



"GAME OF THE WEEK"
Earth C-137 Times

WUBBA LUBBA DUB DUB

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PRESENTATION FLOW

Overview of Today's Discussion



Why the Weird Name? : Narrative

M1 : Game Objects and Attributes

M2 : Rules and Actions

M3 : Goal

M4 : Game States and Space

M5 : Chance

M6 : Skill

Balance and Fairness

Challenges and Drawbacks

References and Resources

Final Word





BRIEF NARRATIVE

Rick and Morty (2013-present)

The card game we are presenting today is based upon Rick and Morty, a satirical social comedy by Adult Swim. The series follows the misadventures of cynical mad scientist Rick Sanchez and his good-hearted but fretful grandson Morty Smith, who split their time between domestic life and inter-dimensional adventures.

"Wubba Lubba Dub Dub" is Rick Sanchez's catchphrase in the series and it means "I am in great pain", in Birdperson's native tongue.

M 1.1

GAME OBJECTS

The gameplay uses three types of cards:

Character Cards (48)

Power-Up Cards (5*8)

Dimension Cards (3*8)

2 standard 6-face dice



Character Cards

Primary playing cards with attributes in realities, more details in following slides.

Power-up cards are played after character cards and add specialties, altering win-lose probabilities. More details in slides ahead.

Power-up Cards



Dimension Cards

Dimension cards are drawn before each iteration. More details in the following slides.

M 1.2.1 - CHARACTER ATTRIBUTES



Magic Roll Number for 20x

The card's power in the
CITADEL dimension.

The card's power in
EARTH C-137 dimension.

The card's power in the
GAZORPAZORP dimension.



M 1.2.1 - POWER-UP ATTRIBUTES



Name of the Power-up

What the
power-up does

Portal Gun

The Purge

Concentrated Dark Matter

Freeze Ray

Shrink Ray



M 1.2.3 - DIMENSION ATTRIBUTES



Color code of Dimension

Name of Dimension

Gazorpazorp

Earch C-137

The Citadel



M 1.2.4 - DICE ATTRIBUTES



First: rolled dice value.

Second: rolled dice value.

Two standard 6-faced
unbiased dice, rolled
together.





M-2 : RULES AND ACTIONS

- Initial State
- Gameplay
- Battle
- Drawing Cards
- Win Condition



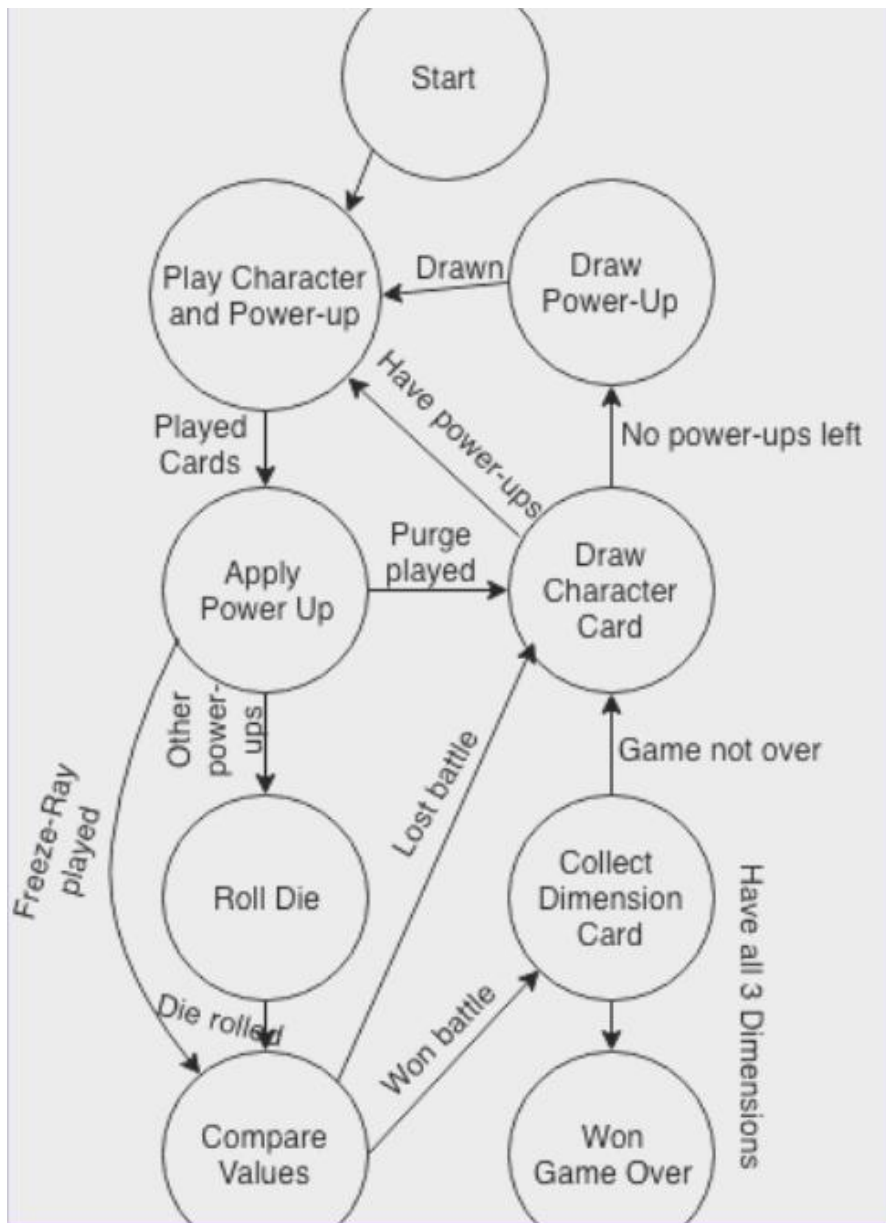


M-3 : GOAL



**COLLECT A
CARD FROM
EACH
DIMENSION**





M - 4

GAME STATES AND SPACE

Game states are clearly illustrated in the adjoining State-Diagram. Being a card-based game, the entire game is played on cards, with elements of chance added by 2 die rolls.

