

# Dinner Party

Visual Document

# Dinner Party

## Roles

**Assassin**  
poison slices!



**Insurance Salesman**  
helps the Assassin!



**Rich Couple**  
knows each other and must stay alive!



**Food Critic**  
can tell what ability a special meal holds!



**Chemist**  
can tell if a slice has been poisoned!



Someone has hired an assassin to kill the rich party organizers! Utilize your role's ability and move the meals around to keep them alive and find the killer!

Eat a slice after every round!

3 rounds of gameplay!



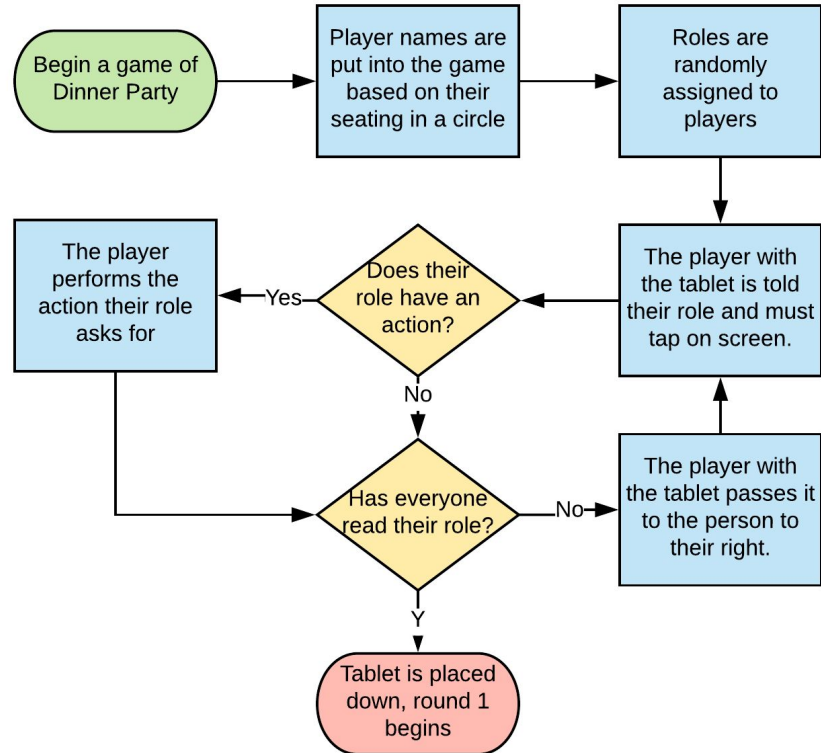
## Actions

-Players each perform one action a turn!

