



Whisker

For the Biscuit!

ART 3323

Project 2

Graphic Manual

Introduction:

introduction here

Team: Paige Wigant & Jaliyah Snaer

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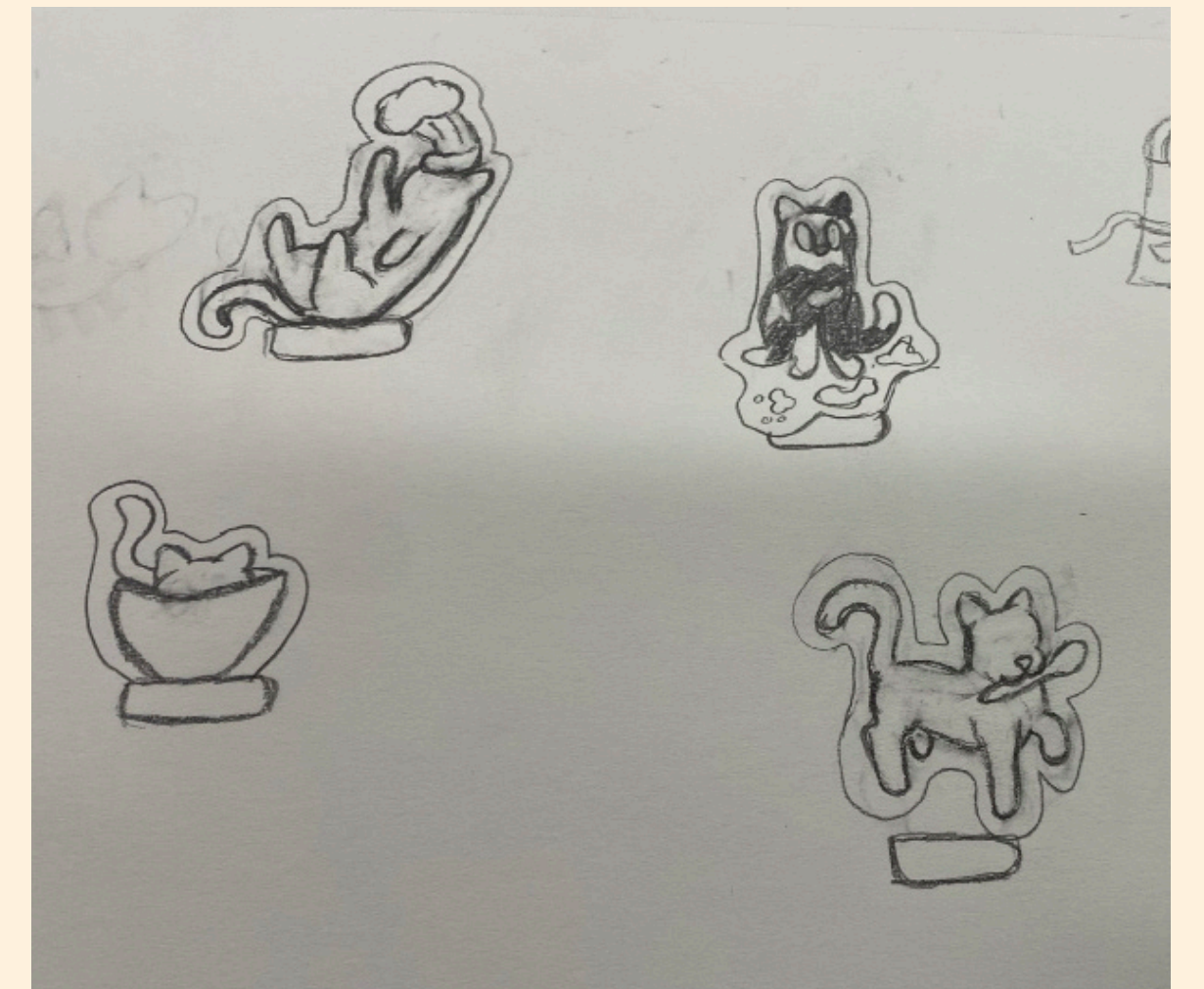