M - 5 : CHANCE

Games of chance can be very engaging, because they can allow players of different skill sets to engage in a balanced competition. Keeping this in mind, we have included certain elements of chance in our game.



1. Dice roll brings a mathematically significant element of chance to each battle scenario. Presence of magic dice roll number on each card adds to the importance of chance.



2. Drawing character cards and power-up cards is random, as the cards are thoroughly shuffled. Cards drawn also add to the importance of chance in the game.



3. Reality cards in each battle are randomly drawn, this

M - 6 : SKILL

At the end of the day, practice makes you perfect at Wubba Lubba Dub Dub. Critical decision-making skills, pairing characters with right power-ups are essential skills.



1. Using power-ups optimally requires good judgement and decision-making.



2. Low powered cards can also be useful if paired up with the right power ups, suitable usage requires decision-making.



3. Destroying strong opponent characters, while using your strong characters in required dimensions needs strong decision-making skills.



BALANCE AND FAIRNESS

2-4 PLAYERS

The game is perfectly balanced from a probabilistic point of view, as all chance elements are completely random, and all players proceed in a state of equivalent partial information.





CHALLENGES AND DRAWBACKS

- Handling battle conflicts where winning values are equal. Currently dealt with turn-rule.
- Ensuring probability is not skewed either towards or away from first and last players.





RESOURCES

Google Images

Canva.com for design and presentation

"Rick and Morty" - The TV Show

Dedicated fan pages for reference purposes.

Class Slides

For game mechanics and structure.



"Nobody exists on purpose.
Nobody belongs anywhere.
We're all going to die.
Come watch TV."

- MORTY



THANK YOU!





RICK & MORTY

TEAM - 8

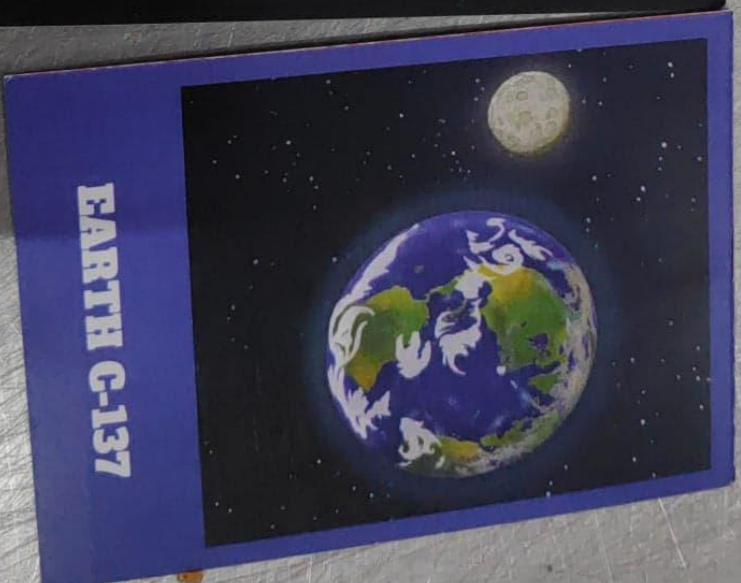
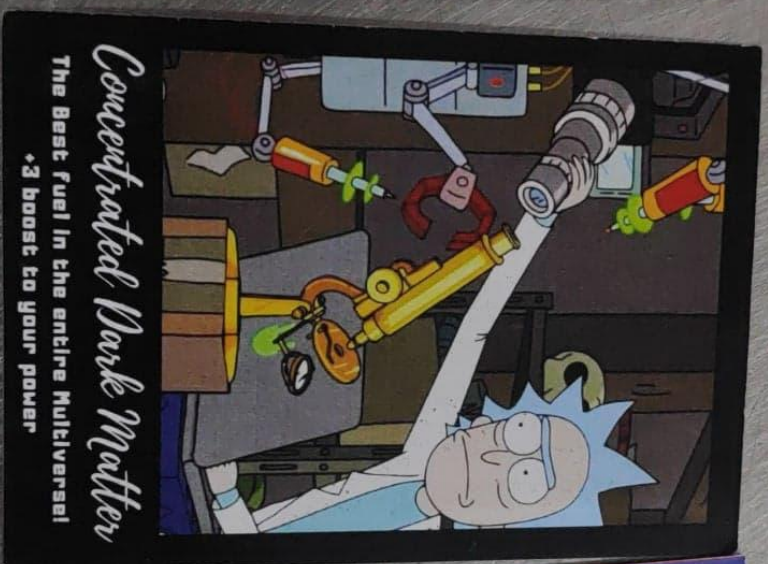
WUBBA LUBBA
DUB DUB!!

CONQUER
THE MULTI-
VERSE HERE



G11







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Observations 6 -

- The game was largely interesting and appealing to players, though some games did last a little longer than anticipated.

People wrote enthusiastic reviews and the sheet is with Kavita ma'am. (It's the one written in green ink),