rules
- ➢ Rewarding and collectable system that motivates users

Weaknesses

- ➢ Some elements lack polish (layout spacing, quality images, etc)
- ➢ Technical performance on the app (loading times, responsiveness, etc.)
- ➢ Limited validation from external users

Opportunities

- ➢ Expand the app (leaderboard)
- ➢ Introduce limited/seasonal side quests/mystery boxes
- ➢ Develop more stamps for new countries/cities

Threats

- ➢ Player fatigue occurs if the content is not able to update
- ➢ Other educational/trivia games in the current market

Advice and Recommendations

Overview

Our advice focuses on making the connection between the game and the theme more related to travel. We want players to stay curious and acquire knowledge while still having fun. At the same time, we suggest ways to improve the app and the board itself. As well, you can take a look again at the rulebook as if it were your desired rules.

Specific Recommendations

- **Technology Stack**: We have used React with Vite, and for the Database we used Indexed DB, and We also recommend that you use this, and if you need to make different versions of the game, you can use the same code and maybe change the visual (UI) of it.
- **Security**: You can include the licenses of the game and all the UI components used. Additionally, it's recommended to add a privacy policy that explains how user data is handled. To make the PWA more secure, you can implement a login and sign-up system. Each account can be activated using a unique activation code, which will be provided inside the physical packaging of the board game.
- **Performance**: **The SEO of this page is already strong and performs well from a technical perspective.** To achieve a perfect score (100), you can further improve it by adding or optimising meta tags. Overall, the website is technically well-structured and performs efficiently.
- **User Experience**: Unify hover animations, improve layout alignment across devices, and ensure responsive design. Use user feedback to iterate on confusing elements.
- **Development Practices**: I recommend using Vite with React because it simplifies and speeds up front-end development. Vite offers fast build times and is well-suited for creating Progressive Web Apps (PWA). Combined with IndexedDB, you can enable offline functionality, allowing your app to work smoothly even on poor networks by caching necessary data locally. Overall, it's important to understand how React, Vite, and IndexedDB work together to create efficient, reliable web applications.
- **Budget and Financing**: If scaling commercially, plan for sticker and stamp production costs and as well as the board itself and the packaging and hosting fees, and marketing campaigns.

Implementation Plan

- ➢ Week 1-2: Polish UI and hover states; finalise country and city stamp visuals.
- ➢ Week 3: Optimise app load performance, introduce lazy loading.
- ➢ Week 4: Conduct another round of user testing with external testers.
- ➢ Week 5: Integrate feedback; begin production planning for physical stamp kits.
- ➢ Week 6+: Explore multiplayer prototype and marketing strategy.

Risks and Mitigation Strategies

Creative Burnout: The team might lose motivation or inspiration after several design cycles.
<u>Solution</u>: Plan regular creative check-ins or brainstorming sessions to keep energy and ideas flowing.

Feature Overload: Adding too many features too quickly can complicate development and delay progress.
<u>Solution</u>: Stick closely to the MVP (Minimum Viable Product) and prioritise features based on user impact.

Conclusion

PIO-PERA has evolved into a unique, Gen-Z-inspired project that playfully combines exploration and digital interaction. This report outlines the next steps that can be taken to refine it. Improving performance, enhancing certain visual elements and perfecting user experience, with thoughtful implementations, PIO-PERA has the potential to become an even better game.

Appendices

https://www.figma.com/design/BGqCZXu1yDtVYsHUynJAZF/Mood-Board-and-Idea?node-id=225-69&p=f&t=86brnvQ0XL35kP2d-0

Pio-Pera Hosted link: https://piopera.netlify.app/

Git link for source code: https://git.fhict.nl/I539945/board-game-project.git