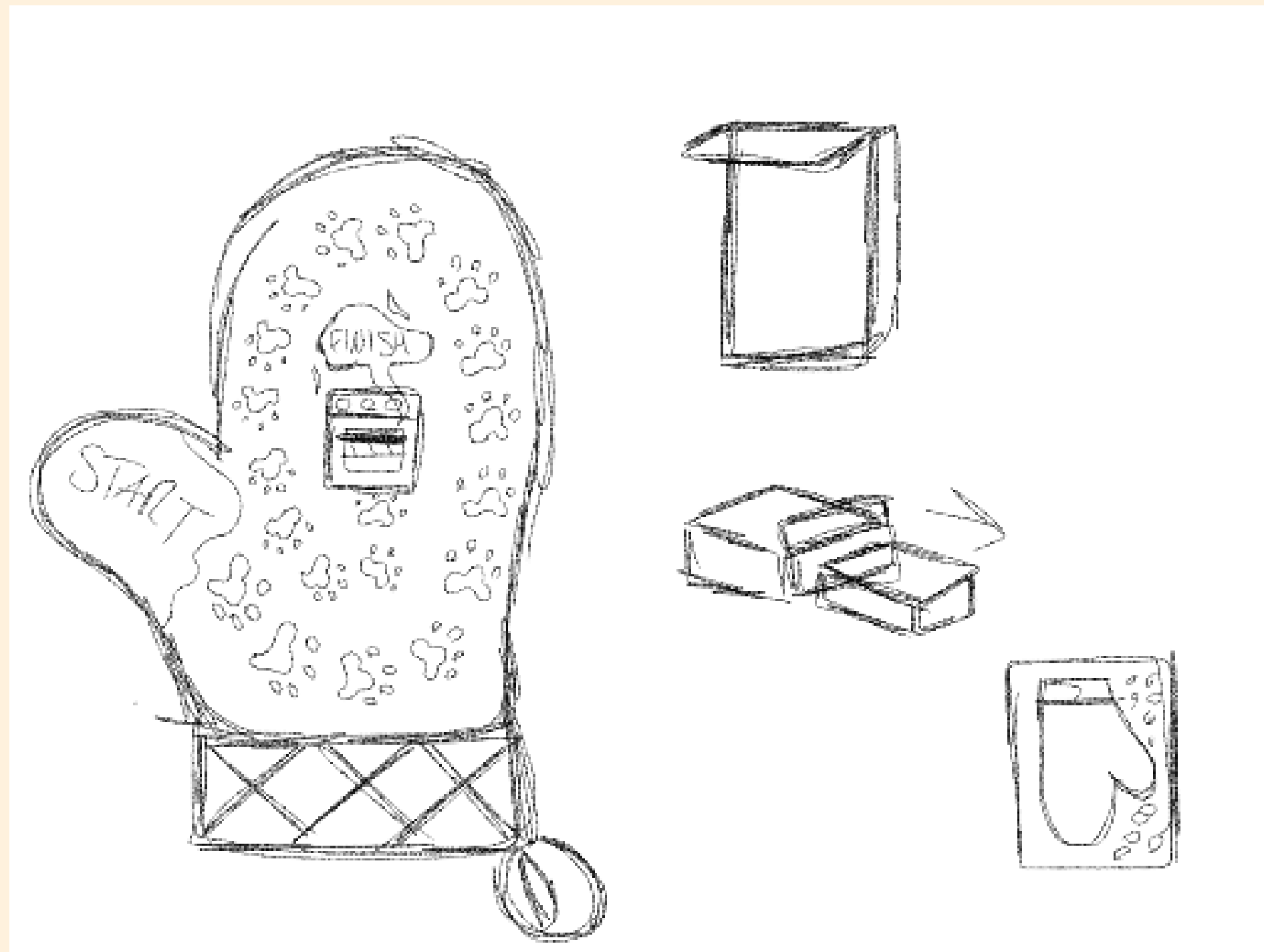
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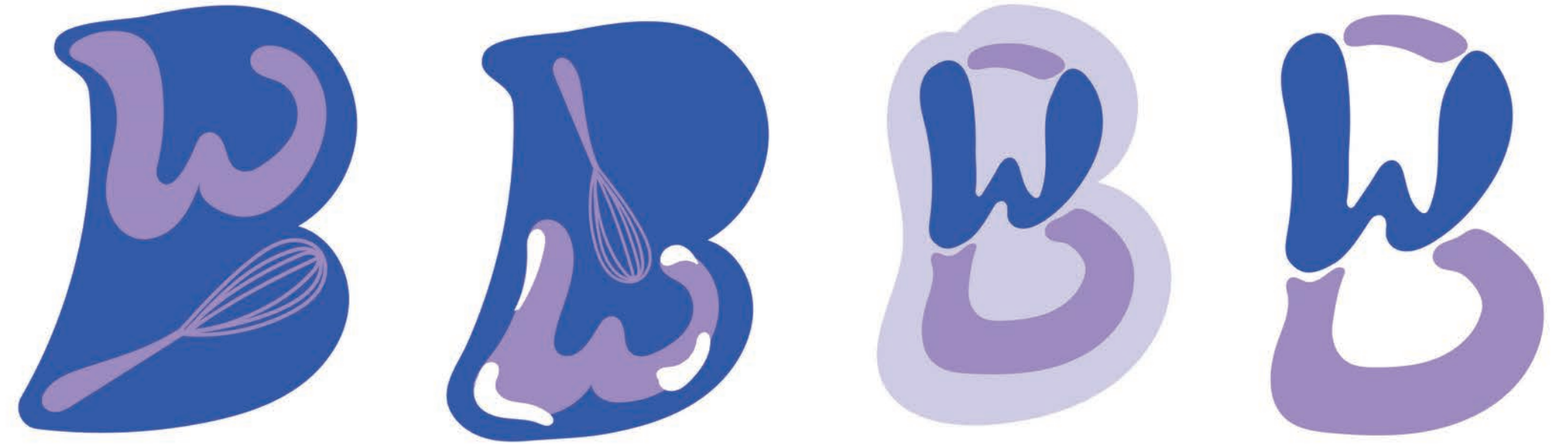
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Process & Research