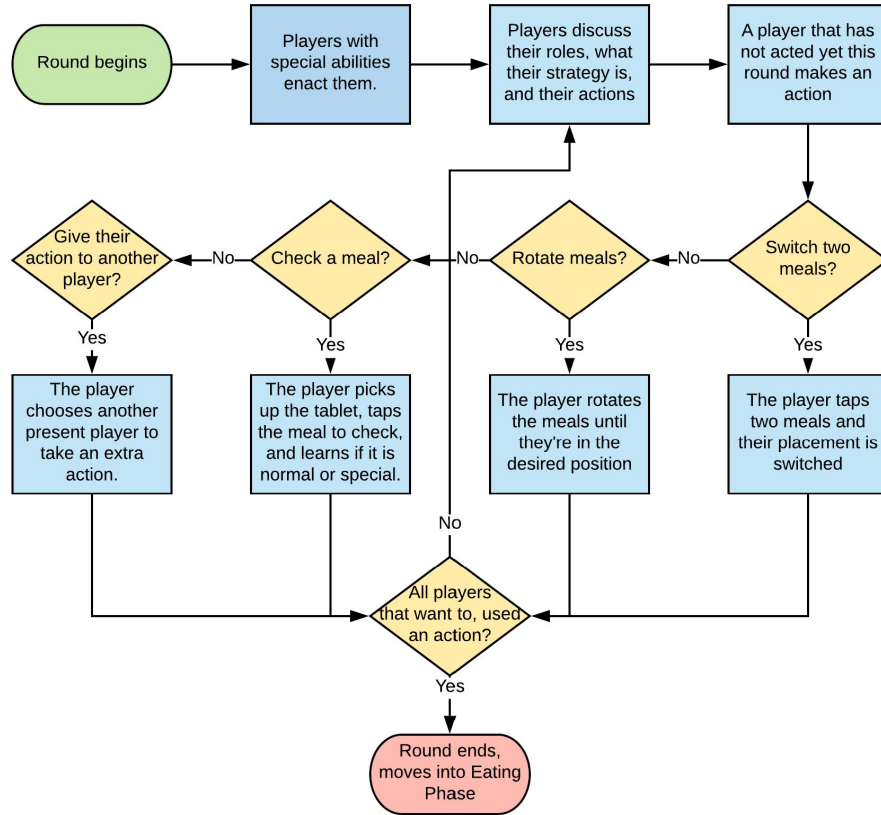


Vote out suspected killers

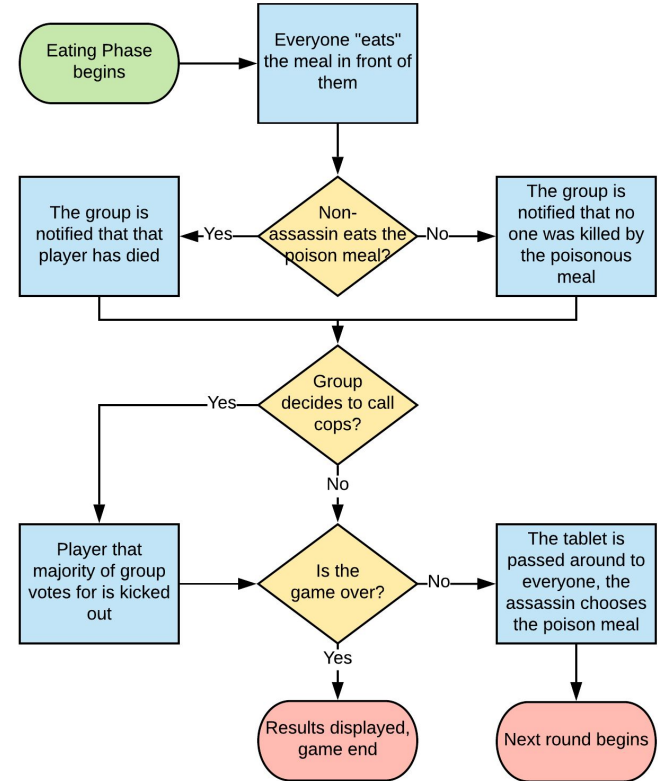
# Part 1: Set-Up



## Part 2: Meal Phase



## Part 3: Eating Phase



# Design Pipeline - Programming

In relation to programming, the pipeline has been designed in a way that makes it communication easier between the programmers and designers. Everything a designer will need to manipulate and test in the game will be made into a public variables so that way testing is very easy. These public variables include turn number, amount of players, and what roles those players are. This makes it very easy for designers to test specific scenarios of the game while making sure everything is still balanced.

On top of this, everything the designers want in the game is clearly laid out during the meetings, and in order to avoid further confusion, they are also all logged into a google doc, which makes it easy for the programmers to just look and see what needs to be done. On this doc, it also states what the programmers should have done by each sprint, at a minimum, just so everyone is clear on what absolutely needs to be done.

# Design Pipeline - Art

In relation to the art, the pipeline has been designed to make sure the artists know what they need to get done, without limiting their creative abilities. All art assets that will be needed have been laid out in a google doc, with just a list of the types of food, characters, backgrounds, and UI that are needed for the game. By doing this the artists are able to look and see what is needed from them and begin to go down through the list. (Note: The list also lists the priority of each asset, so the artists are able to get everything that is 100% necessary done first).

During every meeting, the team is given an update of the art, and shown the current progress of it as well. This is done to make sure the team is able to see the art, make sure it is coming along in a way that will properly benefit the game, and if changes are needed to be made the artist can be informed about them before they make too much progress on a specific asset.