



GLOBAL
GAME JAM



GLOBAL GAME JAM®

2025 THEME

BUBBLE



Theme

The mission for the 2025 Global Game Jam with the theme "**Bubble**" is to explore creative gameplay ideas revolving around bubbles. This includes designing unique mechanics, environments, and interactions that make the most of bubbles, whether through fun, strategy, or storytelling, to create an engaging player experience.

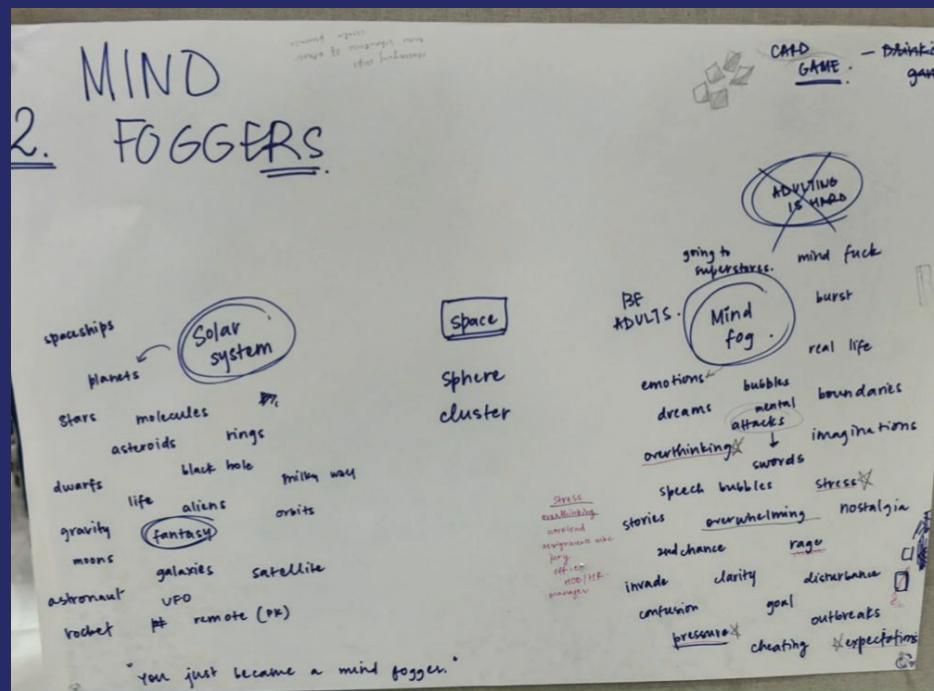
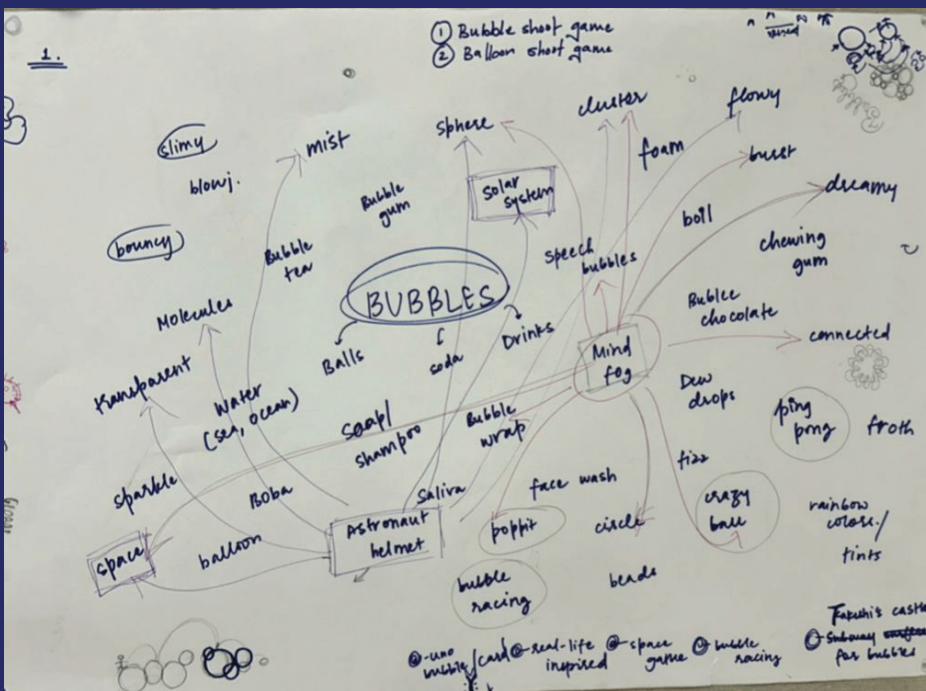
Acknowledgement

