[UMANISTI IN GIOCO]

[24 MARZO 2021]

\\I\\AM\\DARIO\\DEPONTI\\

Game designer & UX. Former Game design core trainer. Copywriter. Paperboy. Occasional Unity programmer.

It's your turn, Excellency.
We did what we could. You may pass you turn now.
Looks like we have some missives:
- Refuse a Leader's services to obtain a Council Privilege.
End turn
TERRITORIES
CHARACTERS
BUILDINGS
VENTURES
2/10
1/2
0/4
6/18
1/2
0/2
0/2
0/2

LORENZO IL MAGNIFICO

SPREAD YOUR DOMINIONS THROUGH RENAISSANCE ITALY

96 Assets depicting Territories, Buildings and quintessential Occupations, 20 Leaders inspired by real-life historical figures, 2-4 players and a City of opportunities: Lorenzo il Magnifico is a heavy eurogame with a focus on economy engine. Set in Renaissance Florence, each player sends his Family Members across more than 20 possible actions to gather favours, build estates, and harvest their properties for precious resources and score points.

Platform:
Windows, Mac, Android, iOS

Genre:
Board game, eurogame, worker placement

Client:
Cranio Creations

Release date:
2020

Player#4 (You)
Player#1 (You)
Player#3 (You)
Player#2 (You)

DRAGON CASTLE

FATE REWARDS THE WISE

Freely inspired by Mahjong solitaire games, Dragon Castle is a tile placing game with an elegant design. Players take tiles from the central castle to build their own, then place Shrines on top of their boards to gather score points. Further elements, such as the majestic Dragons and Spirits, build up additional strategy for more difficult challenges, by altering game rules or adding powerful actions for the players.

Platform:
Windows, Mac, Android, iOS

Genre:
Board game, abstract strategy, tile placing

Client:
Horrible Games

Release date:
2019

MYSTERY HOUSE
ADVENTURES IN A BOX
MYSTERY HOUSE
ADVENTURES IN A BOX
59:59
A1
DIRTY CLOTHES
TABLE
WOODEN BOX
WOMAN PORTRAIT
CUPBOARD
CERAMIC VASE
STACK OF BOOKS
CHANDELIER
WOODEN PLANKS
JEWEL CASE
EBONY BOX
FAUCET
MAGNIFYING GLASS
CLOCK
KEYRING
CANDLES
MAGAZINES
FAMILY PORTRAIT
LORD OF THE LABYRINTH
CranIO CREATIONS

MYSTERY HOUSE

A FAMILY WITH A DARK PAST, A CURSED LABYRINTH, AND MORE

A beautiful and intriguing blend between a board game and an escape room, Mistery House features a 3D cardboard room with movable walls where clues and items are placed. Players explore the house by physically peeking into the open windows, then use the app to discover clues, story details, codes and information to unravel different storylines, which are sold as part of the base board game or its expansions.

