

## A BOARD GAME TO BEAT BOREDOM

The pandemic situation had imposed a lockdown on all of humankind. We had been to Bengaluru to visit our grandparents during the academic break and were stuck due lockdown. To overcome the boredom, I decided to design a board game on my own when our *Prime Minister* announced 21 days of lockdown. With the help of my parents, I understood the COVID-19 scenario through media and came up with a board game, which I named **CORONA YUGA**, meaning *Corona Era*. We designed the layout, drew it on a cardboard and completed using material available at home, and started playing with my family.



The board game designed like the *infamous corona virus*, promotes **Yoga & Social Distancing** and appreciates **COVID Warriors** for their services to humankind. This fun game played by ages 5+ will **entertain** everyone in future years, about the present scenario faced by each one of us.



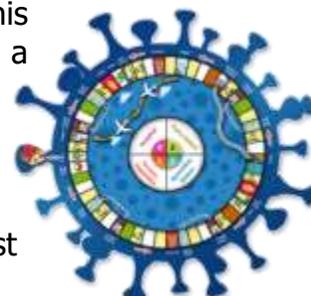
During the lockdown, we worked **tirelessly** to make this design into reality in **record time of 60 days** after my YouTube video about the game received many appreciations. Presently, few copies of Corona Yuga board game has been manufactured and sold in Amazon. I am happy to share that we contributed a share of profit generated through sales to **PM-CARES** fund. To know more about our board game, please visit [www.coronayuga.com](http://www.coronayuga.com).



During this process, we forwarded our board game design to various competitions in Europe and America. I realized through online search that there are no such competitions in India for Board Games. Therefore, I came up with an idea of conducting a Competition for my friends and shared this idea with my parents. As per their guidance, I created a Google form to seek entries for the competition named

### **Board Game Design Competition 2020 – BDC2020.**

The competition was launched on 01 Jun 20 to celebrate 'International Table Top day'. This one of its kind competition **encouraged many to create their own games** and received good response and two best entries were awarded with educative board games and digital certificates.



Friends, we can design our own board games and compete with International brand Board Games. Therefore, **Let's Create! It's Fun.**

## About The Author

Veer Kashyap is a Grade V student at Navy Children School, Kochi. Veer is an outdoorsy person and loves playing cricket. He is passionate about solving various Rubik cubes. He also plays guitar, harmonium, keyboard and piano. His favorite pass time is playing chess and board games with friends and family.