We extend our heartfelt gratitude to the **Karnavati University, United World Institute of Design, Gandhinagar** for providing us with the incredible opportunity to participate in the 48-hour non-stop Global Game Jam, fostering creativity and collaboration on a global scale. We would also like to sincerely thank **our mentors, Shalin Shodhan, Shraddha Jain, and Rajat Raj Gupta, Sambhit K.P., Kalyani kumawat and whole team** for their invaluable guidance, encouragement, and support throughout these intense and rewarding journey. Your inspiration has been instrumental in shaping our efforts and bringing our ideas to life.

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Brainstroming

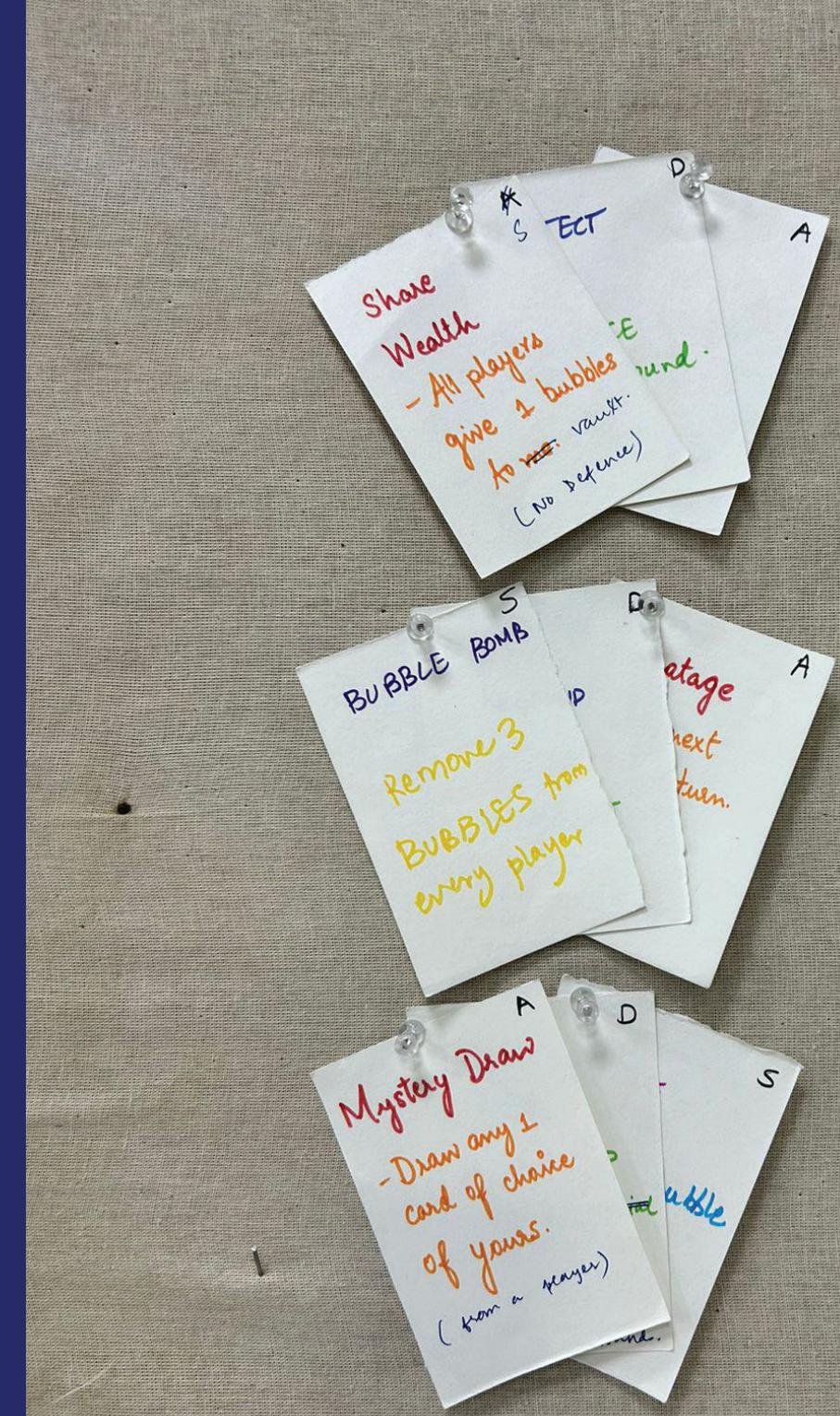