Platform:
Android, iOS

Genre:
Board game, adventure, legacy, 2nd screen app

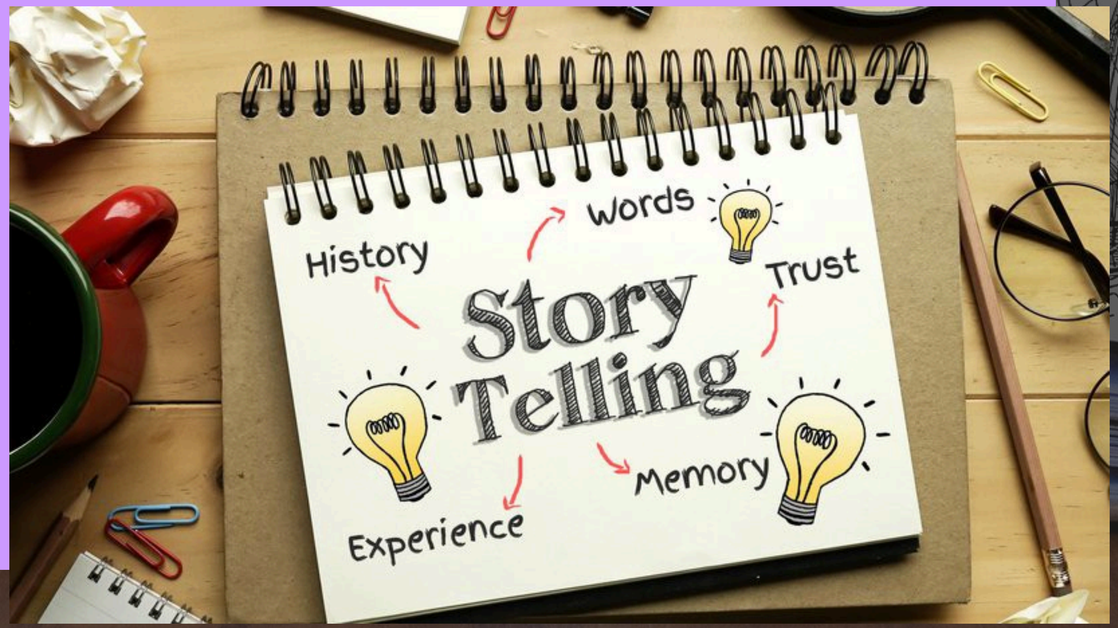
Client:
Cranio Creations

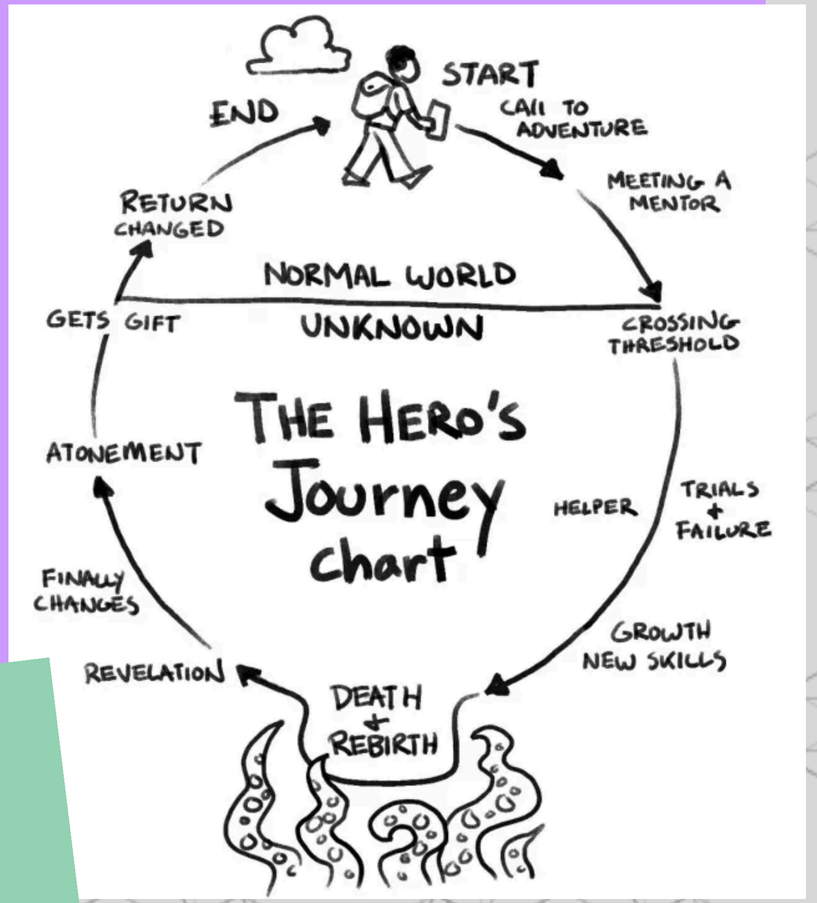
Release date:
2019

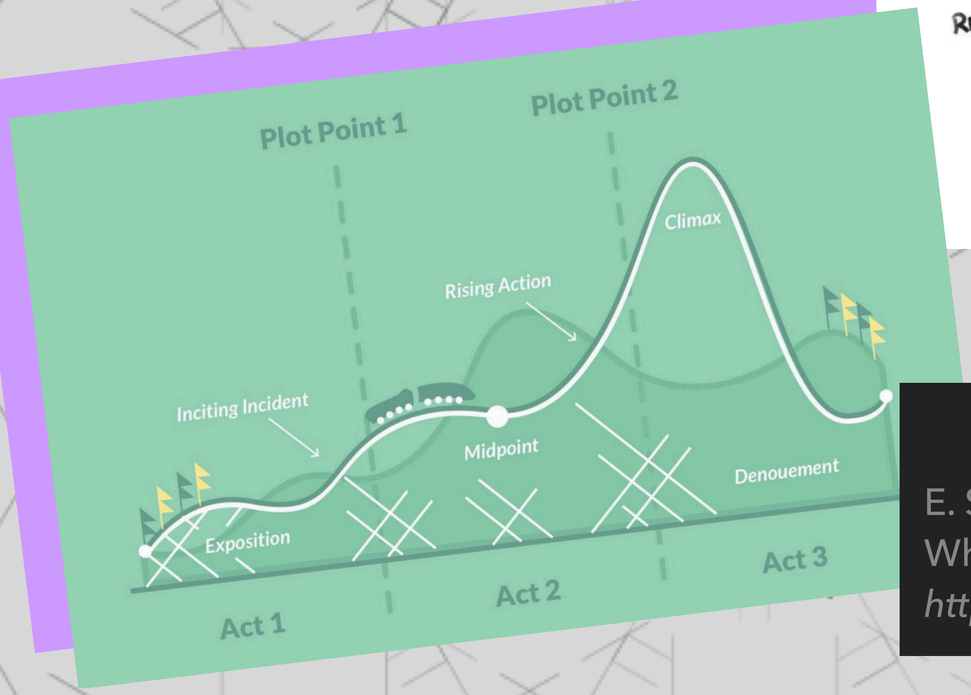
A PROPOSITO DI OGGI...

