Dinner Party Design Document

Concept & Intent:

Dinner Party is a digital parlor game for tablets, designed for 6 to 10 players, where players are attending a Dinner Party, however all players are aware that one of them is attempting to assassinate their target by poisoning their food! However, the assassin needs help from their partner in order to figure out who their target is. Players are given their own roles, each of which have their own described win condition, and must do whatever they can to achieve their goal. The game is intended to have players lie to each other, manipulate others, and create a chaotic environment where it will require skill and attention to detail in order to piece together the truth. With a crime noir art style, this mysterious and dubious atmosphere is only enhanced as players try to do whatever they can in order to survive, and accomplish whatever their end goal is.

Target Audience:

The primary audience of Dinner Party is people between the ages of 18 and 32, specifically adults that have yet to have children. Due to chaotic nature of the game, players are always trying to deceive each other and long string of lies are bound to crop up again and again. An audience within this age range will be most likely to be able to break down the lies being presented to them, more so than a younger market. Dinner Party aims to appeal towards people without children because it is a party game that requires 6 to 10 people. An audience without children will have a much easier time getting together and playing a game of Dinner Party than people with children would.

Target Market:

The target market for Dinner Party, much like the target audience, is adults between the ages of 18 and 32, who do not have children. This group of people is most likely to be interested in Dinner Party, as explained above, but they will also have the money to buy the game, and the

time to be able to play it. This market will be very fond of what the game is offering them, even down to the price, which will be able to be bought for cheap, since it is very common for people in this market to be struggling financially.

Monetization:

The main source of income for Dinner Party is through both the original purchase of the game, as well as the microtransactions that are in the game. The transactions consist of cosmetic changes, changing the environment and the food that is being served for each meal. These microtransactions that solely have cosmetic changes on the game, will cost between $.99, and $1.99, depending on how much the environment change should be worth.

There will also be microtransactions that will change, or alter the gameplay in someway. This could be by adding new roles or new special slices. DLC like this will be slightly more expensive than ones that provide cosmetic changes, as these will have a more serious change to gameplay. These can be purchased in packs containing multiple roles and slices for $5.99.

It needs to be noted that these changes are optional, and are only there if players want to add more to the gameplay in any way shape or form.

Marketing Approach:

The marketing for Dinner Party will mainly take place through two platforms, Twitter and YouTube. This is because these two websites are often visited by the primary market for Dinner Party, which will almost guarantee that they will learn of Dinner Party.

On Twitter, we will have two main ways of tackling advertising. One of which will be paying for advertisements to appear on the site. This is in an effort to reach out to as many people as we can, and make Dinner Party known to them. However, the main way we will be advertising on Twitter is through making our own Twitter page, where we will keep everyone updated on the game, and DLC that is being released. This turns into a mission of figuring out how to get people to visit our Twitter page, which will have to come through our advertisements on both Twitter itself, and other websites.

On YouTube, we will mainly be paying for advertisements to appear before videos, this way people will have the game put in front of them for a short period of time, making the game known. The ad that will be played is a short 30 second trailer for the game, showcasing the art, music, and gameplay that is awaiting for them ahead. Our primary market is slowly turning to YouTube as an alternative to TV, so by using YouTube advertisements we are guaranteed to make Dinner Party known.

Content:

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?

In game, the players will only be able to see the food they are being served for the round as well additional items that go with dinners. This includes items such as utensils, plates, and napkins. All the food will be placed on a lazy susan, which will make it easy for players to be able to spin their food around. With one meal being poisoned, the players will be forced to use the lazy susan to spin the meal they believed to be poisoned away from them.

Game States:

- **Set Up State:** In this state, players have to set up the game in, entering the correct information based on the amount of players currently playing. This consists of adding the correct number of players, picking the optional roles that the group wishes to have in the game, and the names of each player. NOTE: It is important that these names are entered in the correct order, based off how the group is sitting.
- **Pass Around State:** In this state, players have to pass around the tablet as they are informed of what their roles do, and of any actions they must take. This is done so players can secretly see what their role is, and secretly do any actions they must do. Once each player has gotten the tablet, it is placed in the middle of the table, and the Gameplay State begins NOTE: Gameplay goes between the **Pass Around State, Gameplay State,** and the **Voting State** until the game has finished.
- **Gameplay State:** In this state, players communicate and talk to one another in order to try and figure out who is the assassin. Players have one action that they are able to take, and once all players have used all actions, players are forced to eat whatever meal is in front of them. From here, players will be informed of who died, and the game moves to the Voting State.
- **Voting State:** In this state, players are given the option of voting one player to call the police on. Each player only gets one vote, and this is the only way to get out the assassin.

Depending on how the voting goes, either a player will be removed from the game, or nobody will. From here, it then moves back to the Pass Around State, and a new round beings
- **End State:** In this state, once three rounds have passed the game is over. The game reveals any players that successfully completed their goal, and announces them as winners. As well as every roll of each player is made clear, having everyone be able to see the truth of each potential lie that players were spouting.

Player Motivation:

One of the main motivations for Dinner Party is the thrill of solving a mystery, the devious rush that comes from lying, and feeling of accomplishment that comes from being able to successfully see through the lies being said. With each game of Dinner Party, these three feelings are almost guaranteed to be there, and will be a large reason why players will want to keep playing. They will feel motivated to feel all these emotions again.

