

< java >

JAUNT

process book

rosa phan





java jaunt is a board game about programmers who need their morning coffee fix. This fast-paced game is straightforward for everyone, but also includes jargon and references for those programmers in the board game circle.

When the players first see the game box, they are greeted with the game's visual theme, a mix of round and sharp corners representing the clean aesthetic that modern web design and technology have. The lines contouring the shapes are dispersed, creating a "jittery" feel, and bringing the caffeinated energy back into the game. Throughout the game are a variety of patterns giving texture and interest to the game, while also alluding the game's concept and characters. The repetition and the colors also remind the players of a screen filled with huge lines of code, without any of the actual text to distract them.

Because the game is packed in a drawer style box, I designed the graphics to be interactive and inviting. The huge bright yellow graphic that wraps around the box encourages potential players to flip it over and learn more. The drawer is white with a colorful pattern, contrasting against the darker part of the box. This makes it more eye-catching and functional, allowing the players to get into the game quicker.

The board accommodates every single player and ensures each player has a role in the game process. There is programming jargon scattered throughout the board, ranging from the obvious brackets to more complex lines of code. Part of the game involves setting aside the dice and reusing them later, which is a perfect reference to the Windows' Recycle Bin. Another aspect of the game involves discarding the coffee tokens, which I demonstrated by using the Macintosh Trash icon. The addition of these illustrations referencing the respective recycle/trash bins give visual clues to the instructions, making the game easier to understand without having to constantly check the rule book.

With modern graphics representing the modern technological times, bright colors that pop against dark backgrounds, and fun representational characters, Java Jaunt will be the go-to board game for everyone!



