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!
Danger!

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!

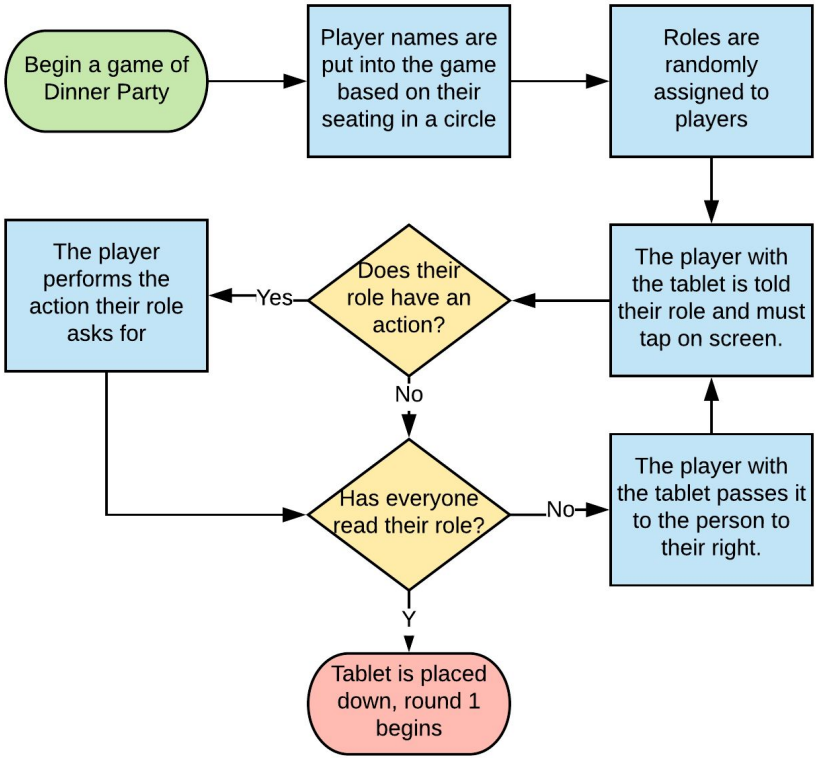
3 rounds of gameplay!

Actions

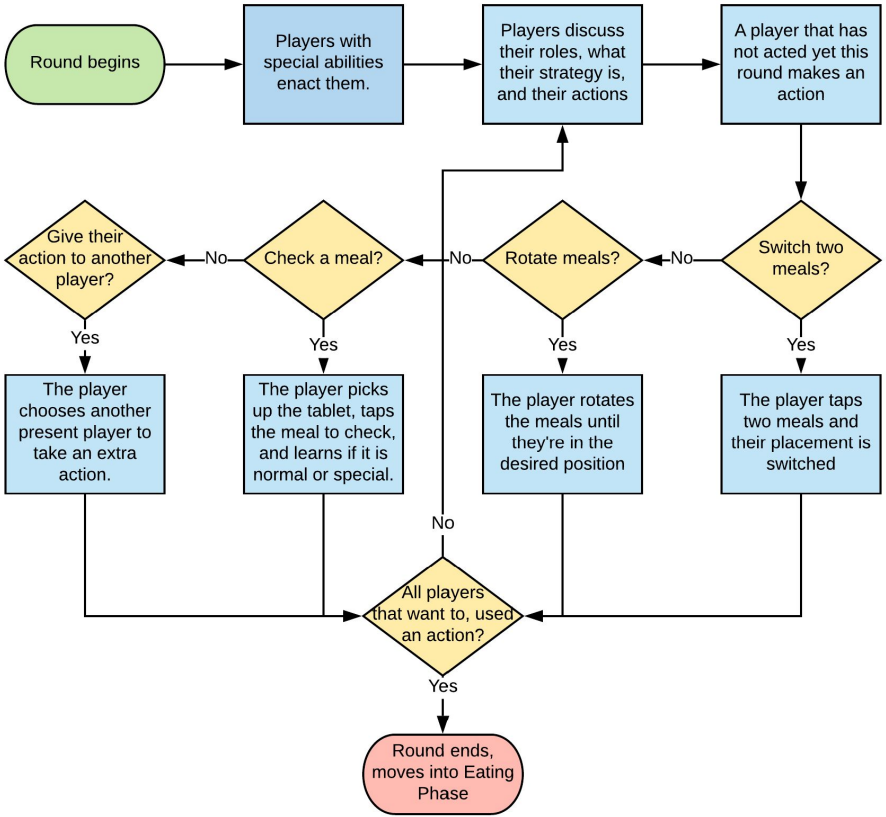
-Players each perform one action a turn!

Vote out suspected killers

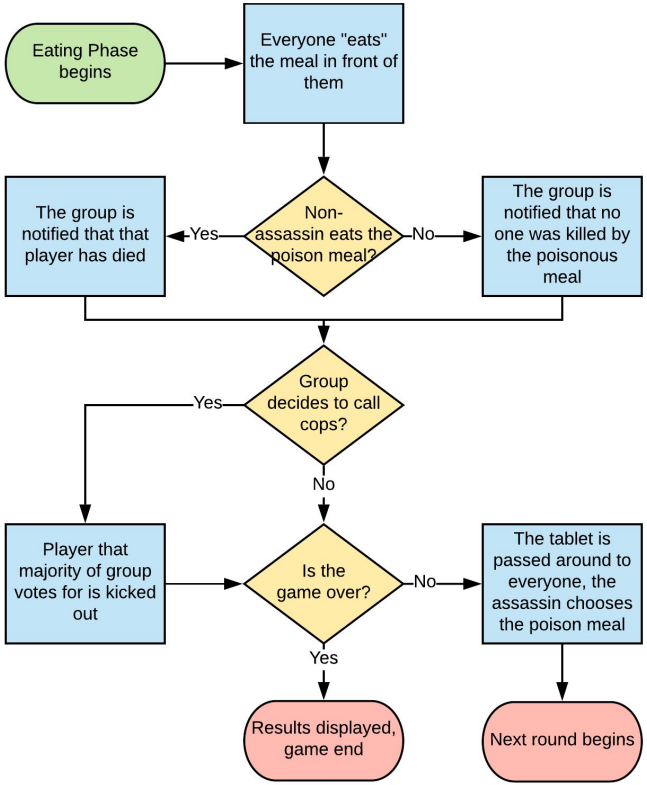
Part 1: Set-Up


Begin a game of Dinner Party
Player names are put into the game based on their seating in a circle
Roles are randomly assigned to players
The player with the tablet is told their role and must tap on screen.
Does their role have an action?
Yes
The player performs the action their role asks for
No
Has everyone read their role?
No
The player with the tablet passes it to the person to their right.
Y
Tablet is placed down, round 1 begins

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. The programmers will be working in Unity, being able to look at the design doc, and the planning documents the team has set up to judge what to begin creating. 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 - Programming (cont)

=

Variable	**Purpose of Variable**
Rounds	Change how many rounds are in a game
Number of Players	Change how many players are in the game (can be edited during the game)
Roles in Game	To edit the roles that are in the game (Wealthy Couple, Assassin,
Voting Time limit	Changes the amount of time players are in the voting phase

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.