The creation of our card game began with a brainstorming session to define the core theme “bubbles” . We focused on crafting a game that balanced strategy, fun, and accessibility. Once the theme was established, we explored gameplay mechanics by researching types of games like card or board. Our goal was to create a balance between skill and chance.

Selection

After researching about various types of the games, we decided to make a card game. We then sketched out card types, their roles, and potential interactions, focusing on simplicity for new players. Early prototypes were playtested with placeholders, leading to iterative refinement of rules, card effects, and balance.

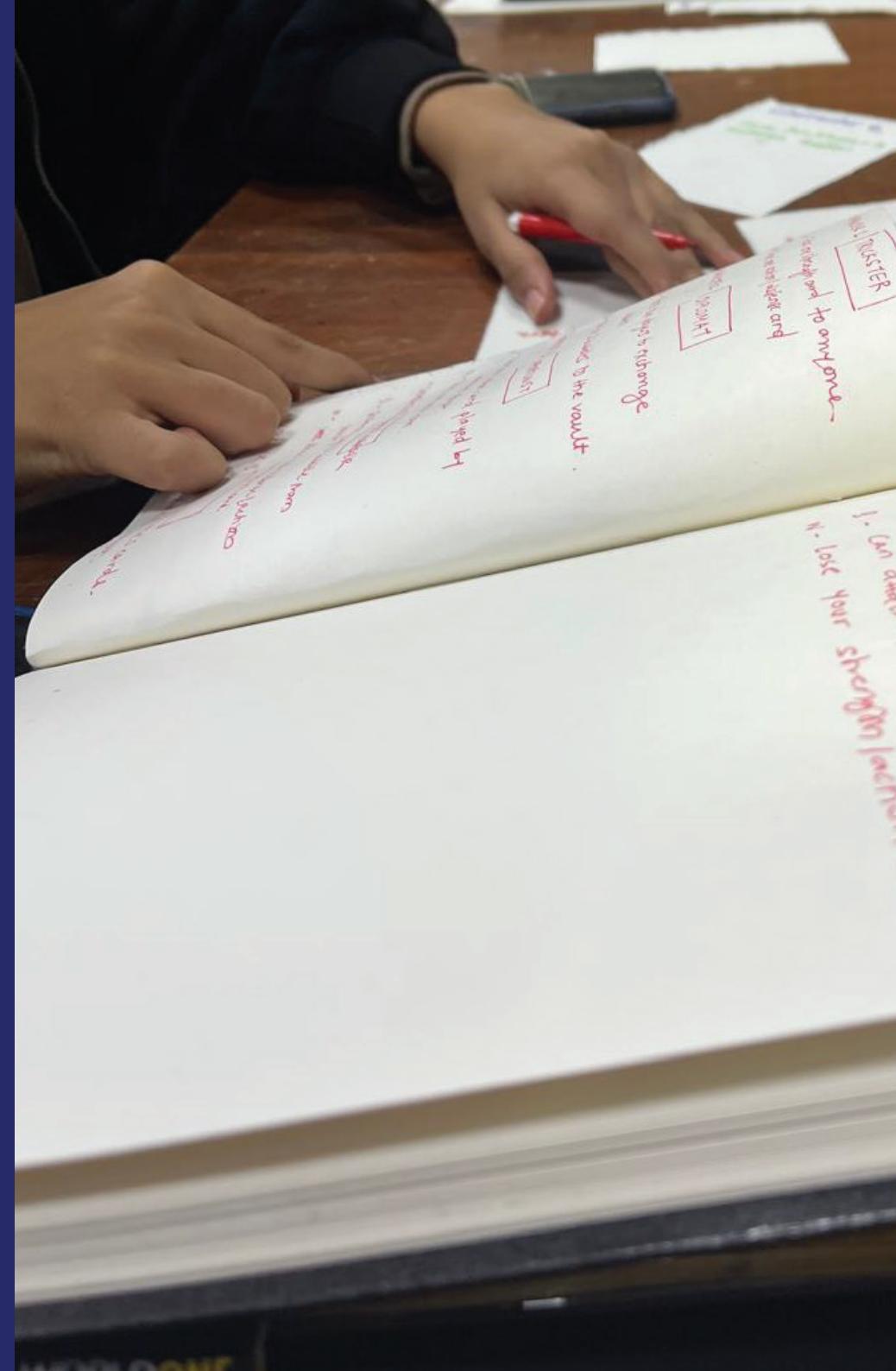
Feedback from these sessions was valuable in shaping the game's mechanics and ensuring alignment with the initial vision



