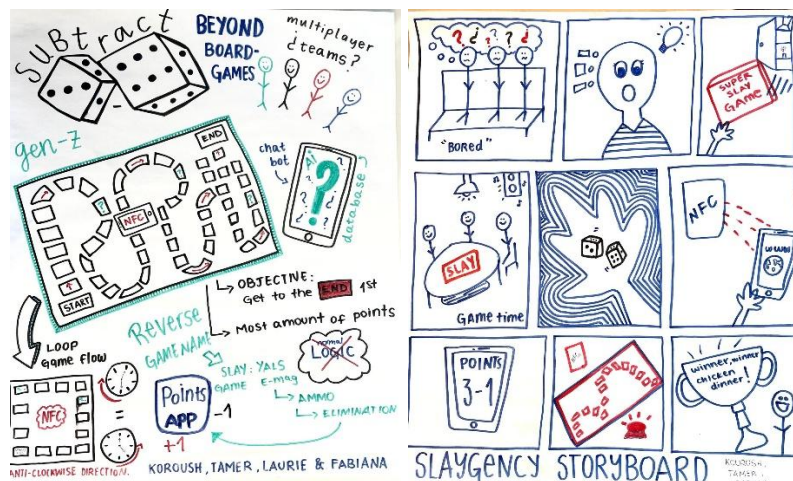


Concepting of the boardgame:

Pio-Pero is a unique, travel-themed board game with a digital component. Inspired by the ancient Greek word meaning **"more beyond,"** it captures the spirit of exploration and adventure, encouraging players to push their limits and discover new places.

Early Concepts:

Before settling on Pio-Pero, we explored different ideas. Initially, we considered an island-themed game, but it felt too restrictive. We then tried a Monopoly-style approach (based on the research that it was the most loved and hated game), but it felt too conventional and didn't capture the creative direction we wanted. This led us to the idea of a travel game that integrates digital elements, making it more interactive and modern.

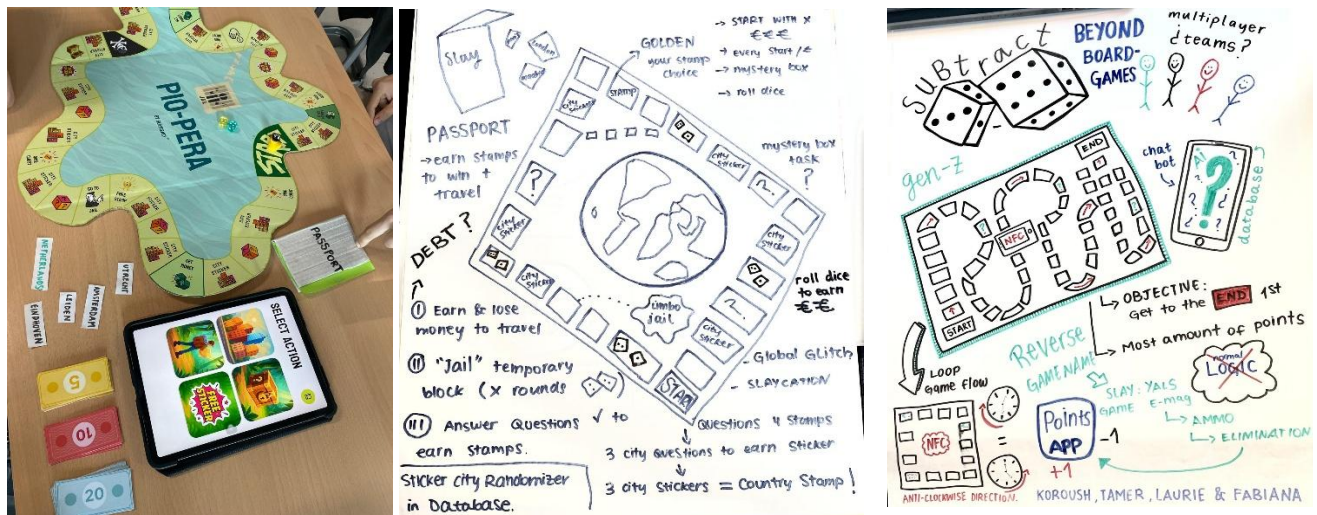


Final Concept (Pio-Pero):

Players start with some money, which they use to unlock city stickers, pay for challenges, or use special game features. To win, a player must collect three city stickers per each stamp, and they need to collect 3 stamps that, This adds a strategic layer, as players must manage their resources wisely and collect stickers and stamps and add it to their passport.

The game also includes mystery boxes, adding surprise elements like bonuses or unexpected challenges. Side quests offer extra rewards and advantages, keeping the gameplay fresh.

One part of Pio-Pero is its digital app, which makes the game more interactive and engaging, and gives you the challenges and give you the full functionality and the mini games.



Unique Mechanics:

Instead of the usual clockwise movement, our board game takes a subtractive approach. Players move in an anti-clockwise direction, and when rolling two dice, they subtract the numbers instead of adding them ($5-2=3$). This twist keeps players more engaged and challenges them to think differently.

Concepting Day Feedback:

During our concepting day, many teachers, including Dirk, Pennie, Kadian and Josh liked the game's potential, calling it fun. They suggested adding story to deepen the experience. We also showcased some visuals created by our team members, which received positive feedback, boosting our confidence in the game's direction.

Some of the Feedbacks:

Checkpoint 12 Poster Feedback Kadian and Pennie 07-04-2025



Candemir, Tamer T.T. a month ago

Kadian and Pennie were the first to visit our stand today. Kadian liked the fact that we had so much to show. She also liked the reverse logic concept. She suggested to do a research about virality since we mentioned making something different than usual makes it go viral. There will also be a observation research done by Tamer (me) this Thursday.

We also showed the other poster made by me and they liked the name idea E-Mag, which is "game" in reversed.

Present: Tamer, Kourosh, Sumana, Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

Checkpoint 13 Dirk - Concept presentation (WK8) 07-04-2025



Barrios Peña, Fabiana F. a month ago

We talked to Josh about our poster stand. He liked the posters, thought we had a lot of complementary and visual products to show but he said we were missing "what" the game is actually about. We need to specify our concept and have like a story to it so people actually want to play. "Find a purpose"



Barrios Peña, Fabiana F. a month ago

We talked to DIRK***

Checkpoint 14 project progress / game story feedback 14-04-2025



Barrios Peña, Fabiana F. a month ago

We showed penny our concept and story idea for the game and she immediately thought about monopoly. We also showed her a more refined version of the boardgame itself in figma, although still a rough draft. She suggested to bring up the idea to more people and get their feedback and opinions, as well as making the design idea a bit more cohesive with the vibes of the island/pirates and the travel/passport style. Overall she liked our idea excited to play test the initial concept.



Barrios Peña, Fabiana F. a month ago

Present: Laurie, Tamer, Kourosh, Fabiana



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

Checkpoint 15 Dirk - General idea (WK10) 23-04-2025



Hersbach, Laurie L.A.M. 22 days ago

We've been testing our boardgame concept today. Based on the testing we've brainstormed and created rules. which we've presented to Dirk. As of now he didn't have specific feedback at this point. The only think he did mention was that he wanted us to think about creating a dream destination, either real or fantasy, to replace the concept story of escaping the island.



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

Conclusion:

Overall, Pio-Pero stands out as a fresh and innovative board game, blending the excitement of travel with strategic gameplay and digital integration substantiveness. It challenges players to think creatively and explore beyond the usual life. With encouraging feedback and more test play, we are excited to keep refining and expanding the game to make it a memorable experience for everyone who plays.