research/visual inspiration

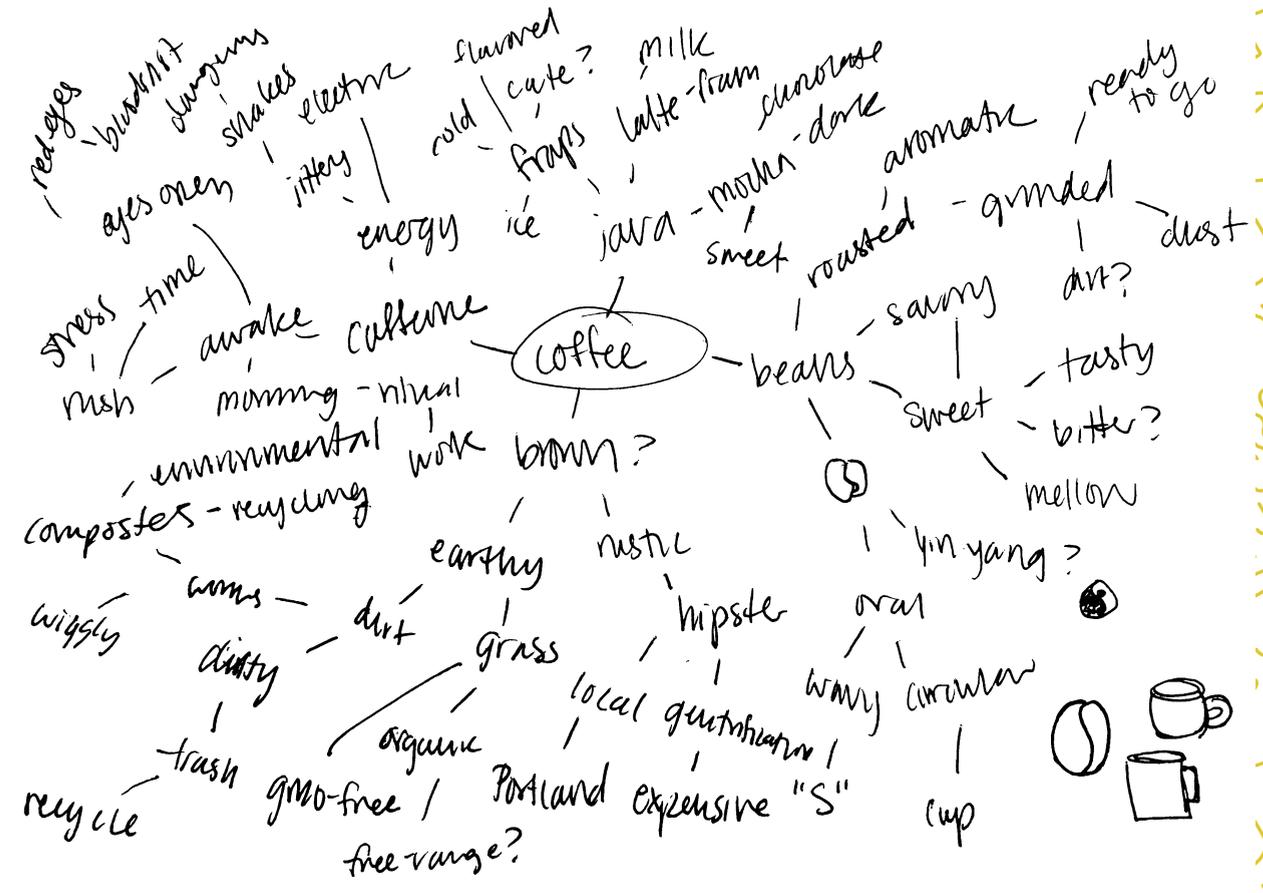


research/visual inspiration





word web

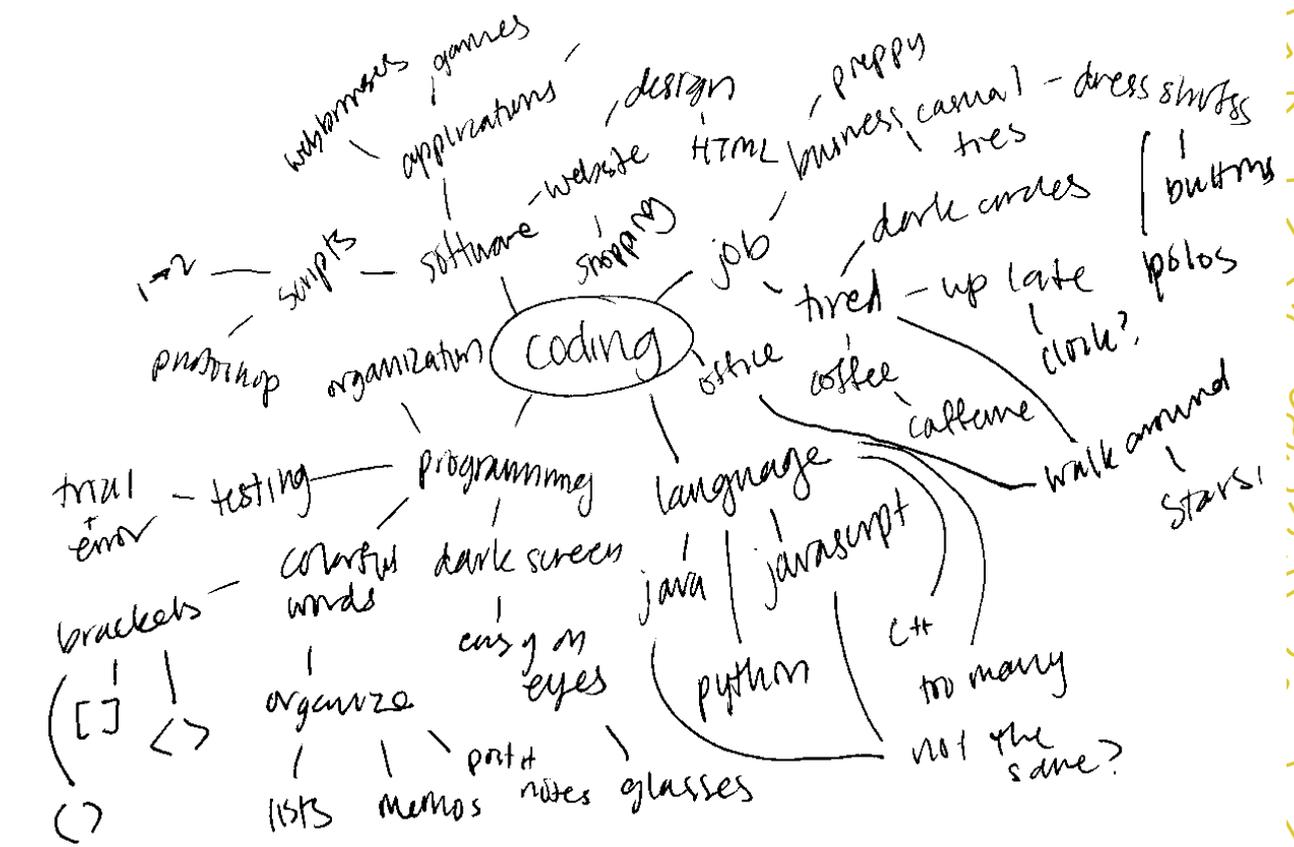


coffee is usually a lot more "earthy" and has a lot of brown colors associated with it. "java" has the same meaning as coffee, but doesn't have the same associations



```
language_attributes(); ?>
<?php bloginfo( 'charset' ); ?>
<?php wp_title( '|', true, 'right' ); ?>
<?php rel="profile" href="http://gmpg.org/xfn/11" ?>
<?php fruitful_get_favicon(); ?>
<?php fruitful_get_theme_options(); ?>
<?php body_class(); ?>
<div id="page-header" class="hfeed site">
<?php $theme_options = fruitful_get_theme_options();
$logo_pos = $menu_pos = '';
if (isset($theme_options['logo_position']))
$logo_pos = esc_attr($theme_options['logo_position']);
if (isset($theme_options['menu_position']))
$menu_pos = esc_attr($theme_options['menu_position']);
$logo_pos_class = fruitful_get_class($logo_pos);
$menu_pos_class = fruitful_get_class($menu_pos);
responsive_menu_type = (isset($theme_options['responsive_menu_type'])) ? $theme_options['responsive_menu_type'] : 'responsive';
```

word web



since coders have a lot inside jokes and minute things that only programmers know, I tried to tie in as many things I can. they do a lot of testing, where they "run" the program to see if it works. this is used in the slogan, "Let's get this java running!"