Research

Understanding of the Game's Core Concept

1. **Goal:** Define the game's theme, purpose, and target audience.
2. **Theme Exploration:** What is the story or setting of the game?
3. **Audience Research:** Who are you designing the game for? Are they casual players, card game enthusiasts, or family-friendly gamers?
Understanding your target audience helps set the tone, complexity, and accessibility of the game.
4. **Player Experience:** What type of experience do you want the players to have? Fun, intense competition, teamwork, strategy, etc.





WHY FIZZ-OFF?

"Fizz Off" is a bold and catchy name that perfectly fits our game. It represents the playful, competitive spirit where drinks battle to steal bubbles and out-fizz each other. The name has a cheeky vibe, matching the fast-paced and energetic nature of the gameplay, while being memorable and fun for players.

CONCEPT

Welcome to the Fizz-Off, the ultimate competition to determine the fizziest drink in the bar! Each card in this game represents a character's unique ability to attack, defend, or dominate with strength. Use these cards wisely to protect your fizz, sabotage your opponents, and reign as the last fizzy drink standing.



OBJECTIVE

Be the player with the most Bubble Coins at the end of the game. If you lose all your Bubble Coins, you are out of the game.



REQUIREMENTS

Players: 3 to 6 players.



COMPONENTS

- **Attack Cards:** These cards let you target opponents and reduce their fizz or manipulate their game. Use them strategically to gain an edge!
- **Defense Cards:** These cards protect your fizz from being stolen, sabotaged, or drained. Some defense cards even come with clever counterattacks!
- **Strength Cards:** These are rare, powerful cards that give players the upper hand. They can change the game entirely, providing fizz boosts or devastating all opponents.
- **Power Card :** Mystic Mist's Mystic Pulse card.
- **Bubble coin:** Tokens representing the bubble of the game.



GENRE

Our card game falls into the genre of lighthearted party games, designed to be a fun and engaging filler for gatherings. It's quick to learn, fast-paced, and packed with humorous interactions that keep players entertained without requiring intense focus. Perfect for breaking the ice or filling downtime at parties, the game encourages laughter, creativity, and friendly competition, making it a go-to choice for players of all ages and skill levels.



RULES

- **No defense on Strength Cards:** Strength Cards are unchallengeable.
- **Defense for Action only:** Defense Cards can only block or counter Action Cards, not other Defense or Strength Cards.
- **Bubble depletion:** If you lose all your Bubble Coins, you're out.
- **Deck refresh:** You can only draw from the deck if you've used all your Action Cards.
- **Vault mechanics:** The Bank Vault holds lost coins. Once depleted, affected players are eliminated.



