

Project Post-Analysis and Afterthoughts

Project: Floweroll

Date: Spring 2010

Genre: Dice Game

What is it...

In a sentence, Floweroll is the most fun you can have with dice and flowers without going outside. Really, it's a dice game where players roll three dice and get points based on the outcomes. If there are three different faces, the player gets two points. If there are two of the same faces, the player gets one point, and if they are all the same, the player gets no points. After rolling, the player has a chance to double the points by rolling the bonus die. If the player rolls a happy sun, he or she gets double the points he/she earned that round added to his/her score. If it's a sad cloud, the player has that amount of points taken away. It's a fun, easy way to introduce children into the addictive fun that is gambling without actually saying the word "gambling."



I constructed the entire game myself minus the actual dice. I bought large, blank white dice and used paint markers to paint the faces. I went with the flower motif because I was originally planning on having the outcomes of dice rolls be awarded base on whether or not you had connecting parts. (For example, a pot would connect with a stem, and a stem would connect with a flower.) As I began writing the rulebook, I felt like those rules would be hard or weird to explain, so I went another route.

I made a special custom box for the game out of cardboard boxes I had lying under my bed. I used scotch tape to tape it together and some really cheap kid's tempera paint to pretty it up. Then, I printed out some letters and labels and slapped those on. After I printed out my rulebook and folded it up, I had completed my very first non-digital game. I was actually kind of proud and excited about this. I didn't know anyone else who'd handcrafted their very own game—except for the thirty other people who were also doing it for the class.

What went right...

The basic mechanics were probably the best thing about it. It was so simple and addictive. The first roll was easy, and there was something just purely fun about taking the risk on that extra bonus roll.

People also really liked the art I did on the dice. When I presented my game to the class, people kept randomly picking up my dice and looking at all of the faces, commenting how cute they thought it looked. My box was also well liked. It went with the theme of the game, and it was actually somewhat decorated.

Another random thing that I found out is that people are generally pretty easily impressed if you have the ability to make anything in paper. When I was a kid, I was always making stuff out of paper. I made paper shoes once. Anyway, for my prototype of this project, I made paper dice because it was just a prototype, and I needed custom faces. People were in awe of the little paper squares and were very curious as to how I'd made them, as if it was some kind of sacred tradition passed down from Yeargin to Yeargin. I'm glad they liked it, but I just thought it was funny. I'd never realized that my skills with paper as a kid would end up being useful later in college.

What could have gone better...

My biggest issue was using spray adhesive. I'd never used it before in my life, and my professor swore by it. I blindly took his advice and bought some spray fixative. I'd always been keen on rubber cement myself for several reasons. One, you have control over it; two, it works, and three, if you make a mess with it, all you have to do is rub it off. Its only downside, which can be a plus actually if you're trying to position something, is that it takes a while to dry. Anyway, I used spray fix to put on the labels and letters on my box. It didn't work that great.

The wetness of the spray fix caused discoloration to form on my labels. I sprayed the top of the box directly because I had tiny little letters that I didn't want to get sopping wet with glue, and when it dried, it made kind of a weird, sticky, bumpy texture, which I hadn't thought it would do. I thought it would dry smooth like normal glue. However, because I'd painted the box top brown to look like soil in the pot, the weird bumpy texture actually helped make it look more like soil. (As long as you didn't touch it since it was awkwardly sticky.)

Another thing I did to try to preserve my project was to use clear nail polish on the faces of my dice so the paint of the paint pens wouldn't wear off because I knew it would otherwise. Using the polish ended up smearing some of the color a bit. I think that was because I did it too soon. I didn't smear all the faces though, so it was okay.

Besides the glue and polish, the project went well. As far as the actual game mechanics, they were basic but very solid and well received.

What I learned...

I learned that I should stick with what I know in terms of construction of these things. I knew the spray fix would be a risk since I hadn't used it before, but I went ahead anyway against my instinct. Now I have a project that hasn't held up very well. It's not the end of the world (I assume), but it is disappointing.

Also, it's important to really get started working so you have plenty of time for everything to dry properly. That's something I think that's a bit of an oversight that a lot of people would do—forget about the time it takes for things to dry, since it's not really under their control.

If I were doing this project again...

Well, the obvious thing would be that I'd use rubber cement instead of spray fixative. The other thing I would do is probably try out the mechanic I had originally wanted to do with the connections as opposed to just basing the outcomes off of matching. I'd find a way to do explain it, I'm sure, if I just tried.