Logo development

Java
Jaunt

too hard
to read?

n or n
x

[<<

<Java>
JAUNT

Java
JAUNT

Java
JAUNT

o
o
o

inset

Java
JAUNT

ending

there were two name choices I
couldn't narrow down, and
decided to work with both.

Logo development

Java
Jaunt

Java
JAUNT

java
>jaunt

java
jaunt

overlapping

Java
Jaunt

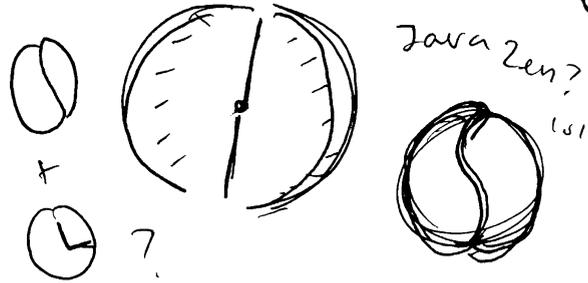
Java

Logo development

Java
Time

Java

Java
ti



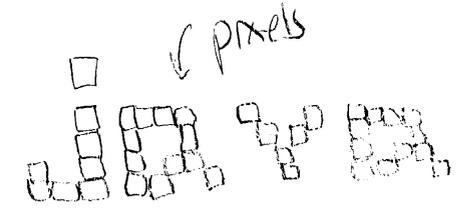
JAVOI
TIME

Java
time

Java

Logo development

JAVA
JAUNT



Java
Jaunt

Jaunt

* java time

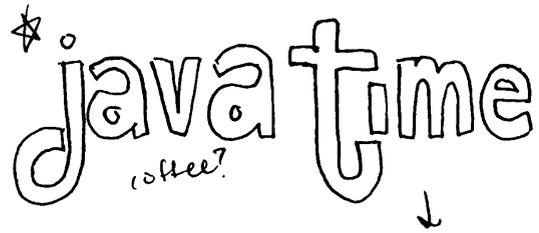
java time

coffee

jt jt

Logo development

sketch



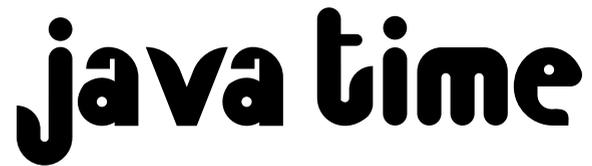
java time

digital refinement 1



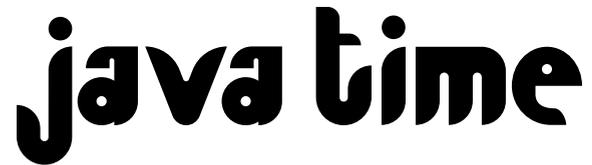
java time

digital refinement 2



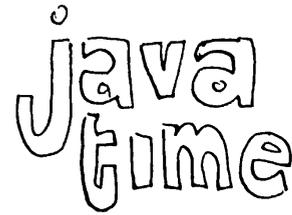
java time

final digital refinement



java time

sketch



java time

alternative lock-up



java time

java jaunt won out the logo process because it references more of the programming aspect of the board game.

sketch



<Java>
JAUNT

digital refinement 2



<Java>
JAUNT

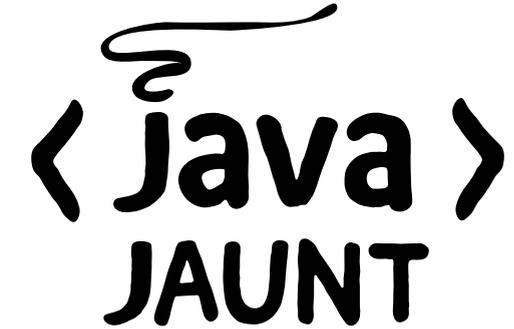
final digital refinement



<Java>
JAUNT

final Logo development

digital refinement 1



<Java>
JAUNT

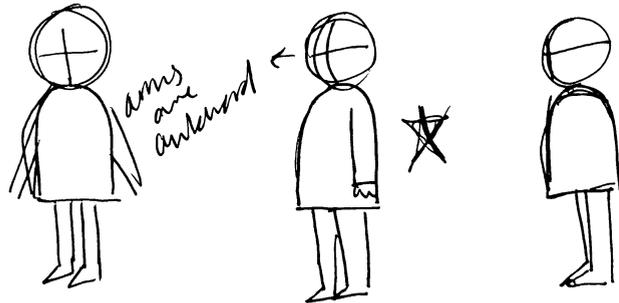
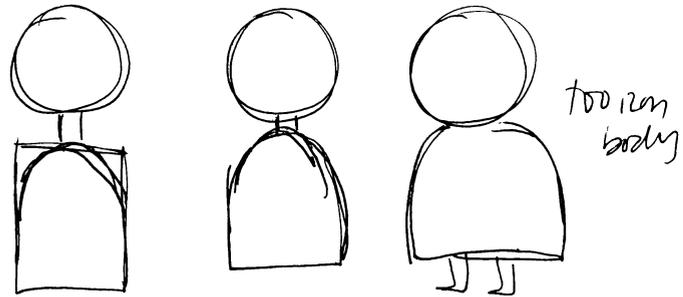
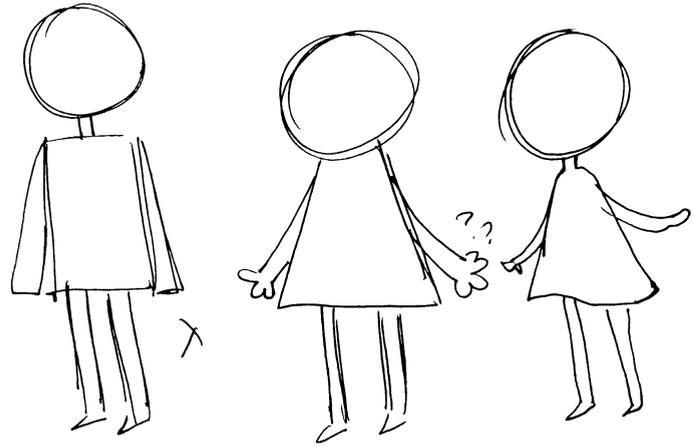
originally had a steam, representing iconic coffee imagery. steam started to look like smoke, and I didn't want that connection to the logo.

