Hunted

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Discussed in ITg01 on 18/10/29, through Discord over the weekend, discussed in person on 21/10/19, and in ITg01 on 22/10/19.

We knew that we wanted some sort of turn based, grid styled game, our first discussion was about the size of the board. The First we thought of 10 by 10, but deemed it either too big, or wouldn’t allow enough detail, so we made the board smaller, 6 by 6 square grid.

Honey-comb shaped boards were considered, but decided against fairly rapidly.

We knew that we were going to go for a 1 versus many, but weren’t decided on the player size, decided on 1 v 2-4 players

We thought on how many characters we wanted each player to play. At the start, it was that the Hunter would be 1 character, where as the other players would each play 3 characters, 1 of which for each player would be a target.  
  
This mechanic was lowered to 2, as it would be make turns take too long, and make the board too crowded

Each Hunted player controls 2 tokens, each one a target for the demon hunter.

It was decided early that each player would roll 6 sided dice at the start of there turn. Each dice represents the X and Y axis of the board. These would be color coded on the game board itself via a compass, matching the colors of the dice.  
The result of the dice is the maximum that a player may move on that axis. So, for example, a 2-5 roll will allow the player to move 1 OR 2 places on the X axis, and anywhere from 1 to 5 places on the Y axis.

The mechanic was decided later on to be too confusing and replaced with a simple move as many squares as you rolled mechanic.

The next mechanic will be the Danger Zone. Originally, the thought was that the game would simply be that the Hunter player must find each Hunted’s tokens, and kill them before revealing if they were a Target or an Innocent. Each innocent killed would raise the Authority level from 0 to 5, ala. Grand Theft Auto. If the Authority level hit 5, then for each turn after, 1 row around the entirety of the board would become a danger zone which would instantly cause the Hunter to lose the game if they got caught in it. This was intended to make it a race against time, but the exploit in the rules was found immediately that Hunted’s could hide out in the danger zone until the Hunter lost.

This was deemed incredibly irritating very rapidly, super unfair and just so much no-fun. We may as well have called it the No-Fun zone, and thus this mechanic was scrapped, as implementing a rule to counter the exploit was just bloating the game rules, when instead other mechanics could be made that were more fun and far less exploitative.

Then the idea that we had that we settled on. Escaping.  
Each turn, the player would get +1 Fel token. The player could spend tokens on a few things. First we thought about giving players a choice of abilities, but soon we decided from using abilities they could draw from a deck of cards, and only building 1 ability into the characters themselves. The ability that is inbuilt into the characters is spending tokens in order to move 1 extra space on an axis.

At the start of the game, objectives would be randomly generated via dice (or possibly a phone app) and placed on the board. Undecided whether each objective awards 1 void token for the team, or 1 for the player that completed it.  
These void tokens can be spent in order to randomly spawn a portal on the board. Then, the player has 5 turns to get to that portal.  
If they manage to land on the portal, then they have successfully escaped and are considered one of the winners.

It was actually at this point that we decided to add in the action/ability cards. These have yet to be made, as we wish to have balance with the game. (IE: Untested).

In the end, the game ends like this:

Any Hunted’s player who’s Target has been destroyed (and regardless if their Innocent is alive or not) is considered one of the losers.

Any Hunted’s player who’s Target has escaped is considered one of the winners.

A Hunter player who has managed to kill Target’s is a winner, but to be THE winner of the game, they must have more Target’s killed than escaped.

A Hunter who’s Target’s have all escaped is the loser of the game.

Now that we had all this, we finished the outline of how a turn flow works.

1. +1 Fel token.
2. Roll 2 6-Sided dice for movement and move characters as wished.
3. Actions: Spend tokens on Ability cards, on extra movement, or just completing the missions/objectives.
4. End the turn.