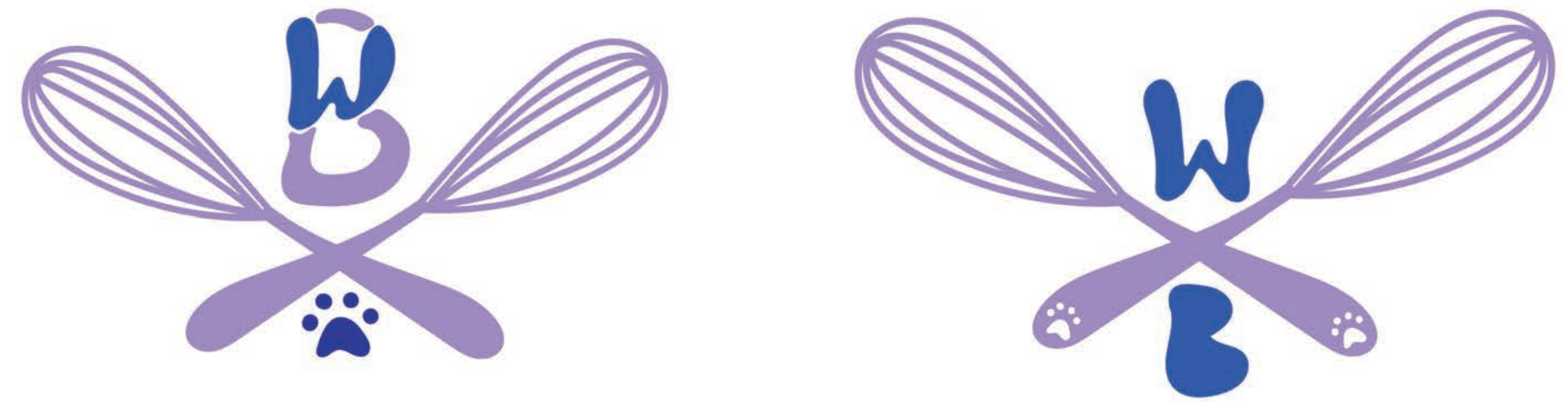
Whisker
For the Biscuit!

WB



Whisker
FOR THE BISCUIT!

W



Whisker
For the Biscuit!

W
WB



Identity System: Logo Icons



Identity System:
Logo Wordmark



Identity System: Color Palette

Inspiration/Mood:

