CMD Methods on Boardgame:

1. Survey + Trend Analysis

What: A set of questions we asked to target users

Why: To find out what kind of board games people like and what is trending

Example:

We asked students which board game types they enjoy. Many liked Monopoly and Catan. This helped shape our game theme and features.

2. Usability Testing + Observation

What: Watching users while they use the game

Why: To see if anything is confusing or hard to use

Example:

At Night of Nerds and the final showcase, we observed how people played and used the app. This showed us where they got stuck and what needed improvement.

3. Sketching

What: Quick drawings to plan the design

Why: To visualize the game layout and ideas before making the real version

Example:

We sketched ideas for the app interface and board layout before making digital designs in Figma.

4. Prototyping

What: Creating early versions of the game and app in Figma

Why: To test ideas before full development

Example:

We made low-fidelity prototypes of the app in Figma and tested them with users to see if the navigation made sense.

5. Pitch

What: A short presentation of our project

Why: To share our idea clearly and get feedback

Example:

We pitched our project to teachers and stakeholders during class and events like the showcase.

6. Peer Review

What: Getting feedback from group members

Why: To improve each other's work

Example:

We often showed each other our progress and gave suggestions, like improving the design or fixing small mistakes or small minor details.

7. Observation

What: Watching others in similar situations

Why: To learn what works and what doesn't

Example:

At the Proxy board game night, we saw which games were popular and how people played them. This gave us ideas for our own game mechanics and how to make the board game better and better.
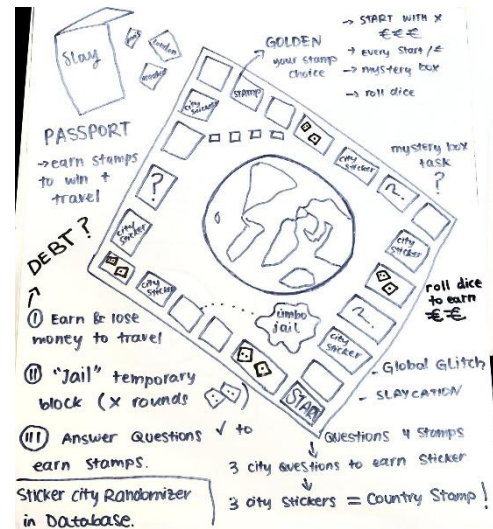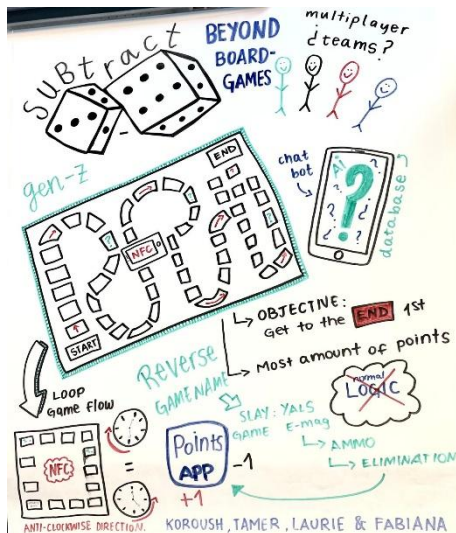
8. Ideation

What: Brainstorming new ideas

Why: To come up with creative concepts and features

Example:

We used ideation sessions to think of themes, side quests, and how the mystery boxes could work in the game.
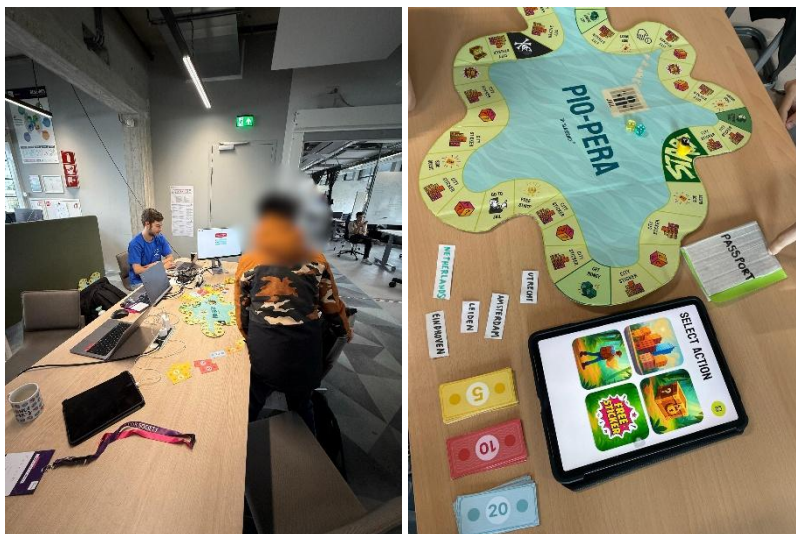
9. Expo

What: Presenting our project at an event

Why: To show our work and get feedback

Example:

We presented our game and app at Night of Nerds and the showcases. People could test it and give us feedback directly.

10. Expert Interview

What: Talking to someone with knowledge in the field

Why: To get useful advice

Example:

We interviewed a stakeholder who has experience in board game competitions. He helped us with ideas for improving the rulebook and user flow.

11. Competitive Analysis

What: Checking out other similar products

Why: To learn from them and make ours better

Example:

We looked at another group's board game and other popular games online. We compared features and thought about what made our game different.

12. Core Reflection

What: Thinking about what went well and what could improve

Why: To learn from the experience

Example:

We reflected after each big task, such as finishing the prototype or after an event, to decide what to improve next time.

Conclusion & Reflection

Using CMD methods helped us stay structured and creative throughout the project. Each method supported a different part of the process from understanding users and testing ideas to improving the product based on feedback.

We didn't just use these methods once; we repeated them during different phases. For example, we kept reflecting, prototyping, and testing all the way through. This made our game stronger, more user-friendly, and more fun.

Overall, applying these methods helped us turn a simple game idea into a full experience with both physical and digital parts. It also showed us how important it is to involve users and experts in every step.