# High-Fidelity Design for Piopero Board Game

After a lot of research and concept development, our team created the high-fidelity design for our board game, Pio-Pero. This design is the result of surveys, target audience research, and game night observation. These steps helped us understand what players enjoy and expect from a fun, travel-themed game.

Design Journey and Concept

At first, we considered using a simple square board design, similar to Monopoly. However, we realized that this style is licensed by them, so we decided to take a more unique approach and think more creative and outside of the box. We switched to a board shape that feels more like an island, which better matches the travel theme of our game. This new design gives players a sense of exploration and adventure as they move around the board. Link to Figma: Click Here
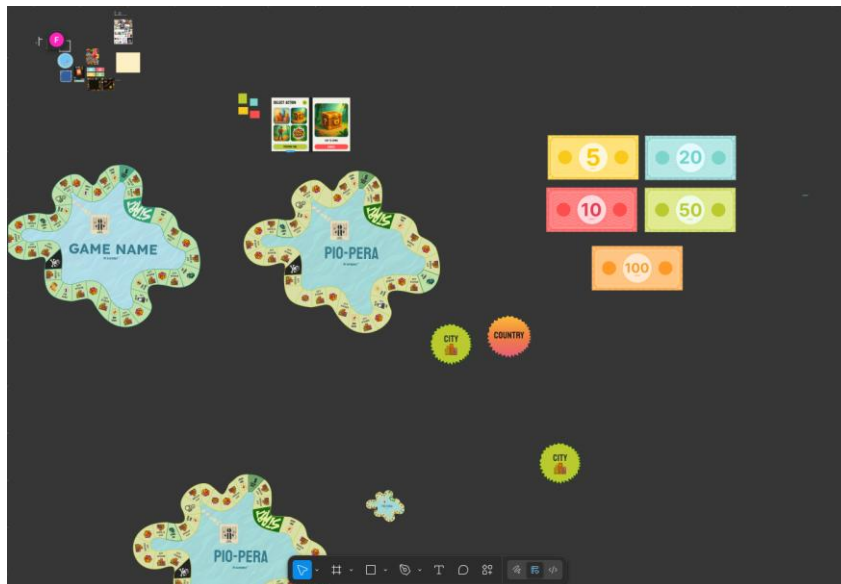
Game Mechanics and Goal

The goal of Pio-Pero is to collect stamps by earning stickers. Players need to collect three stamps to win the game. To earn a stamp, a player must collect three stickers, which can be found by completing challenges, answering questions, or landing on special spots like mystery boxes or free sticker. These elements add excitement and keep the game dynamic and unpredictable.

Digital Design and Prototyping

I have personally designed the digital version of the game (Application), which can be used on mobile phones or tablets. This version acts as a companion app, allowing players to interact with mini-games, answer questions, and track their progress in the

physical board game. It was created in Figma, where I explored different iterations, mood boards, and layouts. And I asked feedback from teachers (Jan and Stan) and based on what kind of feedback they gave to me I improved the quality and the UI and UX of it. And I have made different iterations on the design of it with different UX 's that it is in the Figma File that I can give the most and coolest feelings to the player. For the future development of this project, I plan to handle the back-end using Node.js with IndexedDB for data management, while the front-end will likely be built with HTML and CSS. Additionally, we are planning to make this a Progressive Web Application (PWA) to ensure it works smoothly on all devices, providing a flexible and responsive player experience. Link to Figma: Click here

Conclusion

Overall, the high-fidelity design of Pio-Pero captures the excitement of travel and discovery, blending physical board elements with digital enhancements. We believe this approach will make the game more engaging and accessible to a wide range of players.