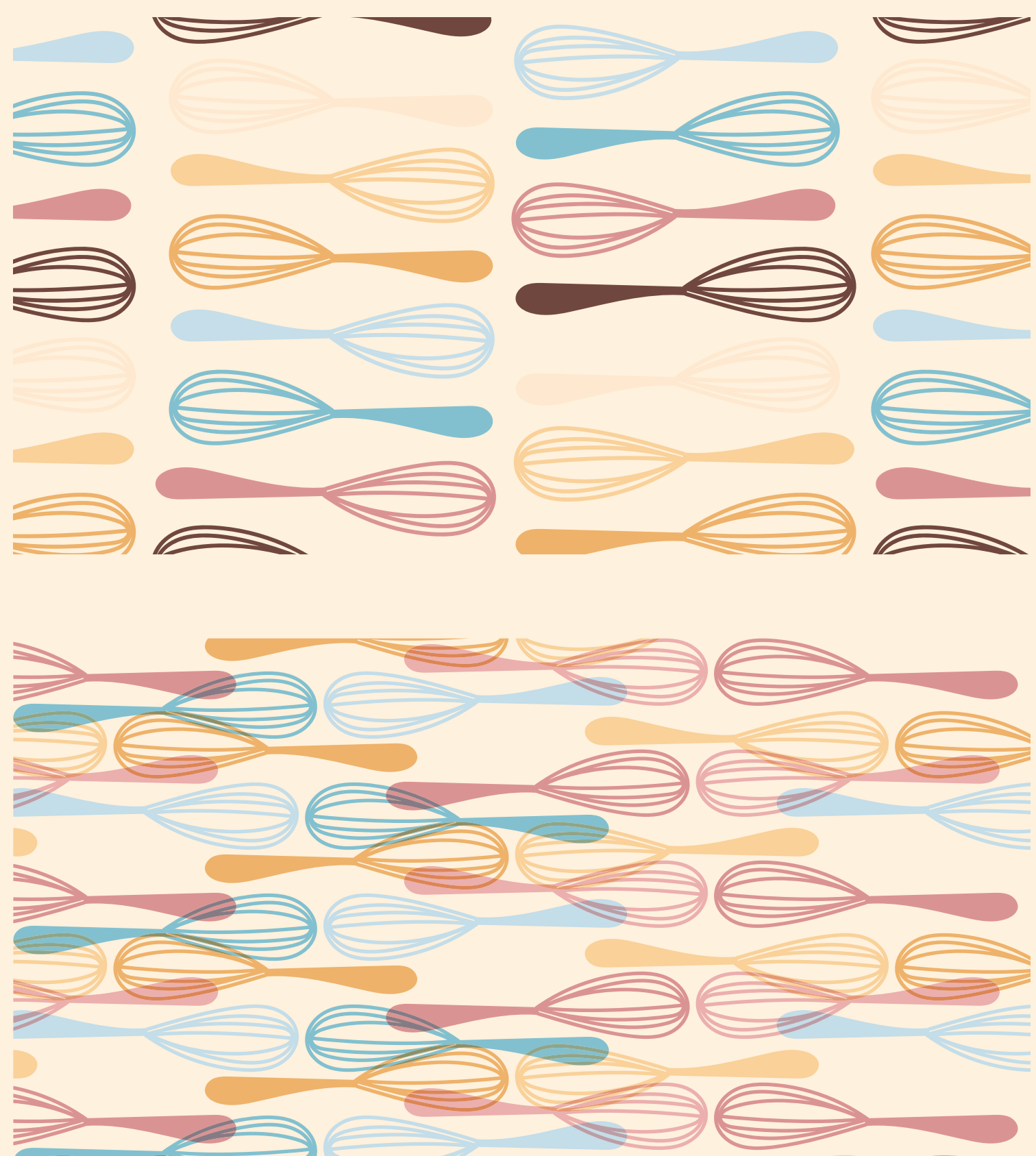
Primary:



Secondary:



Identity System: Patterns



Identity System: Dice Icons

These are the illustrations of our dice icons, which were designed to match the overall kitchen/baking theme.

The ingredient icons are apart of a new game mechanic that we added so that players can roll to collect one of each to make a biscuit. Once the players reach the center of the game board, they can see who was able to make the most biscuits.



Measuring Cup
(Egg)



Burned Biscuit
(Fox)

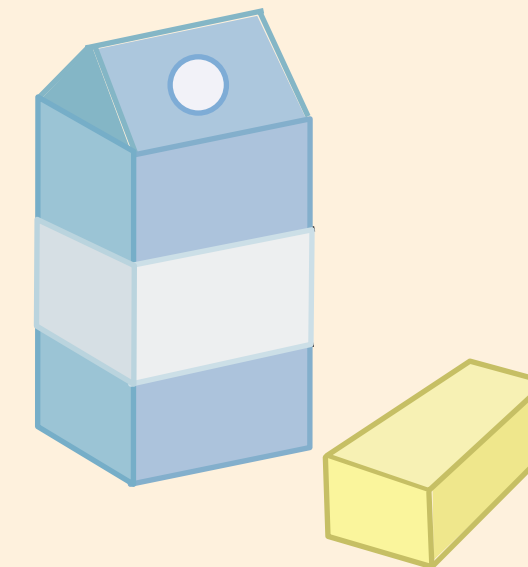


Mixing Bowl
(Chicken)

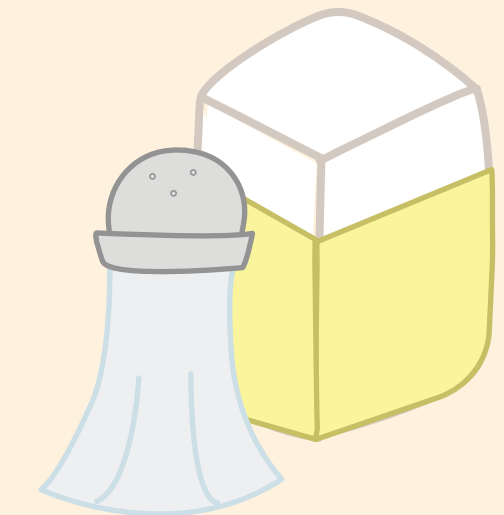
Ingredients:



Flour &
Baking Powder



Milk & Butter



Salt & Sugar

Identity System: Player Icons



Identity System:
Typography

Custom Type:

START
Whisker
IT'S
READY!

Secondary Type:

Akaya Kanadaka Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789

Mukta Mahee Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789

Identity System: Recipe/Dice Key

To help players understand our unique game mechanic, we created a key so that players can know what each dice icon means, as well as what it takes to be able to “make” one biscuit.