alternative lock-up

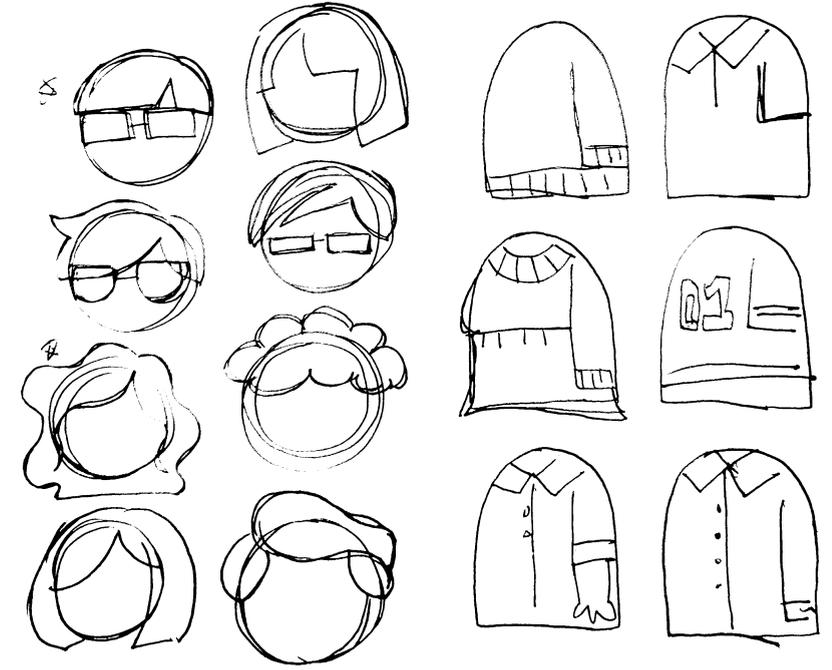


<Java> JAUNT

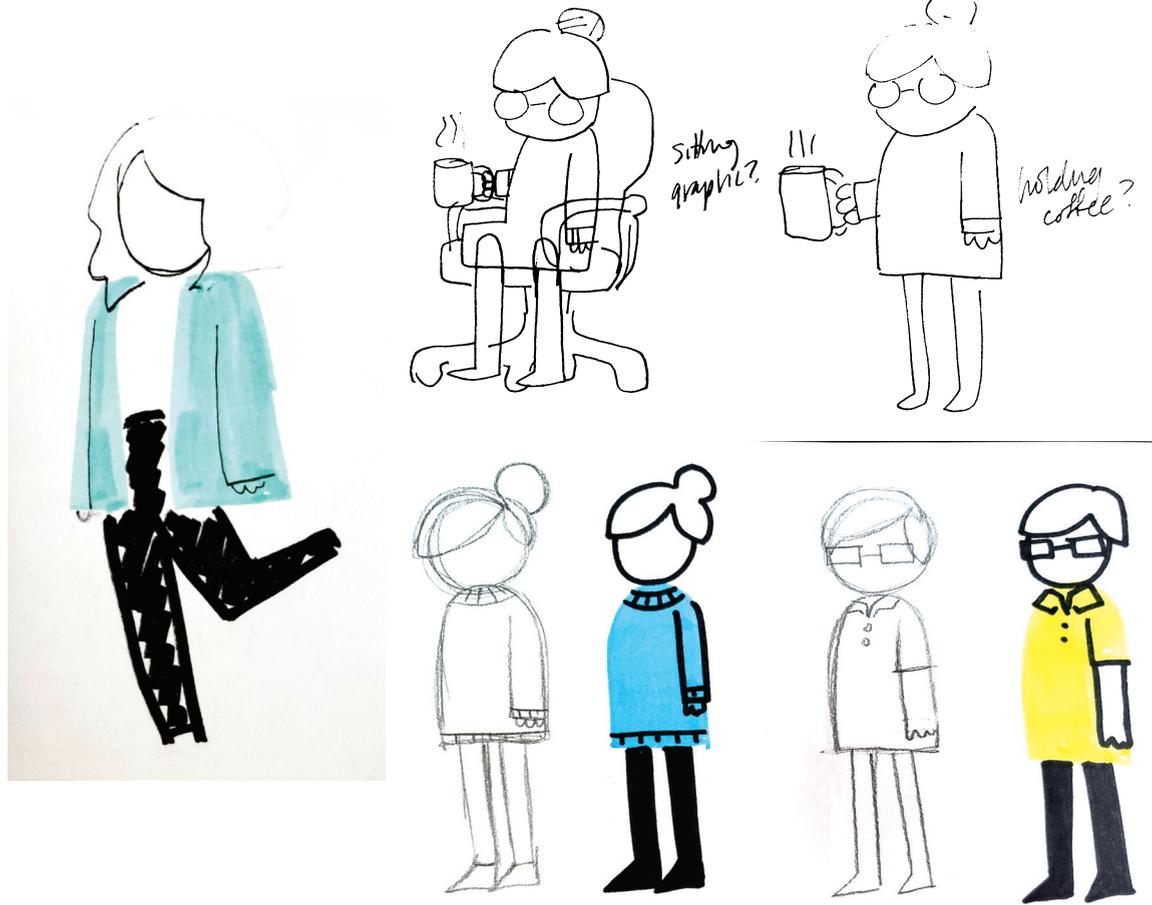
character development



character development



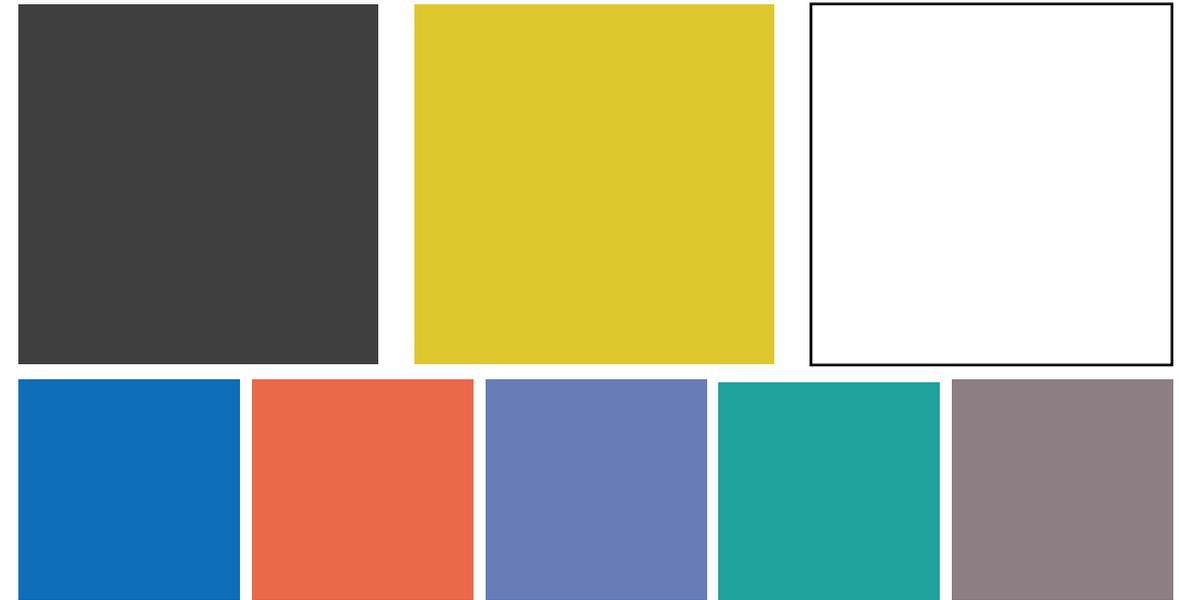
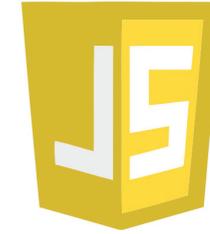