Another source of motivation for Dinner Party is the chaotic nature that comes with the game. Players are often lying, and doing anything in their power to confuse others. This creates a chaotic environment that players are always unsure of what will happen next. It is that exact feeling that will get players to continue playing Dinner Party. That feeling of uncertainty, mixed with excitement that comes with the chaotic nature of the game.

Systems:

Roles-

Each player is assigned a role at the beginning of the game. These roles determine how the player will play the game by giving them win conditions and jobs to perform. Certain roles can only win if certain conditions are met. In addition, some roles have jobs to perform before the round begins, while others must utilize their role during the round.

The Platter-

The platter of meals is the board on which the game takes place. The meals are placed on the platter, and can be rotated, switched, or investigated. These actions are meant to be used by the normal partygoers to try and figure out who the Assassin is and keep the Wealthy Couple alive, while the Assassin and Distant Cousin attempt to use these actions to kill their targets. The platter itself is the setting for all of these actions to take place.

Player Interactions-

A major system of the game involves the players interactions with each other. Players must talk to each other in order to discover the truth behind certain players roles and motivations. Players can also give up their action to other players to try and get to the truth. The group of players involved in the game must communicate and play their actions together in order to succeed in their respective win conditions.

Controls-

The controls for the game are very intuitive for touch screen devices and they make it very easy to perform actions. The game is heavily menu-based, requiring a lot of UI interactions. Tapping, holding, and sliding all allow the players to perform actions that directly affect the platter of meals in front of them. There's a tactile feel to the controls that make them much more involving with a group of people.

Mechanics:

Actions -

During the gameplay state for every round, all players get one action. The round is not over until every player has used all actions.

- Rotating Meals:
  - A player is able to use their action to rotate all the meals in whatever direction they so choose, for as many spaces as they choose. All meals will end up facing one player once the player has stopped rotating the meals.
- Swapping Meals:
  - A player is able to use their action to swap the location of two meals they choose, and once they do so their turn will end. This will end up causing those two meals to be placed in front of different players.
- Looking at a Meal:
  - A player is able to use their action to look closely at a meal. Doing this will inform the player of some qualities the meal could possess, informing the player if the meal is special or not, but not what the meal specifically does.. **NOTE:** If the player is the Food Critic role, they will know exactly what type of special a meal is. If the player is the Chemist, they will know if the slice they looked at is poisoned.

- Donating Action:
  - A player can use their action to give it to another player. By doing this, the player will no longer have their actions for a turn, but the player who was given the action will be able to use the action given to them as their own.
- Giving Up Action:
  - A player can use their action to not take an action. By doing this, that players action is gone as they made the choice to give it up.

Special Meals -

Special Meals are meals that, when eaten, the player eat the meal will get a special ability based off the type of meal they ate. Only the player with the food critic role will know exactly what types of special meal they are looking at.

- Seer Meal
  - A player who eats the Seer Meal will gain an added ability in the next round of play. The next round, the player who ate the Seer Meal can look at a meal, and for this one look, will have the abilities of both the Food Critic and the Chemist. This means that the player can look at a meal, see what type of special it good be as well as seeing if that meal is poisoned or not.
- Trickster Meal
  - A player who eats the Trickster Meal will get the ability to secretly mess around the position of the two meals. When the player who ate the trickster meal uses their ability, they are able to pick up the tablet, and secretly rearrange the two meals.

Voting -

Once all players have used up all the actions, players are given the option of voting one player to call the police on. Each player only gets one vote and may choose to vote or not. The player with the most votes ends up having the police called on them, and they are removed from the game. If no player has a vote, or there are at least two players with the same amount of votes, nobody has the police called on them

Game Engine:

Dinner Party will be built in Unity largely due to the tutorials provided, which will make most problems that arise fixable, and the cross platform compatibility of the engine. Working in Unity also makes it easy for the designers to test mechanics and systems as needed, with being able to easily work in engine by manipulating public variables, and testing how it affects gameplay. .

Unity also has the cross platform compatibility for over 25 different platforms. This is ideal for Dinner Party as it allows for the potential of future releases past just mobile. Computers, especially, are a good system to port to because Unity handles mouse and touch input similarly without any real code changes.

Art Direction:

The art direction of Dinner Party is noir themed, with sharp contrast between light and dark in order to make it easier for players to tell what is going on. There would be a color scheme consists of dark muted colors, with the main colors outside of monochrome being red and purple. This art direction will help create a mysterious nature that the gameplay is going for, as well as fitting into the overall theme of the game.

Sound Design:

Dinner Party will have a soundtrack that is meant to provide mystery and intrigue, so this will include music that is a bit slower jazzy feel to it. This is very similar to the kind of music that will be found in Crime Noir type films and other works with a noir theme.

Each time a player clicks on a button in the menus, a sound of pages turning will be made. This is because the menu, is made to look like an actual dinner menu, so we want clicking the buttons to make the player feel like they are turning the pages of the menu.

In game, there will be faint background noise behind the music. This is of people talking, to represent that there is a small party going on outside of just what the players can see. The sounds of people talking will most likely be mumbling, just enough for the players to distinguish that it is talking, but not audible enough to be distracting.