MOVEMENTS

On Your Turn:

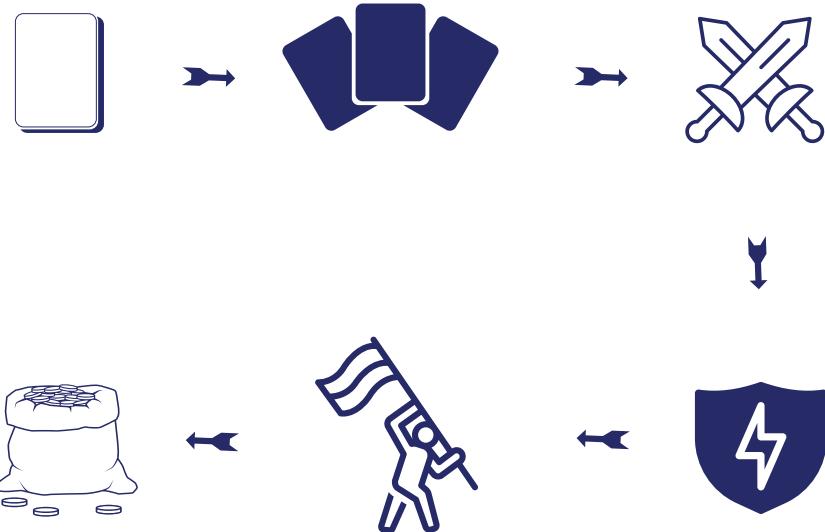
- Draw a card from the deck.
- Play one card (Attack, Defense, or Strength)
- Resolve the card's effects.

Responding to Attacks:

- If targeted by an attack, you can play a Defense Card to block or counter.
- If no Defense Card is available, lose fizz as stated on the Attack Card.

Fizz Vault Interaction:

- Certain Strength Cards allow interaction with the Bank Vault to store or gain fizz tokens.



ACTION

Attack:

- Use an Attack Card to target another player and reduce their fizz or manipulate their hand.

Defend:

- Use Defense Cards to block or counter attacks and protect your fizz.

Strength:

- Play Strength Cards to unleash game-changing effects, like stealing fizz from multiple players or gaining fizz from the vault.

Power Play:

- Power Cards can be used as any action type (Attack, Defense, or Strength) to get out of tough situations or take control of the game.



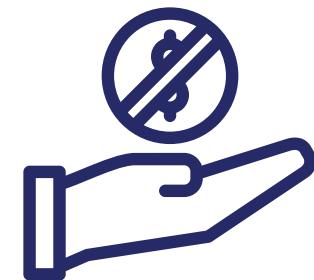
WIN & LOSE CONDITION

Win Conditions:

- Be the last player standing with fizz tokens.
- If the draw pile runs out, the player with the most fizz tokens wins.

Lose Conditions:

- If your fizz tokens drop to 0, you are out of the game.
- If all fizz tokens are removed from the Bank Vault and you cannot draw from it, you lose.



STRATEGIES

- Use Defense Cards wisely to protect your Bubble Coins.
- Strength Cards can turn the tide, so play them strategically.
- Don't let your guard down—plan ahead for counterattacks!

POSSIBLE CHEATS

Fizz Steal Cheat:

- A player may try to secretly take extra fizz tokens from the vault.

Card Swap Cheat:

- Switching cards with the draw pile or discard pile unnoticed.

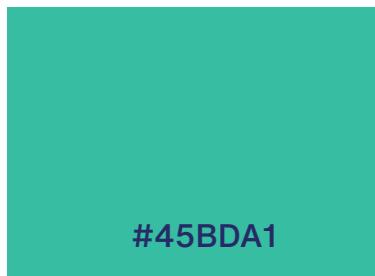
Fizz Count Cheat:

- Misreporting the number of fizz tokens they currently hold.