character development



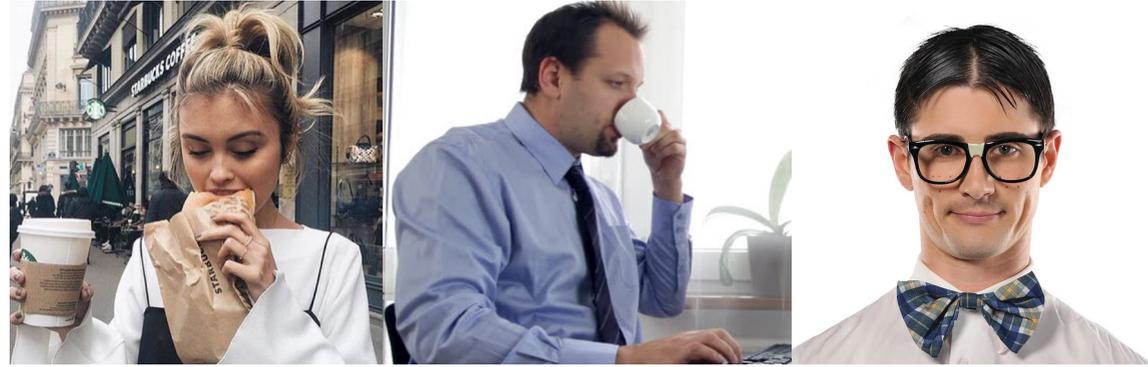
color choices

The colors all represent different programming languages. yellow is the main color because it represents javascript, which is the name of our board game.