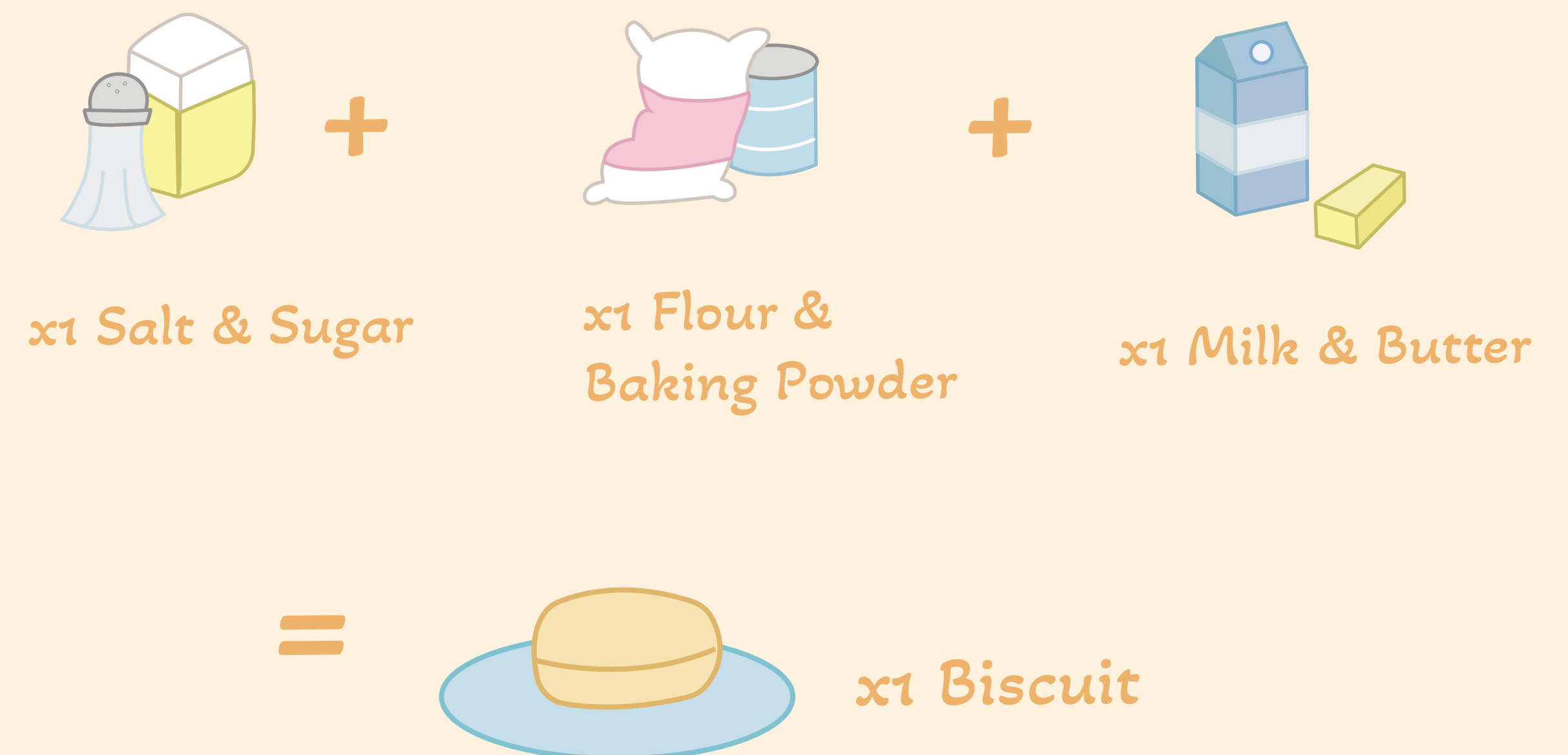
We wanted to incorporate this into our game to eliminate any confusion and give players an overall easier experience when it comes to learning how to play.