CREATIVE
BRAND
CONTENT MARKETING
STORYTELLING
MEDIA
VIRAL
COMMUNICATION
EMOTION
SHARE

Content
Creative
History
Experience
STORYTELLING
Marketing
Share
Emotion
Communication

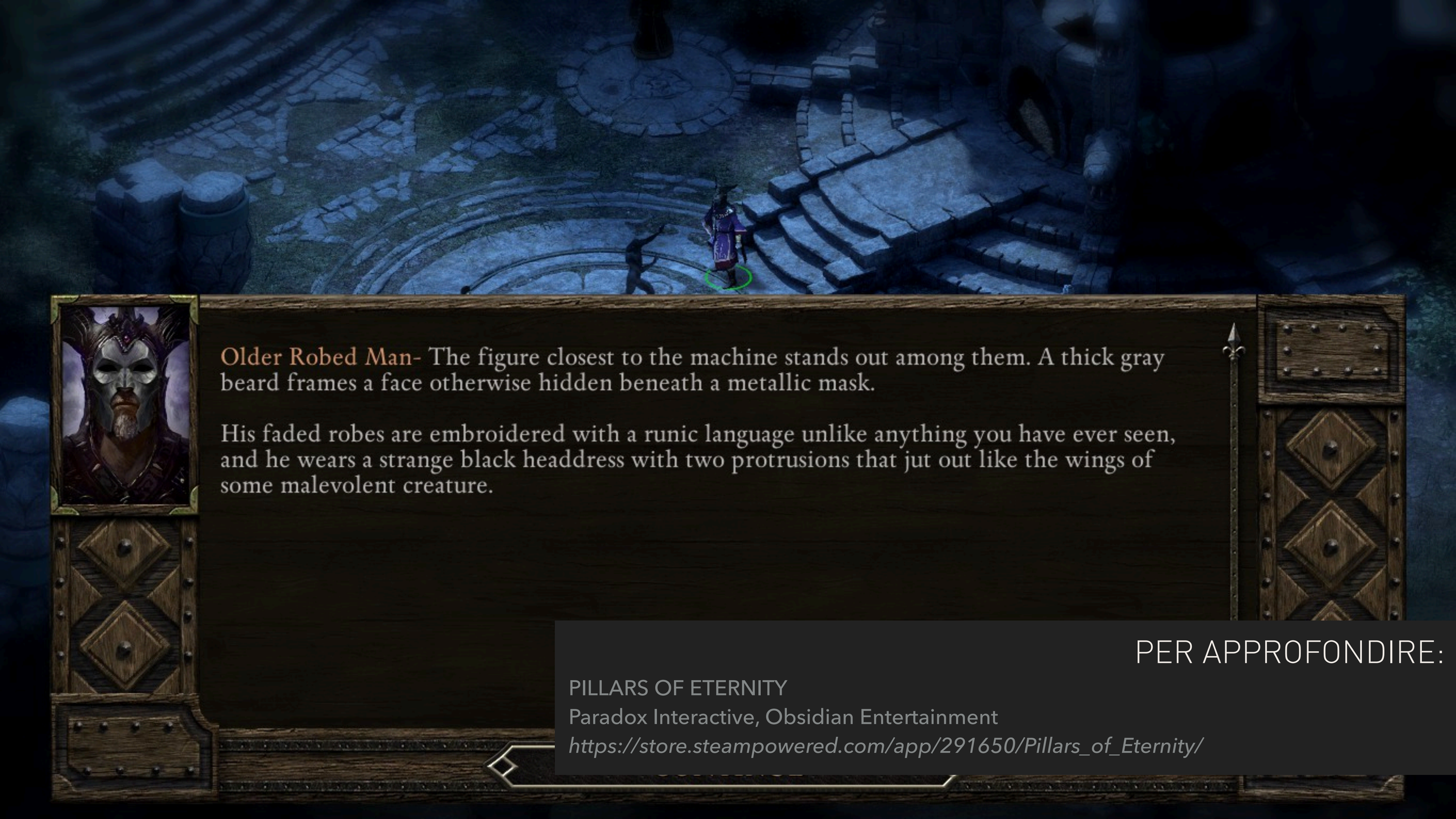

Words
History
Trust
Story
Telling
Memory
Experience





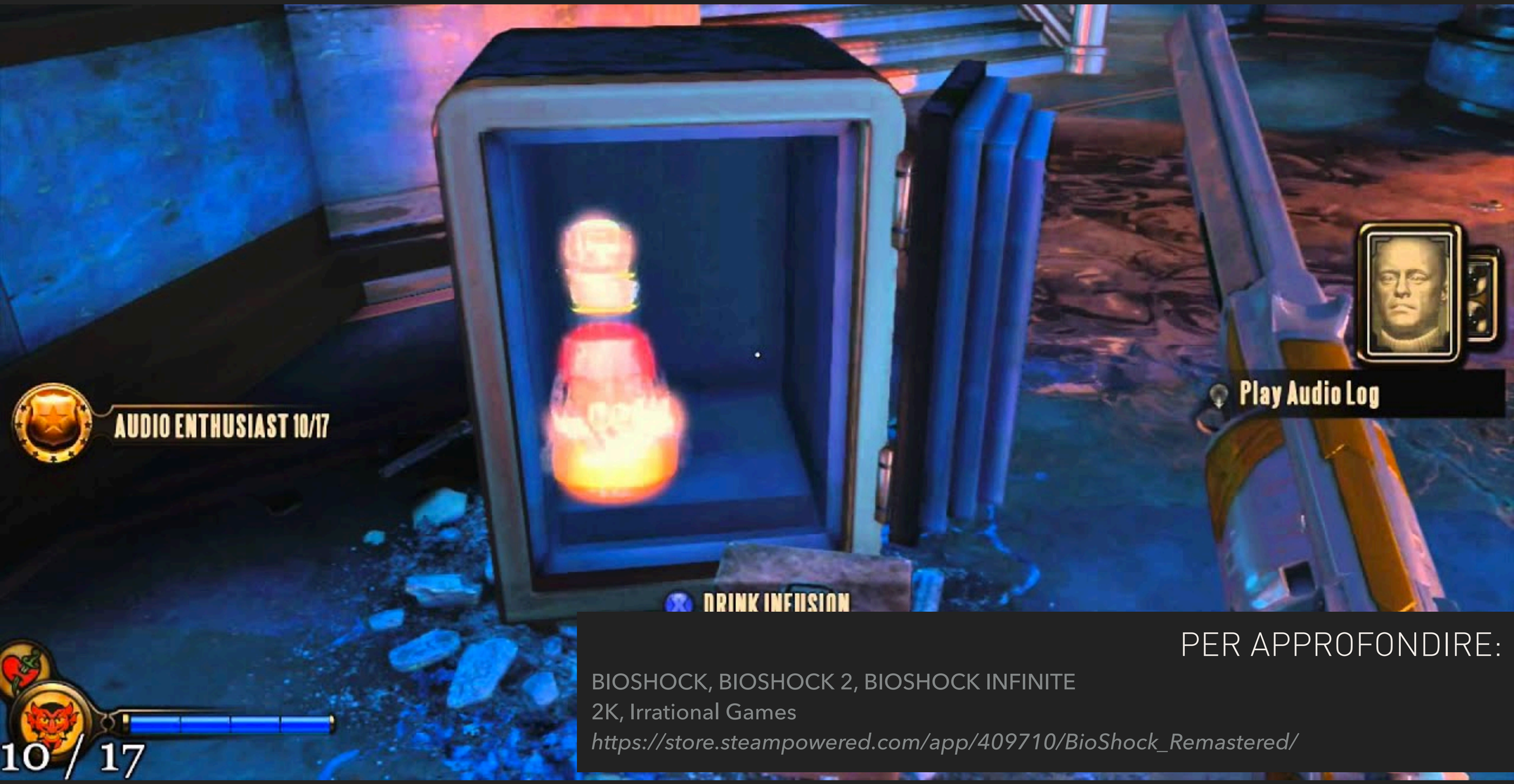
PER APPROFONDIRE:

E. Skolnick - VIDEO GAME STORYTELLING
What every developer needs to know about Narrative Techniques
https://www.amazon.it/Video-Game-Storytelling-Developer-Techniques/dp/0385345828/



PER APPROFONDIRE:

PILLARS OF ETERNITY
Paradox Interactive, Obsidian Entertainment
https://store.steampowered.com/app/291650/Pillars_of_Eternity/



PER APPROFONDIRE:

BIOSHOCK, BIOSHOCK 2, BIOSHOCK INFINITE
2K, Irrational Games
https://store.steampowered.com/app/409710/BioShock_Remastered/

What's New

Version History

-Bug fix.

