Lika Liku Jakarta

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IMDES 2025 STUDENTS

Conceptualization

The design followed Tracy Fullerton method, consists of conceptualization, prototyping, and playtesting. During the conceptualization, we carried out mind mapping, proposition, big idea, user persona, moodboard and references, game flow, and game content development.

Prototyping

Prototyping is carried out using simple visual assets, such as maps in the form of patterns and colors, as well as cards sourced from internet assets. Through prototyping, the game can be improved, for example by adding blue boxes and shortcuts between boxes, allowing its dynamics and mechanics to develop further.

Playtesting

At the final stage, we conducted playtesting to directly try out our game with the general public. We also collected feedback using a Google Form.

The feedback we received was then analyzed and used, including suggestions, criticisms, or even frustrations experienced during gameplay of the game.

Join the **thrilling** experience of being a **driver** in the chaotic streets of Jakarta!

Dodge traffic, tickets, and forbidden roads—then **race** to your destination!



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Lika-Liku Jakarta is a board game that captures the excitement and challenges of navigating Jakarta's chaotic streets. With its heavy traffic, the board game immerses players in the daily struggles, that drivers in the capital often face whether it's dealing with traffic tickets, encountering unpredictable drivers, or other unexpected hurdles. To play the game, players take turns rolling the dice and moving their character, racing to visit all their assigned destinations and make it home first to win. Along the way, they must overcome various obstacles, requiring strategic planning to navigate the city's chaos efficiently and become the winner.