Bowl = +1 move

Ingredients = collect

Measuring Cup: +1 dice

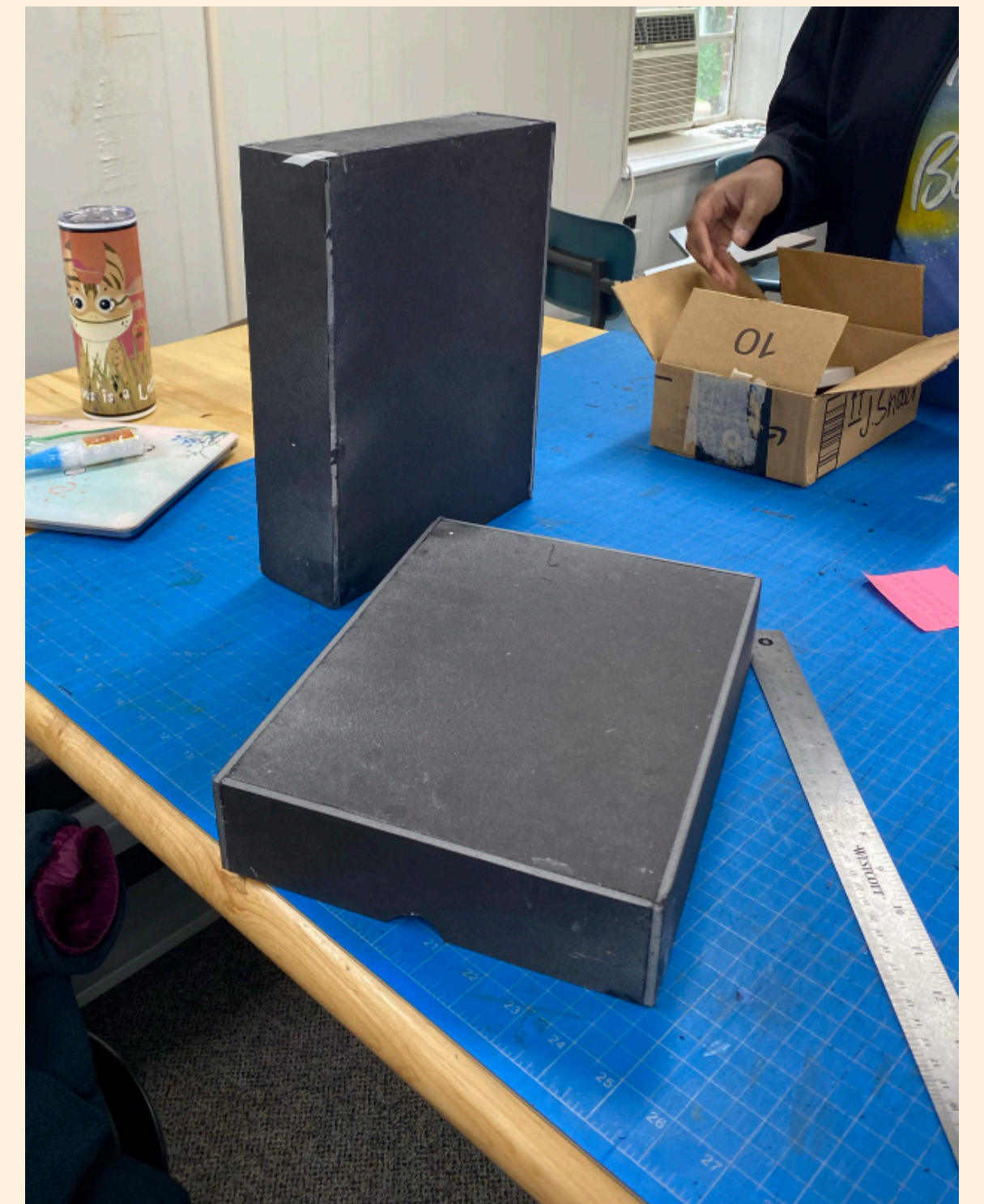
3 Burnt Biscuits = lose turn & pass dice



Application: Game Board

When deciding how to build our game board, we wanted to come up with a way to make everything more compact. We ended up deciding to make our game board apart of our box, by having the board be a pull out drawer.