VISUALS DESIGNS

COLOR PALETTE



#45BDA1

Sea Green



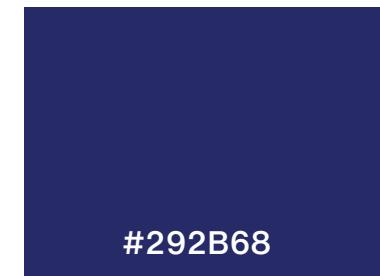
#F5E338

Yellow



#F05155

Red



#292B68

Indigo



#A3DBDF

Mint



#EBE9F4

Lavender



#CFC9E5

Violet

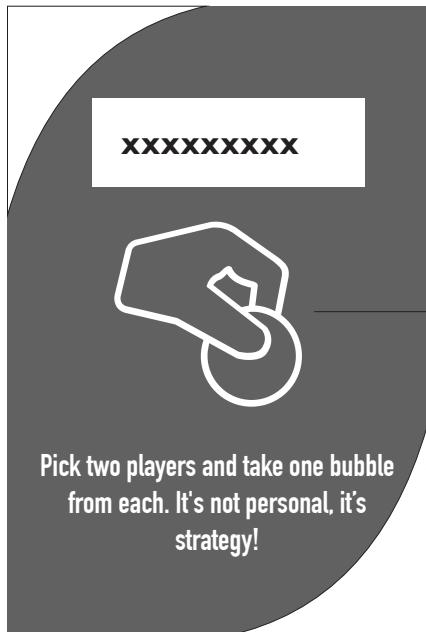


#595FAA

Purple

LAYOUT

FRONT



Heading

Icon/ Symbol

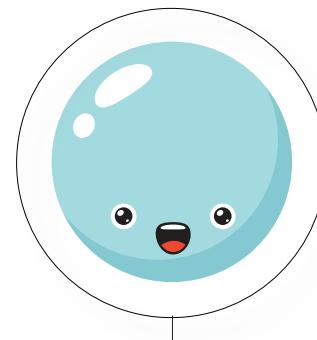
Description

Layout of **defence, Attack and strength, Power** card.

BACK



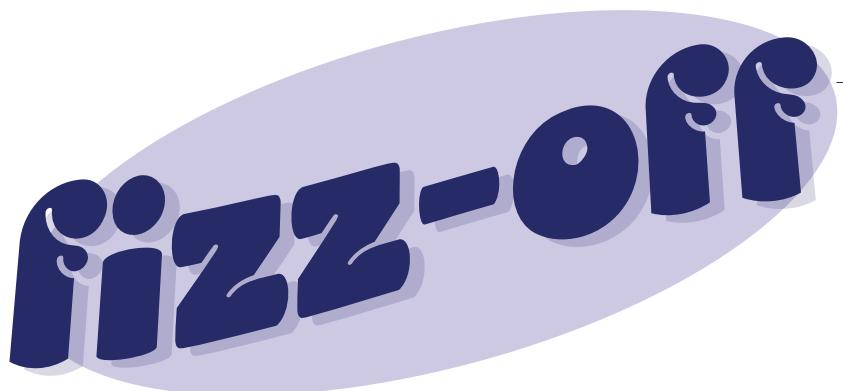
Logo



Bubble token

All card

TYPOGRAPHY



Font name: Kasen

Font effects like **wave** and **flag filters** add dynamic motion to text, enhancing its visual appeal. When paired with colors like indigo (symbolizing strategy and focus) and lavender (offering a calm, friendly vibe), these effects create a balanced and engaging design, perfect for games.

