

Game Design Document

Bandit Breakout

CommandZ

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MDIA 2003 & IDSP 2380 Game Design Document

Project Description

Bandit Breakout is a competitive western-style board game in which up to five players compete against each other. Players can use items they collect to advance faster or stop by the events to learn more about the story. The goal is to be the first to beat the villain at the end.

Version History

Version #	Implemented By	Revision Date	Reason
1.0	Command Z	March 04, 2025	Initial Version
2.0	Command Z	April 10, 2025	Finalized storyline + cutscenes
3.0	Command Z	April 17, 2025	Changed map regions + new tiles
4.0	Command Z	April 22, 2025	Finalized Mechanics

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Characters

For our character designs, we focused on different animals and creatures. We wanted a cute, fun feel to our game, while also providing the player with a variety of different looks and characters to choose from. Each character was made with the idea of different players and their ideals brought to life based on user surveys.

Main Characters

We have 5 main characters for our game, each one being unique in design and backstory. Each one aims for a different goal in the end, unbeknownst to the player.

Character	Name	Character Description
 	Buckshot	<p>Buckshot is a lone guncat whose soul is rumoured to be traded to a desert spirit for vengeance. Hardened by the sun and driven by justice, wherever she goes, trouble follows. She ensures that justice is always served.</p> <p>Sarcastic and blunt, Buckshot has a love-hate relationship with Scout. Other than that, she tolerates everyone else.</p> <p>Her main goal in the story is to bring Spindle to justice and put him in jail where he belongs.</p>
 	Serpy	<p>Serpy's the town's cheerful cowboy, always ready for adventure and fun. Whether it's helping ranchers or finding snacks, it adds humour and heart wherever it goes. Small in size but big in personality, it's never boring.</p> <p>Silly and upbeat, Serpy loves everyone! Serpy really likes Grit.</p> <p>Serpy wants to be friends with Spindle! Serpy thinks that everyone deserves a friend who can understand them.</p>

 	<p>Grit</p>	<p>Grit is the grumpy bartender who keeps the Wild Oasis Saloon running smoothly. Though he doesn't show it, he cares deeply for the townsfolk, silently handling chaos and keeping things in order in a town full of loud talkers.</p> <p>Grit takes care of everyone; he's the father figure, despite denying it.</p> <p>Having been a criminal before, Grit aims to reform Spindle and help him change, just like he did.</p>
 	<p>Scout</p>	<p>Scout is the town's cheerful protector, always on patrol with a wagging tail. His keen senses and quick reflexes keep Mirage Creek safe, and he's always ready for the next adventure with a smile on his face. But something is hiding beneath the surface...</p> <p>Scout's a little overenthusiastic about Buckshot...oh well! It's probably nothing.</p> <p>Scout is a little too obsessed with Buckshot, vowing to kill Spindle to keep Buckshot safe.</p>
 	<p>Solstice</p>	<p>Solstice is a mysterious thief who moves like a shadow, never caught and always elusive. Known for stealing ancient artifacts for the thrill, she's become a desert legend, with a knack for uncovering lost treasures.</p> <p>Solstice hates everyone equally.</p> <p>Solstice aims to kill him for the bounty.</p>

Villain & NPCs

Our main goal was to create captivating designs that drew the players' attention and helped them connect with our characters, but also didn't distract from our main crew. We wanted to pay homage to our team as well, and those who helped support our project's creation!

Character	Name	Character Description
 	Spindle	An evil spider who lurks in the shadows, some rumour he's cursed, while others think he was a beast at birth. With a lust for blood and power, nobody dares to cross his path.
	Frogger	A silly little frog who just wants to be your friend. Well, until it doesn't feel like it.
	Danny	A giraffe with an oddly short neck. He seems to have been enslaved by Spindle, but doesn't mind, considering how much gold he's paid.

	Aly	A ferret with a life of crime, she seems to tolerate Spindle.
	Sofie	A spoiled prairie dog who hates peasants. If you show up looking the slightest bit poor, this little creature won't hesitate to bring you down.
	Tay	A borzoi with a weird obsession with sand. Or that's what she says it is, sand.
	Bru	A shy sheep with a wandering mind. He doesn't seem to know where or how he came to be, but only knows of his fear for Spindle.

	Angy	<p>An upbeat tiger whose curiosity about the world cannot be satiated. She hates Spindle with a burning passion, as he's cut off her ability to travel without fear.</p>
	Wim	<p>The shopkeeper and the cowboy who enjoys a good gunfight.</p>

Story

Bandit Breakout begins with our six main characters all meeting at Mirage Creek, a small, homey town that welcomes all sorts of misfits. Grit, the town barkeeper, presents an interesting bounty for Spindle, a spider that has been ravaging the land. With their own goal, each character sets out to find this spider before everyone else does.