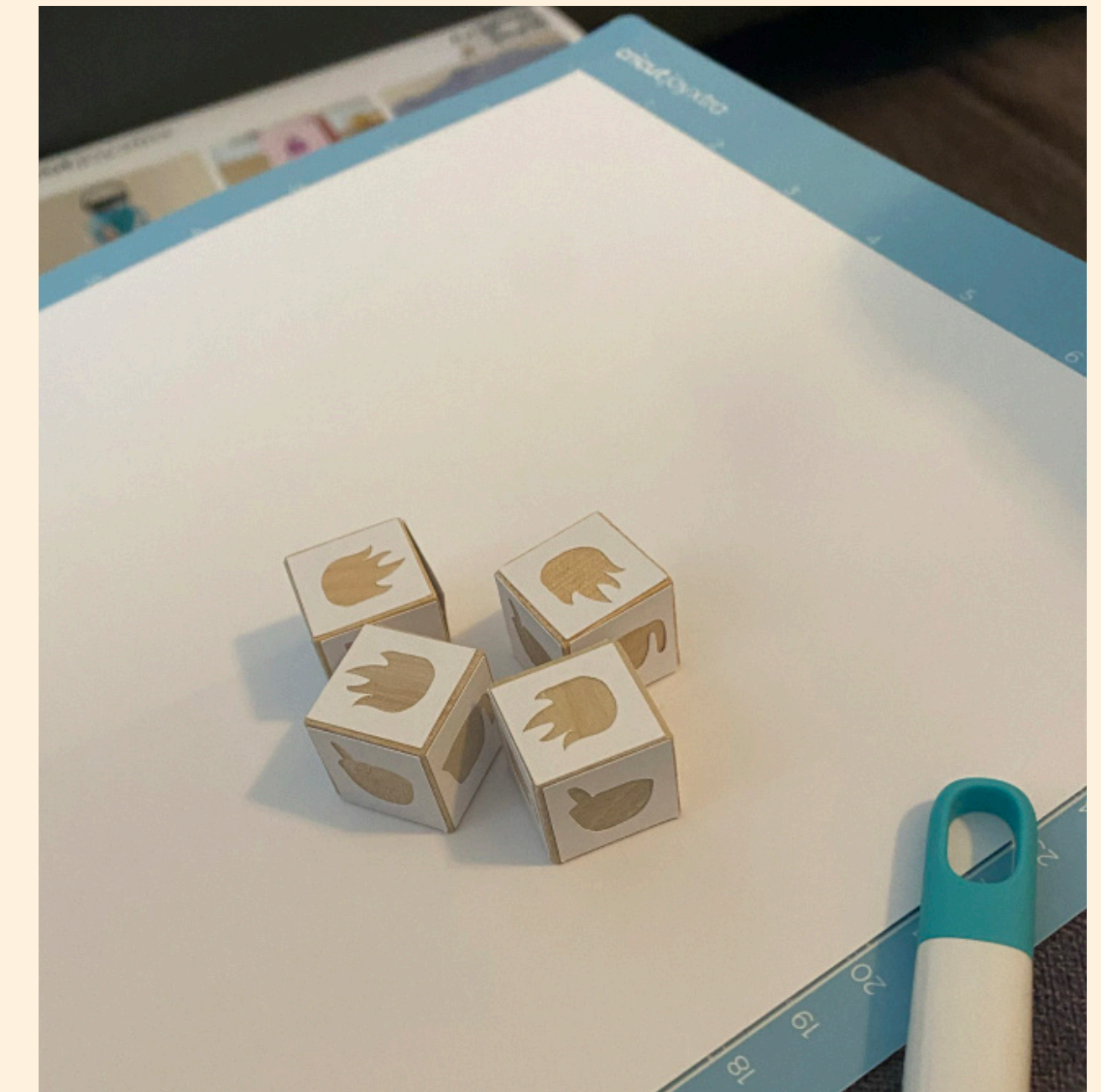
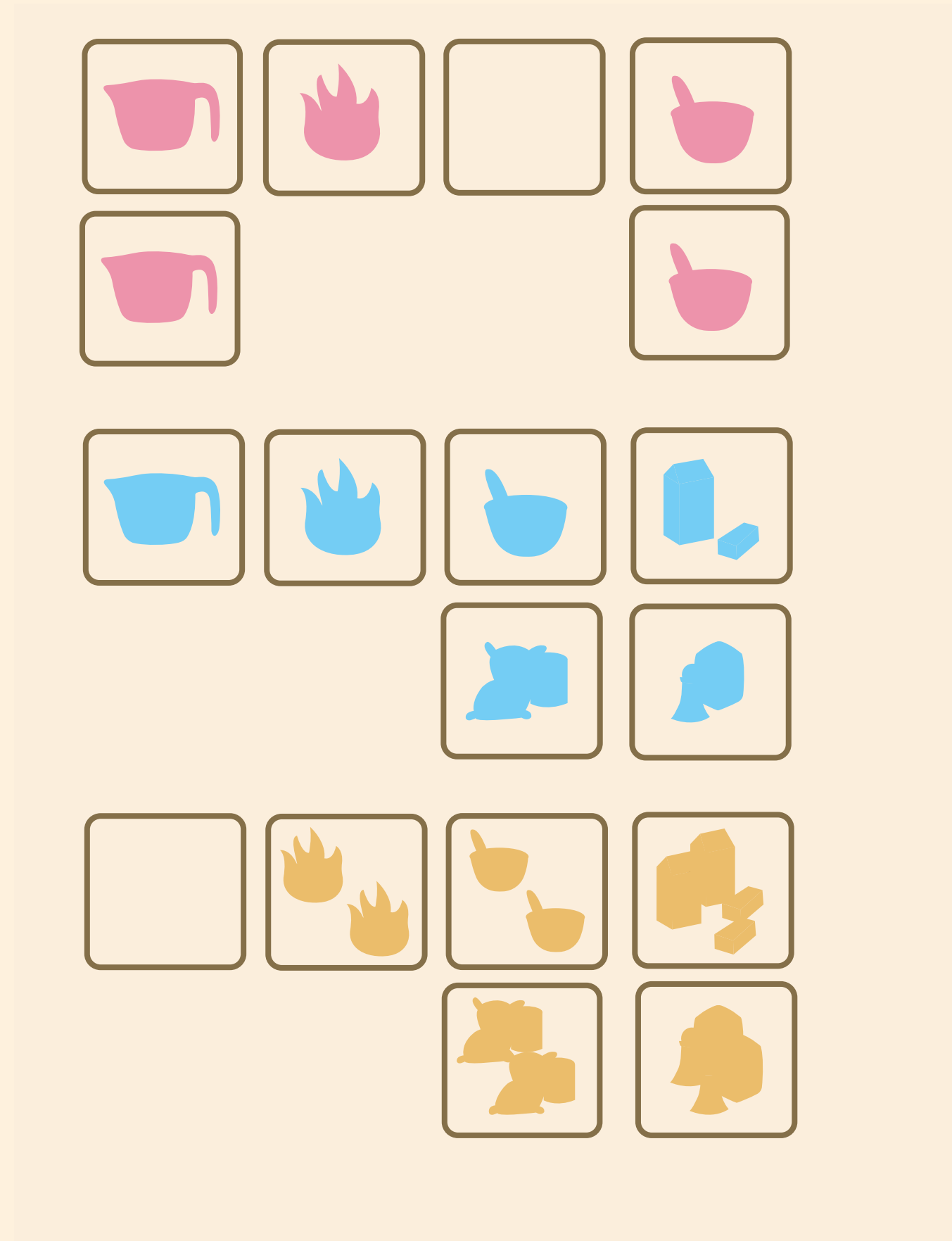
We constructed both the box and the drawer out of black presentation board and spray adhesive