JavaScript



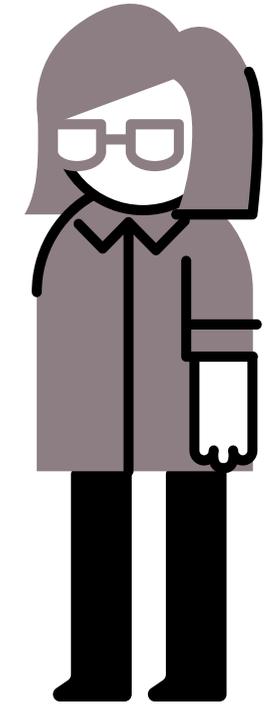
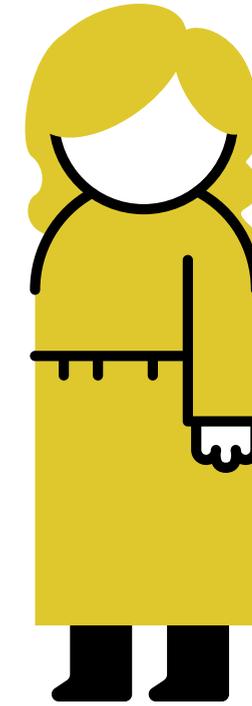
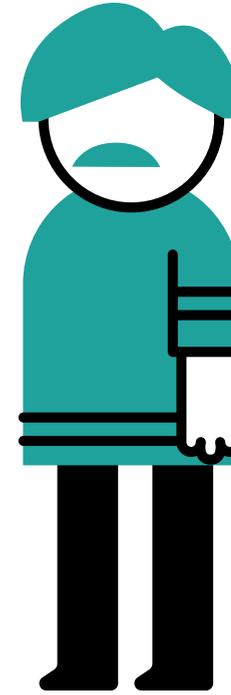
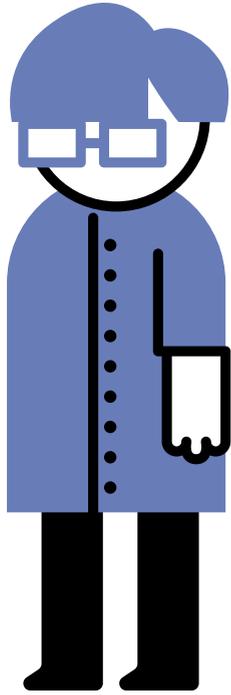
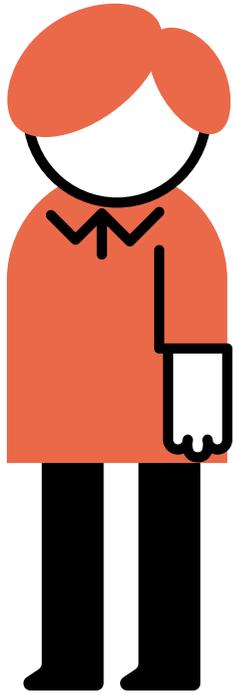
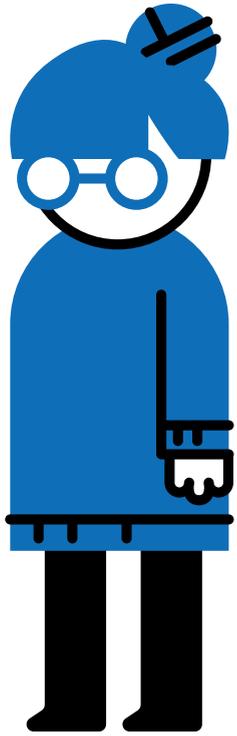
character archetypes



character archetypes



this last character was just a combination of all of the other character tropes, leaning more towards the "nerdy" side.





game board wireframes

COFFEE DISCARD **< Java > JAUNT** **DICE DISCARD**

START **LANDING ZONE** **LANDING ZONE** **FINISH** **FINISH**

STEP DICE **BALANCE DICE** **STEP DICE BREAK** **THE RANKS**

1st	2nd	3rd
4th	5th	6th

DICE DISCARD **START** **LANDING ZONE** **< Java > JAUNT** **FINISH** **COFFEE DISCARD**

THE RANKS

1st	2nd	3rd
4th	5th	6th

START **LANDING ZONE** **LANDING ZONE** **FINISH**

COFFEE DISCARD **< Java > JAUNT** **DICE DISCARD**

STEP DICE **BALANCE DICE** **STEP DICE BREAK** **THE RANKS**

1st	2nd	3rd
4th	5th	6th

START **LANDING ZONE** **LANDING ZONE** **FINISH**

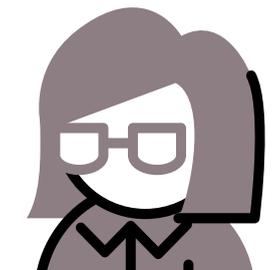
COFFEE DISCARD **< Java > JAUNT** **DICE DISCARD**

