

Dinner Party

Design Sketch

Intent:

The intent of Dinner Party is to create a multiplayer game, between 6 to 10 players, where one player is trying to kill their target, and all the others players are trying to discover who the assassin is, whilst completing their own individual goals as well. In addition to this, we aim for Dinner Party to produce short, chaotic gameplay where players are constantly thinking about who they can trust. With only a limited amount rounds to complete their own goals, discover the assassin, and survive, Dinner Party aims to create not only a competitive environment amongst players, but also satisfying gameplay that will get players going through multiple games in one sitting.

Possible Audience:

The intended audience of Dinner Party is teens to young adults, ages 14 to 22 and who have a love for parlour games, and those who enjoy hanging out with multiple friends. Dinner Party aims for this age range due to the fact that this is when people are in either high school or college, and have a lot of time to socialize. Due to Dinner Party being a digital parlour game, being able to have the time to get together and socialize is vital to the games success. On top of this, Parlour games also have a successful history of success with this audience, so Dinner Party is very likely to be very appealing to them.

Context/Environment:

Dinner Party takes place in a modern day mansion, where a wealthy couple is throwing a party, inviting a whole host of characters to attend. However, after hearing about this wealthy couple, a insurance working has made the decision to attempt to collect the health insurance the couple has. With an assassin hired from the black market, they both intend to have the wealthy couple dead by the end of the night. However, due to lack of communication the assassin has no idea who the wealthy couple is at this party! Still determined to collect their money, the assassin must attempt to poison the couple before all three meals have been eaten. Just as the first course is arriving, fate would have it that a bottle of poison was found on the ground, now everyone at the party is fully aware that there is someone amongst them who is a killer. But hey, who ever let some killer ruin a good party?

Gameplay:

Set Up:

Dinner Party is a digital parlour game, that utilizes touch controls on a tablet. In order to start the game, a group of 6 to 10 players will need to input all names into the tablet, and how they are all sitting in a circle. This is crucial for a game of Dinner Party to be not only enjoyable, but also playable. Once this has been correctly done, the tablet is then passed around in a circle, giving everyone their roles in secret. During this time, if a player is able to do their roles ability, they are able to do so. For example, the assassin will have to decide which section of the meal will be poisoned at this time. After this, the tablet will go around once more, so that all roles will have a fair chance of getting any information that could have been added by other players, as well as being told who has roles they are allowed to know.

Rounds:

After the tablet fully circles around for the 2nd time, it is then places in the middle of the circle, and the meal is then placed, each player with their own section facing them. From here players begin discussing about the game and their roles, attempting to figure out who is the killer amongst them. After time has run out, players then take turns performing actions, such as looking at one meal in detail, rotating the meal tray, or swapping two meals completely. Once all players have done their action, or decided not to, everyone is forced to eat the meal in front of them.

In-Between Phase:

After everyone has eaten the meal in front of them, the players are told if any of them had been killed. Once this information has been given, the players must then decide if they want to call the police on a specific player, claiming that player to be the assassin. If a vote does come to pass, the player voted will be out of the game, and if that player is the assassin, the game is over. However, if the assassin still lives, the tablet gets passed around again, and the next round begins.

Special Meals:

It is possible that a player could have eaten a meal that provides them with a special ability. During the next passing phase, players will be informed if they ate a special meal, and what their new found ability is. This ability is something the player must use, and it will go away of the round is over.

Types of Special Meals:

- **Poisoned Meal**
 - The person that eats this dies, unless they are the Assassin
- **Seer Meal**
 - One random non-poison meal is revealed for the next round
- **Blindness Meal**

- The person that eats this meal must turn away from the circle for the next round
- **Trickster Meal**
 - Whoever eats this meal must perform their action in the next round without anyone looking

Example:

At the start of the game, six players sit in a circle, and one player enters all the names of each player. After this, the tablet is then passed around the circle, secretly revealing what role each player is.

Player 1 - Wealthy Couple

Player 2 - Insurance Agent

Player 3 - Food Critic

Player 4 - Chemist

Player 5 - Wealthy Couple

Player 6 - Assassin

As the tablet is passed around, for the first time, player 2 decides to mark player 5, information that the Assassin will be able to see. When the tablet is given to player 6, they decide to poison the meal in front of player 3. Once the tablet has returned to player 1, for the first time, the tablet will go around once more. During this time, players will be told the roles of other players they are allowed to know

Player 1 - Wealthy Couple (knows player 5 is Wealthy Couple)

Player 2 - Insurance Agent (knows player 6 is the Assassin)

Player 3 - Food Critic

Player 4 - Chemist

Player 5 - Wealthy Couple (knows player 1 is Wealthy Couple)

Player 6 - Assassin (knows player 5 is marked)

Once the tablet returns to Player 1 for the second time, it is placed in the middle of the circle, with the correct meals facing each player. From here players begin discussing their roles trying to figure out who is who. After discussing their roles, Player 4 is suspicious of Player 6, but nobody listens, in fact all players begin to believe that Player 4 is suspicious instead. From here, each player is allowed to perform one action.

Player 1 - Does not perform an action

Player 2 - Turns meal once (Now player 2 has the poisoned meal in front of them!)

Player 3 - Looks at the meal in front of player 1 (Sees that the meal is a Seer Meal!)

Player 4 - Looks at the meal in front of player 2 (Sees that that the meal is poisoned!)

Player 5 - Turns meals once (Now player one at the healthy meal in front of them!)

Player 6 - Looks at the meal in front of player 3

Player 5, thinking player 4 was suspicious, decided to move the meal that was claimed to be poisoned in front of the other wealthy couple member. Unfortunately, Player 4 was telling the truth the whole time, and Player 1 ends up being killed by the poison meal they consumed. From