Version 3.5.28

What's New

Version H

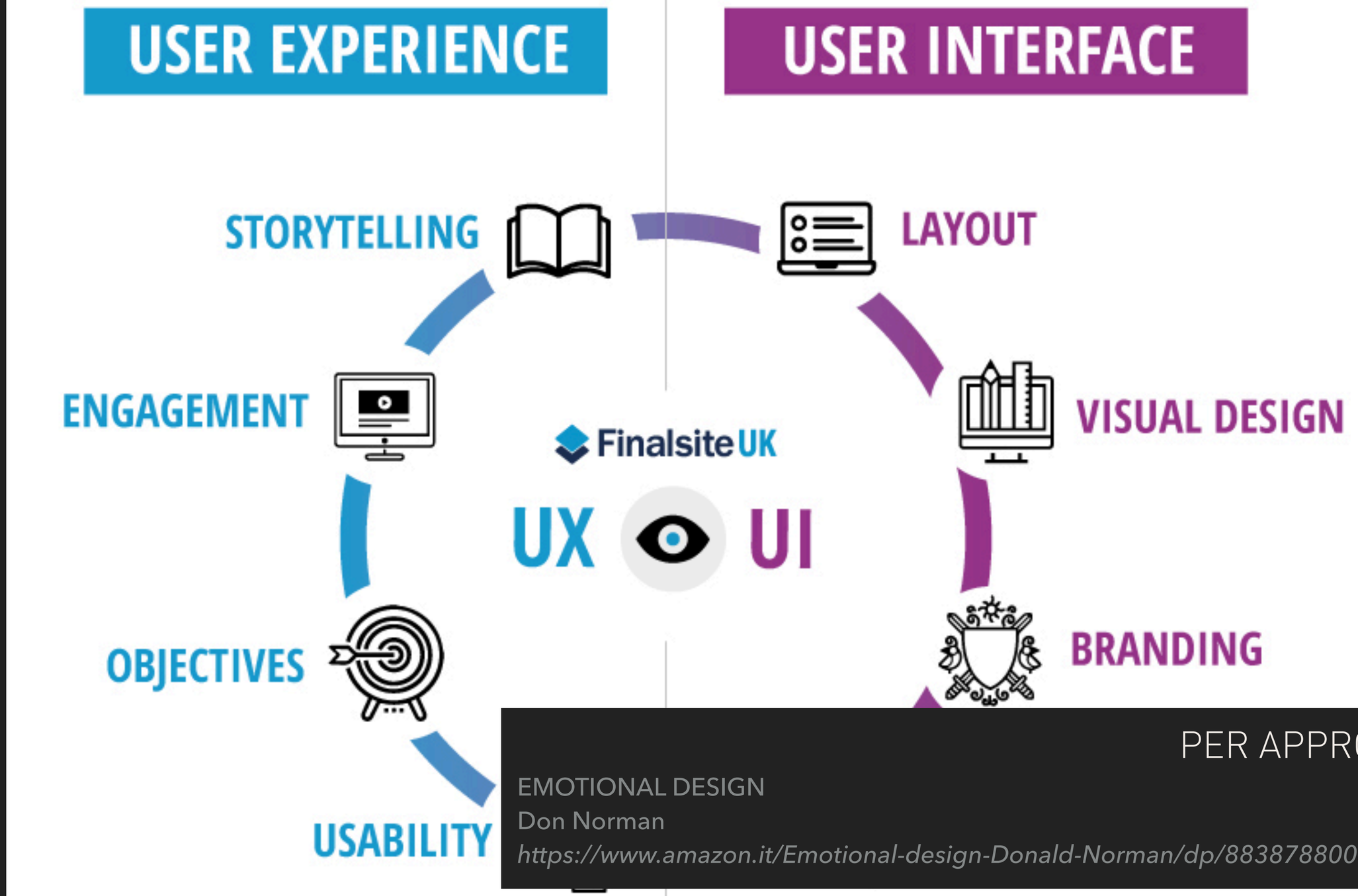
Our mascot owl, Duo, is trading in his usual diet of mice for bugs this week. Yup, we're squashing those pesky bugs to make the experience better for all of you.