THE RANKS

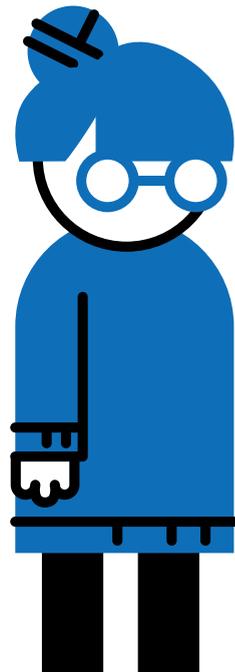
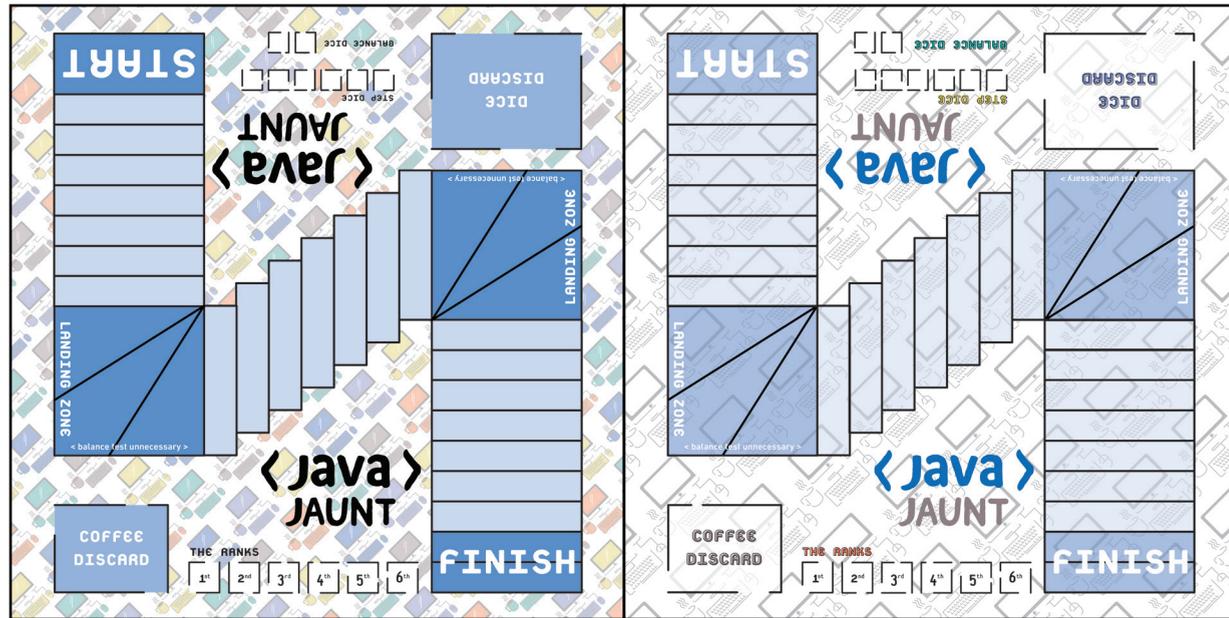
1st	2nd	3rd
4th	5th	6th

developers often work in corporate offices, which can have more than one floor. with the rules of the board game, it made sense to have them on the stairs from the work kitchen to their office.

here are a few different iterations of stairs. one is straight-forward, one is three-dimensional, and the last one plays with the angles of stairs.

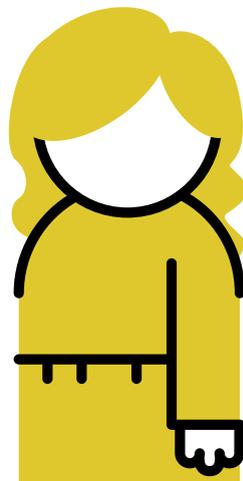


game board process



I knew for sure I wanted to have a pattern in the background. I worked towards making it more subtle, and even tried using blue at first.

for the final board, I made all of the supporting visuals match the character styles, as well as computer-related graphics and connections.