Theme

While the visuals keep our story lighthearted, even in its battle sequences, the story still progresses in a way that highlights the characters' dynamics and how their pasts affect who they are. For our players, we focus on the butterfly effect, showcasing how their choices affect where they go and those they interact with. Even their first action, choosing a character, our players have chosen their path, their choice on how the story ends.

Story Progression

As players roll the dice, they'll discover different areas of the map, each with their own landmark interaction. As they get further through the board, they'll encounter more decision and event tiles, adding to the story and world building.

Gameplay

Introduction

Bandit Breakout is a race to the finish line type board game. The main objective of the player is to get to the end and capture the villain who's terrorizing the desert. You accomplish this by navigating through the board, moving by rolling dice, gaining items to progress yourself or move others back, and decision spaces that determine where you go.

Goals

Overall: Be the first to reach the end and catch the villain!

Secondary: Figure out and connect with the various characters and the storylines hidden in the game.

User Skills

1. Click on the screen
2. Strategy
3. Reading and comprehension of mechanics

Before the game

Creating the lobby & joining

Players can decide to either host a lobby or join a lobby in the main menu. Hosts will receive a unique code that they can share with friends. Those who want to join a lobby simply input the code after clicking join on the main menu.

Character select

Each character can be selected only once, on a first-come, first-serve basis.

Loading screen

While the game assets load, players are shown the legend of all the tiles as well as simple rules, overlaying a simple animation. Following that, players will receive a short story snippet they can choose to ignore or read. Once the player is done, each player hits Enter to confirm they are ready, the game is ready to begin.

Game Mechanics

Starting the game

To start, each player rolls a die; the highest roll goes first, the lowest goes last. Each player rolls the dice at the beginning of their turn to determine how far they move. If two or more players roll the same value, turn order will be randomized between those players.

Moving around the board

Once the turn order is determined, each player will roll the dice once each turn. The value of the dice roll will determine how many tiles the player gets to advance.

Before rolling the dice during their turn, players can play an item. This can only be done before the dice roll, and not at any time.

Board Tiles

There is a range of tiles players can land on, each with a unique action to be done.

Tile Image	Tile Name	Tile Description
	Safe	The player is safe and gains 3 gold.
	Battle	You get ambushed by a random thug. Don't let them win!
	Battle Effect	You get a fancy drink and chug it. Gains a battle buff for their next battle.
	Item	Player finds a chest! Get a random item card.
	Event	Something's going on, and you've got to investigate.
	Slots	You try your luck at the slot machines, with the chance to win big or lose badly. Gain/lose a random amount of gold (-10 to 50).
	Mining	You stop at the mines and enter the cave. Gain a random amount of gold (10 to 30).
	Decision	You come across a fork in the road. There's someone nearby, so you have a chat with them. Your decision determines which way you go.

Battling

Battles are triggered in a variety of different ways. At its core, it involves two sides trying to defeat each other.

Starting a Battle

When a player steps on the battle tile, they are ambushed by the enemy, therefore, the opponent will get to attack first.

To start each turn, the player rolls a die:

- Each side begins with 10 HP
- The value of the dice roll is equivalent to the number of bullets shot
 - The number rolled equals the damage dealt
- First to reach 0 HP loses

Losing a battle will send you back 2 tiles and take away 3 gold. The lost gold will be given to the winner.

After each round

When all players have had their turn, 2 players are randomly selected to battle against one another. The winner will take a random item or 3 gold from the loser.

If the loser has no items and less than 3 gold, the winner will still take 3 gold and the loser will lose their remaining gold.

Landing on the same tile as another player

When a player lands on the same tile another player is already on, a battle will trigger between the two. Whoever was at the tile beforehand will get to attack first.

Landing on the final tile

When a player lands on the final tile, it will trigger a battle against the final boss, Spindle. Although they're the final boss, this battle will behave the same way as the other battles. Spindle will get the jump on you. You must defeat him to get the ending of your character. If you fail to defeat him, you are sent back 4 spaces and must try again.

Additional Mechanics

Bridges

If you come across a tile with a bridge connected to it, you can pay a toll (5 gold) to cross it, cutting through part of the map.