CARDS TYPOGRAPHY



DIN Condensed Bold

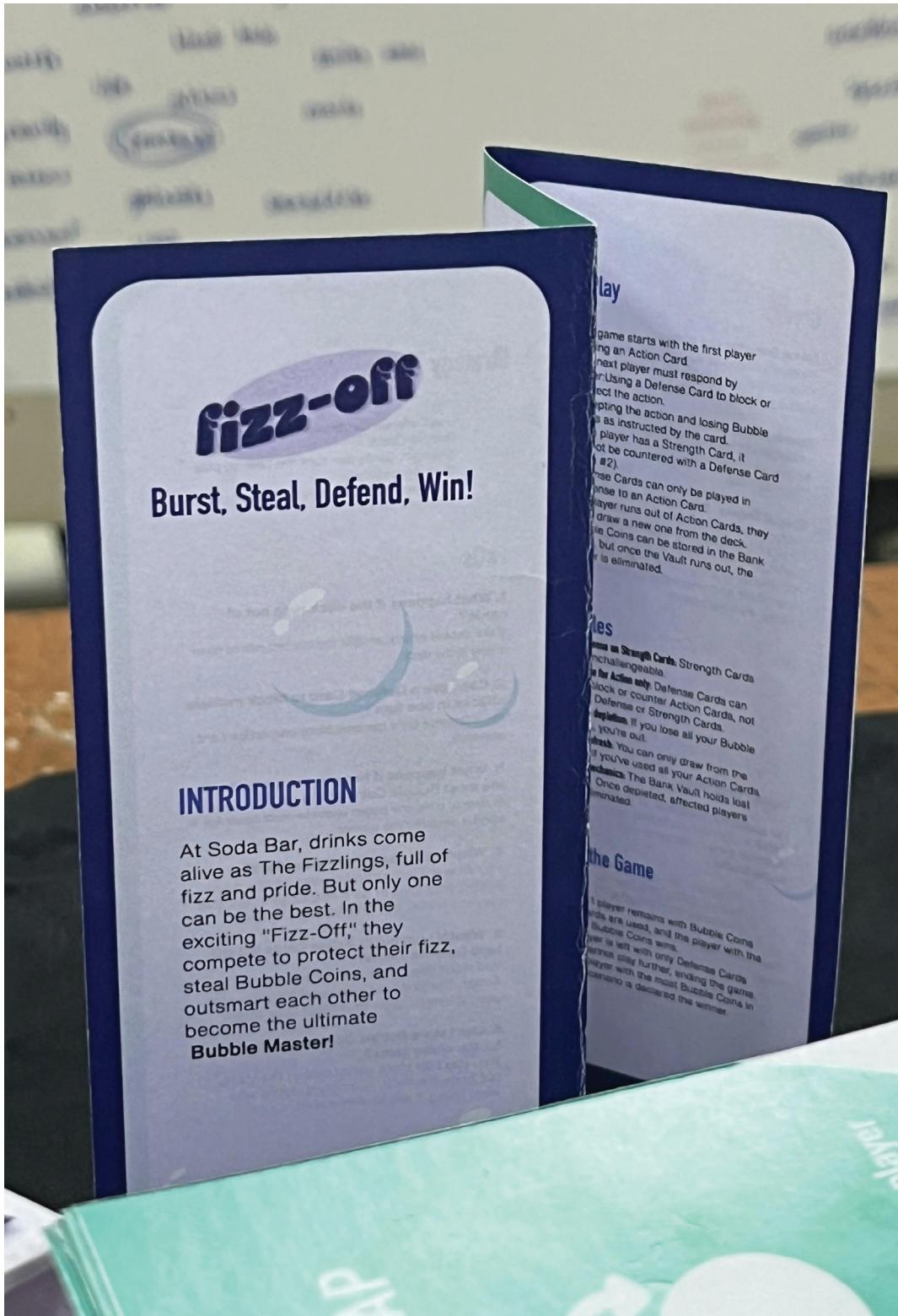
Aa Bb Cc Dd Ee Ff Gg Hh Ii
Jj Kk Ll Mm Nn Oo Pp Qq
Rr Ss Tt Uu Vv Ww Xx Zz.
1234567890

BOX CONTAINS

The game box includes:

- Three types of card decks
- 60 bubble tokens (maximum)
- A rule book





BEHIND THE SCENCE

Designing the game involves playtesting, gathering feedback, and refining rules and components. Final production ensures a polished, enjoyable experience. So Here's showcasing the process and work behind the 48 hrs of non-stop work.



Contributions

Students of Visual communication design Semester 4

Aakarshi Bhawsar

Ideations, Rule Book, Packaging, Final documentation, Product photography.

Khushi Dhoshi

Ideations,Logo,Mechanics, Documentation, Color Scheme

Aarushi Kailay

Ideation,Cards, Packaging, Documentation

Sakshi Khandelwal

Ideation, Mechanics, BTS documentation

Pradnya Mohite

Ideations, Cards, Mechanics

Suhani Rathod

Ideations,Illustrations, Packaging



THANK YOU
#Jammers