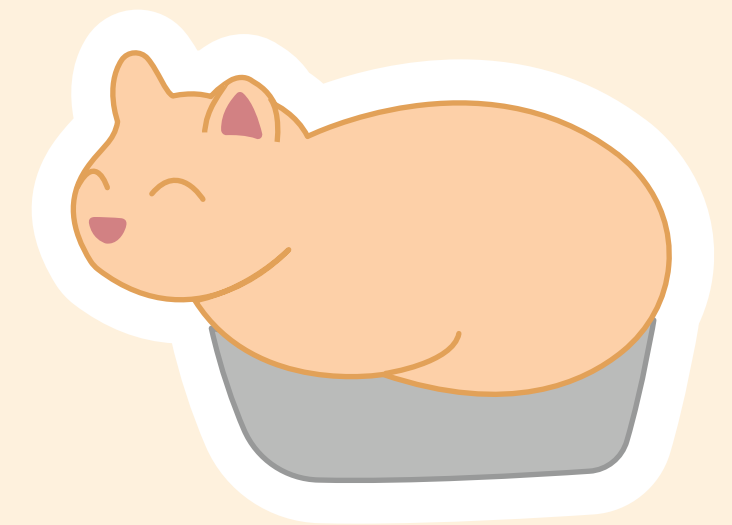
Application: Dice Design

In the final construction of our dice, we decided to just use the silhouettes of each icon since our dice were too small to include the details.

For making the dice, we cut sticker templates using a Cricut machine and then using the templates and acrylic paint, created the icons onto blank wooden dice.



Application: Player Designs



Application: Instruction Manual







Instead of having our instruction manual being a separate element of the game, we decided to include it onto the back of our box so viewers are able to know how the game works and it can be an easy source of reference for players as they play.



Welcome!

My name is Winky and welcome to the kitchen! Here at our cat cafe our specialty dish is biscuits! That being said, we could use your help to make as many as we can for our customers, so let's get to it!

How To Play:

-  Start by adopting the cat you'd like to play as and grab the player card and game piece that match. For extra fun, come up with the pur-fect name for your new friend and write it on your card!
-  This player card will be used to help you keep track of the ingredients you'll collect as you make your way to the oven!
-  Once everyone has set their game piece at START, the player that will go first is whoever has made biscuits last and rotation will continue clockwise. To use your turn, roll the flour PINK dice and use the key on your player card to determine the outcome of the roll.
-  If you roll a measuring cup, grab one BLUE dice and add it to the dice you already have. Now you can decide to reroll all dice or take the points you already rolled and pass all of the dice to the next person. After all BLUE dice are added, begin adding in the YELLOW dice.
-  Remember, rolling three burnt biscuits means you lose your turn and must return all BLUE and YELLOW dice to the base of the board and pass the four PINK dice to the next player.
-  As everyone makes their way around the board, you can collect all three ingredients, keeping track on your player card, and once you reach the oven you can count how many biscuits you can bake!

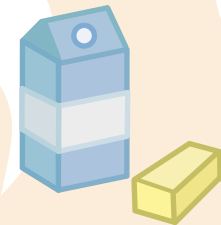


Now Let's Get Cooking!



Whiskat

For the Biscuit!









A 4-8 player
mini game



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Now Let's Get Cooking!



Application: Product Shots