START

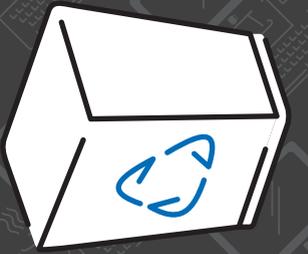


STEP DICE



BALANCE DICE

{recycle["dice"]}



Java JAUNT

Java JAUNT

LANDING_ZONE

< balance test unnecessary >

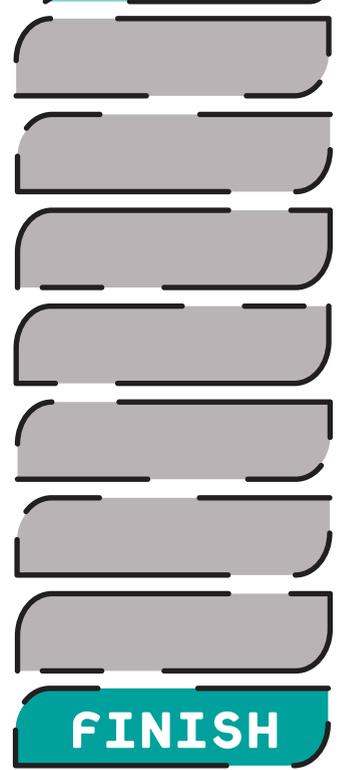
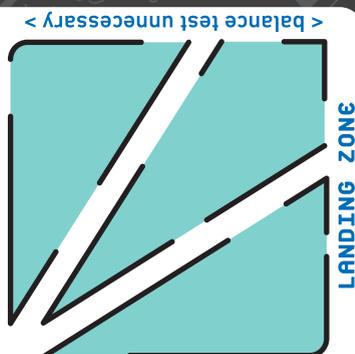
{trash["token"]}



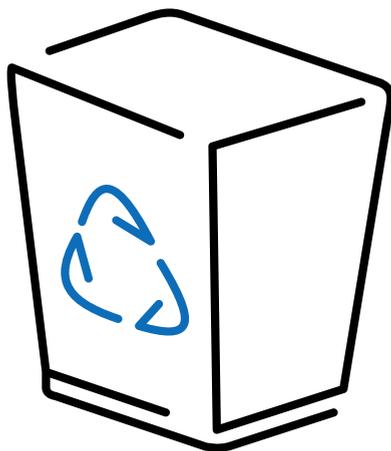
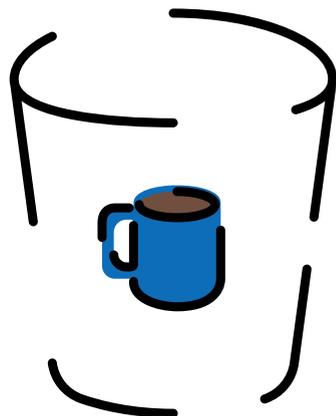
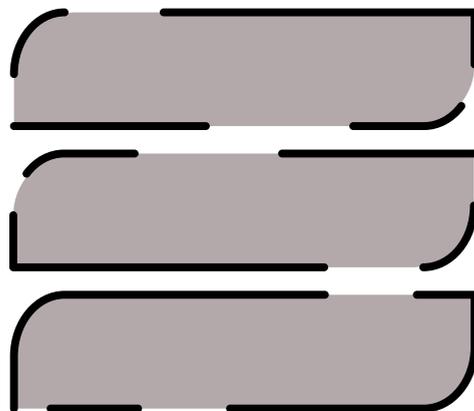
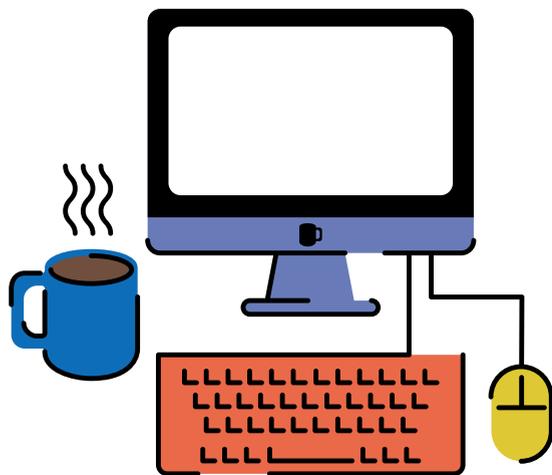
```
if["step die"="tie"]
{do tie break}
<1> Highest Speed Die
<2> Furthest Behind
<3> Least Coffee Tokens
<4> Roll One Die Each
(highest wins)
```

THE RANKINGS

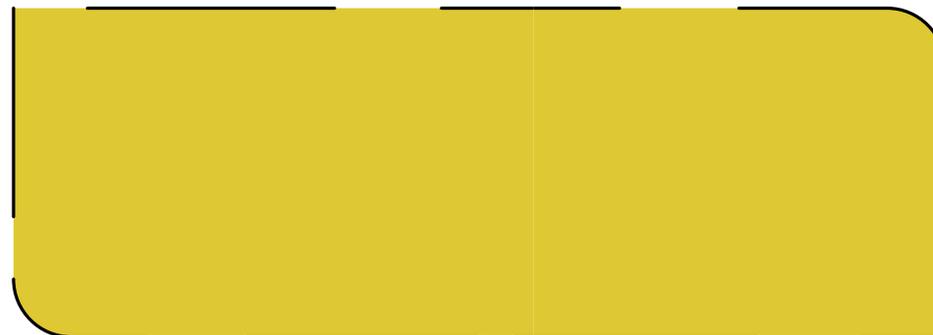
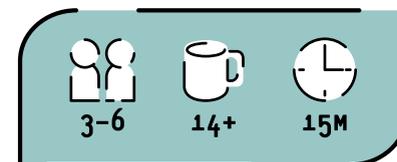
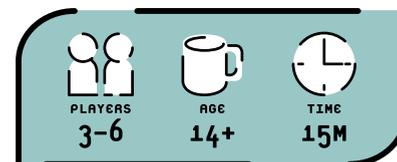
1 st	2 nd	3 rd
4 th	5 th	6 th



supporting visuals



supporting visuals



final project



final project