Version 6

For more Duolingo news, contests and product releases, follow us on Face
@duolingo.

PER APPROFONDIRE:

A MINI-GUIDE TO MICROCOPY
Victoria Verner
https://uxdesign.cc/a-mini-guide-to-microcopy-55496469f03b



PER APPROFONDIRE:

EMOTIONAL DESIGN
Don Norman
https://www.amazon.it/Emotional-design-Donald-Norman/dp/8838788006/

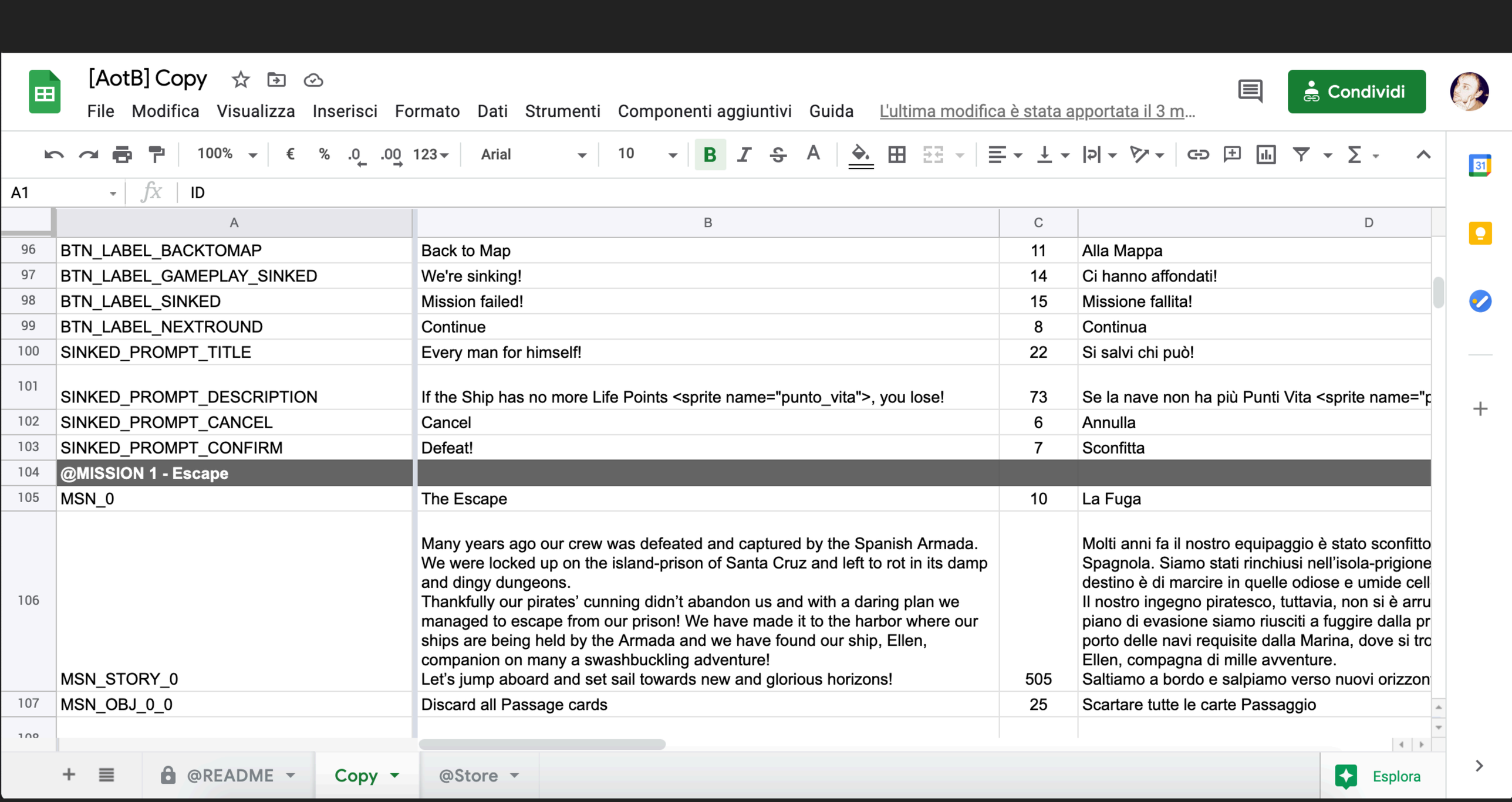
VS

PER APPROFONDIRE:

BRUTALIST ARCHITECTURE IN GAMES
Hamish Grace
https://www.gamasutra.com/blogs/HamishGrace/20160128/264522/Brutalist_Architecture_in_Games.php

QUALCHE ESEMPIO DALLA BISACCIA

Federico Da Montefeltro
Grand commander and strategist, Federico lost his right eye while jousting, as a consequence of an unlucky strike. That's the reason why all his portraits portray his left profile, including his upmost depiction made by Piero della Francesca.
To befriend this Leader you need:
1/5
1x
Once per round, you can set the lowest colored Family Member value to 6. You can still use Servants or Assets to increase its value.
1
Discard Leader
Leaders
Befriend Leader
Gold 5
Stone 3
Wood 2
Servant(s) 1
Faith 1
Military Point(s) 0



	A	B	C	D
96	BTN_LABEL_BACKTOMAP	Back to Map	11	Alla Mappa
97	BTN_LABEL_GAMEPLAY_SINKED	We're sinking!	14	Ci hanno affondati!
98	BTN_LABEL_SINKED	Mission failed!	15	Missione fallita!
99	BTN_LABEL_NEXTROUND	Continue	8	Continua
100	SINKED_PROMPT_TITLE	Every man for himself!	22	Si salvi chi può!
101	SINKED_PROMPT_DESCRIPTION	If the Ship has no more Life Points <sprite name="punto_vita">, you lose!	73	Se la nave non ha più Punti Vita <sprite name="p
102	SINKED_PROMPT_CANCEL	Cancel	6	Annulla
103	SINKED_PROMPT_CONFIRM	Defeat!	7	Sconfitta
104	**@MISSION 1 - Escape**			
105	MSN_0	The Escape	10	La Fuga
106	MSN_STORY_0	Many years ago our crew was defeated and captured by the Spanish Armada. We were locked up on the island-prison of Santa Cruz and left to rot in its damp and dingy dungeons. Thankfully our pirates' cunning didn't abandon us and with a daring plan we managed to escape from our prison! We have made it to the harbor where our ships are being held by the Armada and we have found our ship, Ellen, companion on many a swashbuckling adventure! Let's jump aboard and set sail towards new and glorious horizons!	505	Molti anni fa il nostro equipaggio è stato sconfitto Spagnola. Siamo stati rinchiusi nell'isola-prigione destino è di marcire in quelle odiose e umide cell Il nostro ingegno piratesco, tuttavia, non si è arru piano di evasione siamo riusciti a fuggire dalla pr porto delle navi requisite dalla Marina, dove si tro Ellen, compagna di mille avventure. Saltiamo a bordo e salpiamo verso nuovi orizzon
107	MSN_OBJ_0_0	Discard all Passage cards	25	Scartare tutte le carte Passaggio

