

Fanfaronnade !



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Bouillon de culture
2018 - 2020

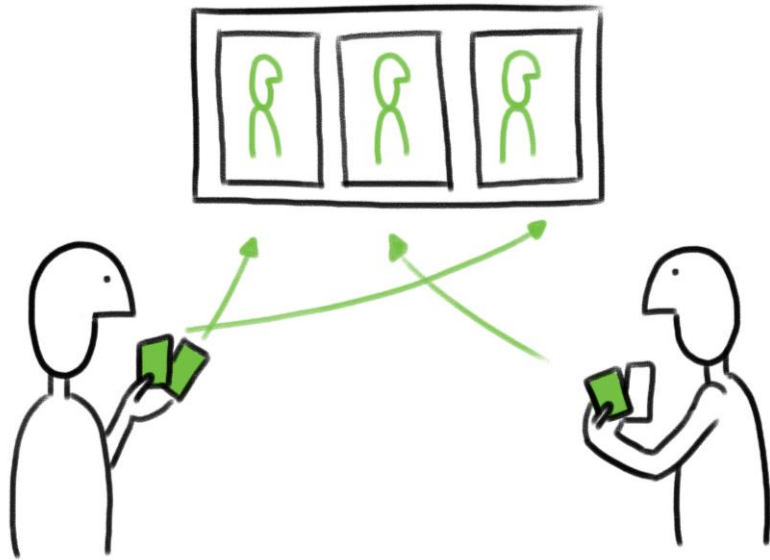
le cnam
École nationale du jeu
et des médias interactifs numériques **enjmin**

I) Theme : Guggenmusik



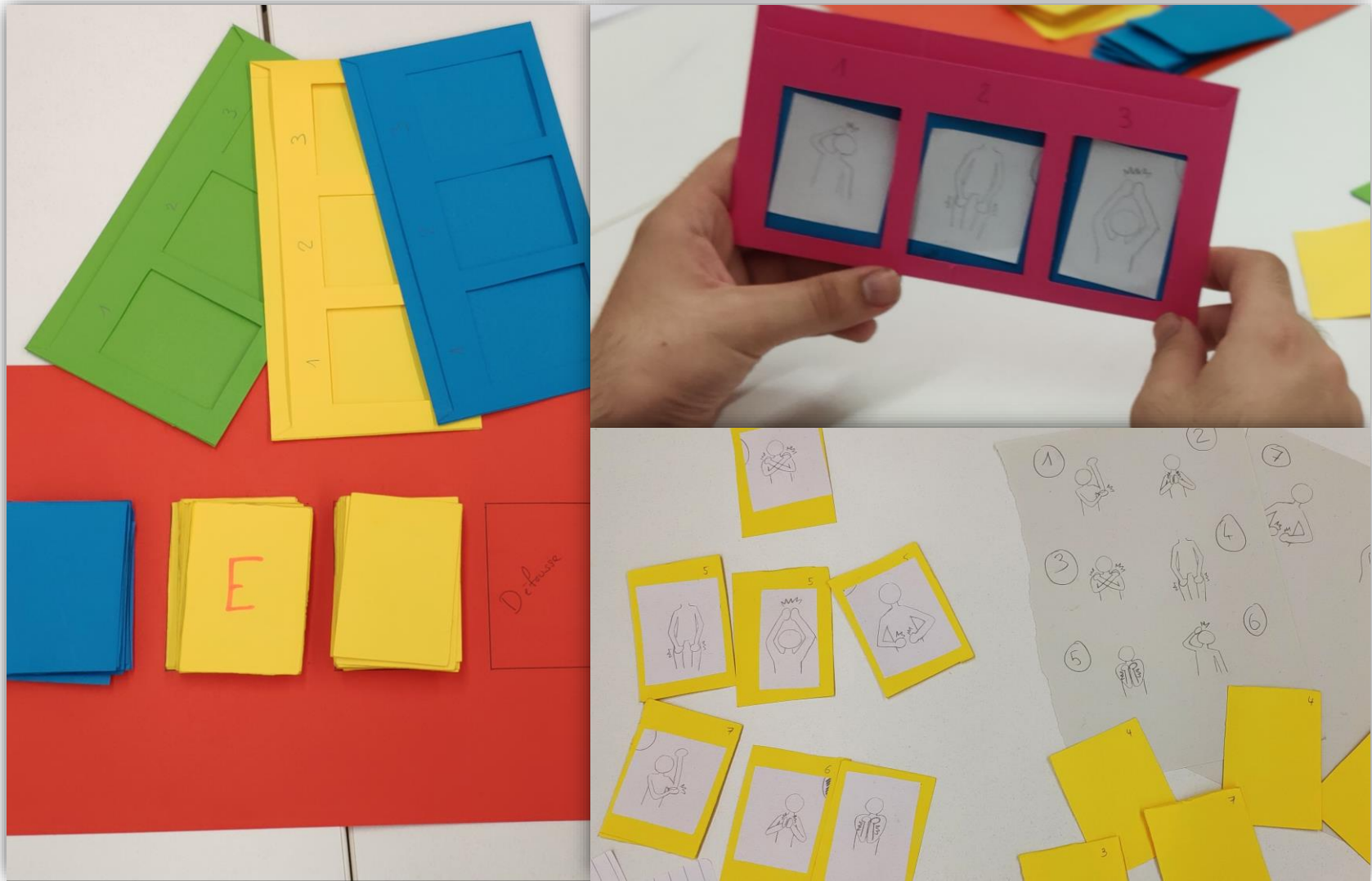
Bands – Rhythm – Moves – Drums

II) Game presentation

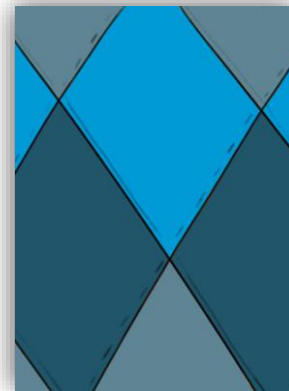
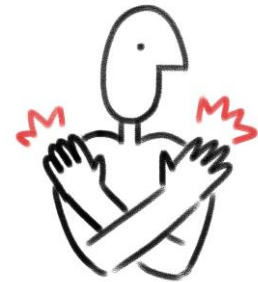
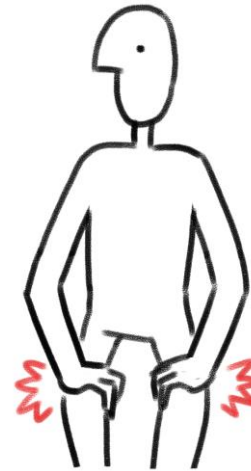
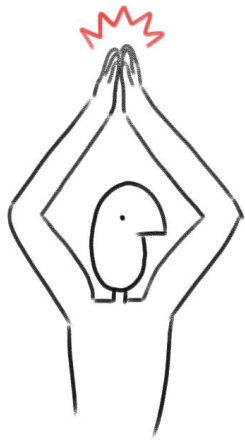


Type	Card game
Goal	Be the first team to memorize and execute a move sequence
Mecanic	Draw → Random Actions → Strategy Teams → Communication

II) Game presentation



III) Graphic chart



IV) Game production

- 3 days on optimisation & adjustments
- Actual game production started late

Difficulties :

- Balancing action cards, drawing randomness
- Rule writing & game explanation
- Inciting communication within teams

V) Then...

End of production:

- Cover production, game board, packaging

Possible upgrades:

- Rule variants
- Customizable move cards
- 4 to 8 player games balancing



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