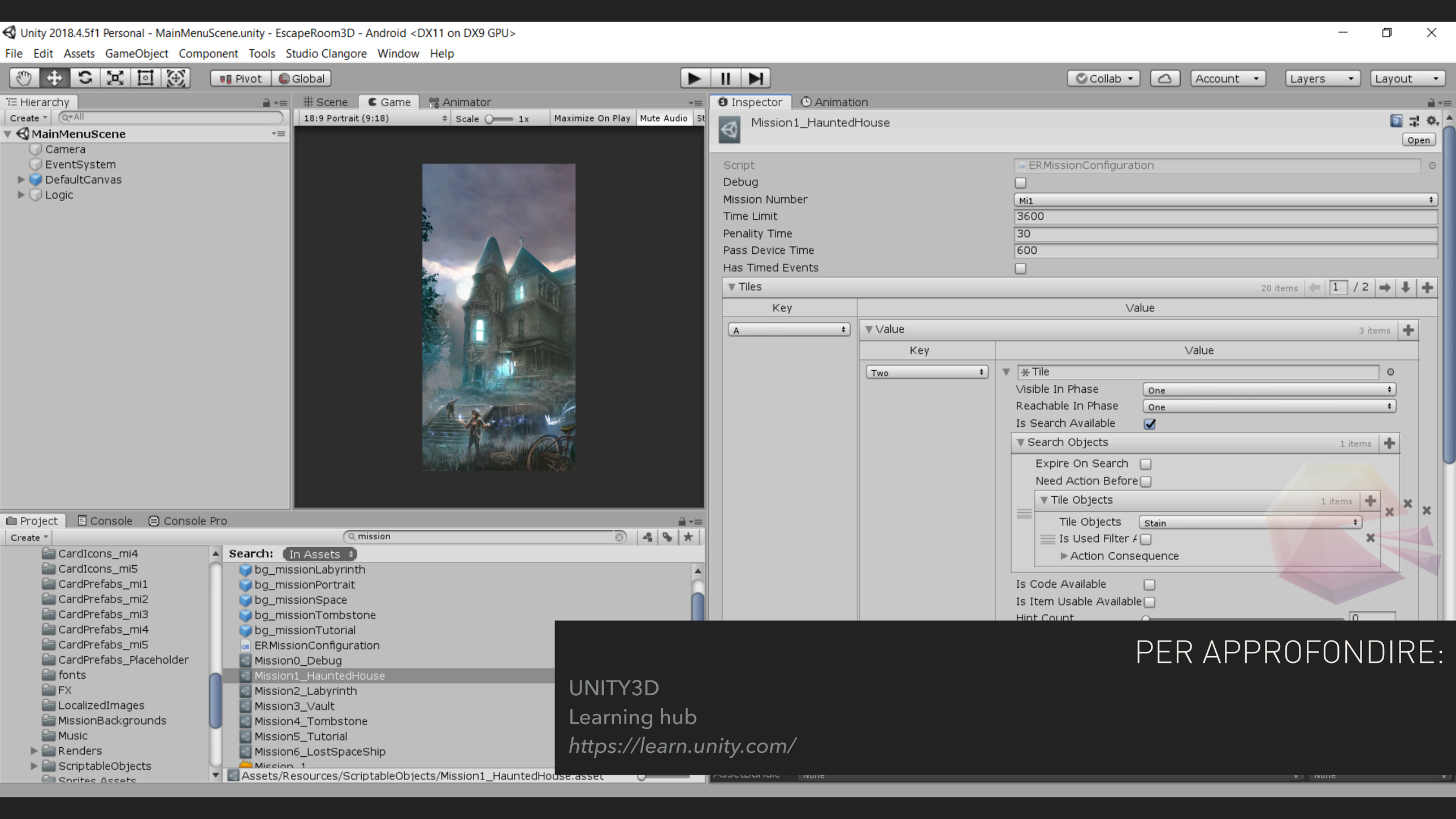
How it works:

You must shoot at this card to destroy it!

If it has 1 or more *Damage Tokens* on it, discard it immediately. Put the *Damage Tokens* back in the supply.

End of Round:

If a *Brigantine* is still in play at the end of a round, it shoots


Unity 2018.4.5f1 Personal - MainMenuScene.unity - EscapeRoom3D - Android <DX11 on DX9 GPU>
File Edit Assets GameObject Component Tools Studio Clangore Window Help
Pivot Global
Collab Account Layers Layout
Hierarchy
Create All
MainMenuScene
Camera
EventSystem
DefaultCanvas
Logic
Scene Game Animator
18:9 Portrait (9:18) Scale 1x Maximize On Play Mute Audio
Inspector Animation
Mission1_HauntedHouse
Open
Script ERMissionConfiguration
Debug
Mission Number Mi1
Time Limit 3600
Penality Time 30
Pass Device Time 600
Has Timed Events
Tiles 20 items 1 / 2
Key Value
A
Value 3 items
Key Value
Two
Tile
Visible In Phase One
Reachable In Phase One
Is Search Available
Search Objects 1 items
Expire On Search
Need Action Before
Tile Objects 1 items
Tile Objects Stain
Is Used Filter
Action Consequence
Is Code Available
Is Item Usable Available
Hint Count 0
Project Console Console Pro
Create mission
Search: In Assets
CardIcons_mi4
CardIcons_mi5
CardPrefabs_mi1
CardPrefabs_mi2
CardPrefabs_mi3
CardPrefabs_mi4
CardPrefabs_mi5
CardPrefabs_Placeholder
fonts
FX
LocalizedImages
MissionBackgrounds
Music
Renders
ScriptableObjects
bg_missionLabyrinth
bg_missionPortrait
bg_missionSpace
bg_missionTombstone
bg_missionTutorial
ERMissionConfiguration
Mission0_Debug
Mission1_HauntedHouse
Mission2_Labyrinth
Mission3_Vault
Mission4_Tombstone
Mission5_Tutorial
Mission6_LostSpaceShip
Assets/Resources/ScriptableObjects/Mission1_HauntedHouse.asset
PER APPROFONDIRE:
UNITY3D
Learning hub
https://learn.unity.com/

Let’s keep in touch!

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