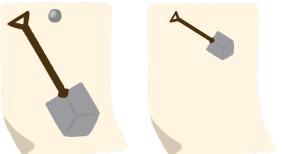
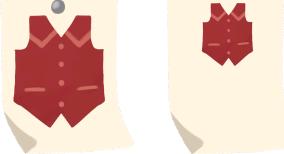
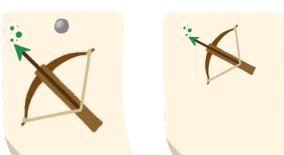
Wim's Shop

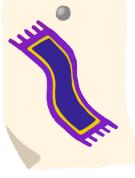
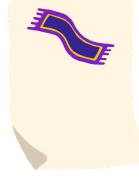
Each time you enter a new region (after certain decision spaces) on the map, a shopkeeper will stop you and offer you items for gold. The shop consists of 3 random items with varying prices depending on their usefulness.

Items & Effects

There are item cards that players can collect and use as they progress through the board. Each card has an action that can affect either the player or an opponent of their choosing.

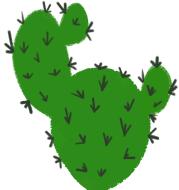
Item Cards

Item	Name	Description
	Lasso	Pick a player and catch them with the lasso, making them unable to move for 1 round.
	Shovel	Pick a player and dig an underground tunnel to them.
	Vest	This item will grant immunity to you the next time you are targeted by another item from a player. It will activate automatically and will be removed once used.
	Poison Crossbow	Pick a player and shoot them with a poison dart. This stuns them for 1 round.

		Mirage Teleporter	Pick a player and instantly swap places with them. You cannot roll their dice after using this item.
		Cursed Coffin	You dig up a cursed coffin. The next player who passes this tile will be forced into the cursed tomb. This leaves them stuck there for 2 rounds.
		Rigged Dice	Upon use, you can assign your desired value to your dice roll. You cannot roll their dice after using this item.
		V.S.	Pick a player to battle with! Winner gets to move 1 space forward, while the loser moves 2 spaces back.
		Tumbleweed	Ride a tumbleweed and move forward 3 spaces.
		Magic Carpet	Carries you over to any region on the map. The user cannot roll their dice after using this item.
		Wind Staff	Pick a player to target and blow them back 3 spaces.

Battle Effects

Battle effects are single-use boosts that assist players in their next encounter. They are automatically applied as soon as the user receives them.

Effect	Name	Description
	Sunscreen	You'll take less damage from enemies in your next battle. 1 less damage taken from each opponent's turn.
	Food	You eat a hearty meal! Next battle, start with +2 hp.
	Cactus	You stumble into a cactus. Start the next battle with -2 hp.
	Revolver	You find a working revolver. Next battle, add +1 to each attack.
	Cowboy Boots	You get a head start. Attack first next battle.

Progression & Challenges

The progression of the game focuses on the players weaving throughout the map, exploring each region depending on where their choices take them. Stopping at the decision and event spaces gives the players extra story tidbits to discover as they go, as well.

The main challenge of the game is not knowing what the other players will do, as well as not knowing what decisions lead where in the first playthrough.

Winning & Losing

The player who makes it to the end first and defeats Spindle wins, getting a cutscene unique to the character they selected.

Quality of life additions

The suggestions below are not necessary, though they can significantly improve the user experience.

Timer

A 60-second timer will keep the game moving at a reasonable pace. This timer will be applicable for any time a player is on the board (excluding battles, decisions, and events). Once the timer is up, the player will be assigned a random dice roll and forced to advance and end their turn. This will prevent users from having to wait too long, or prevent AFK (away from keyboard) players from affecting the flow of the game.

Speed Adjust

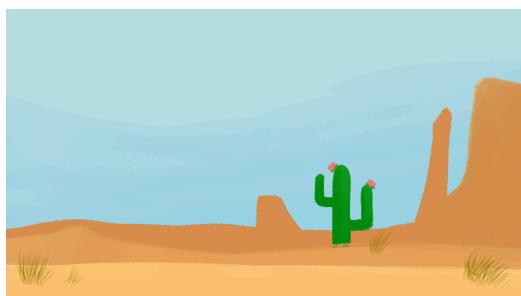
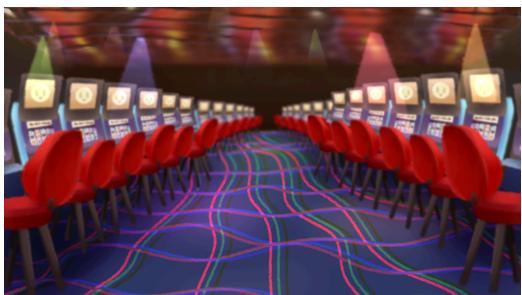
Adding a 1.25x or 1.5x speed adjuster can drastically shorten the game time if users wish to do so. This will prevent users from having to wait too long for their turns.

Art Style

We went for a 2D game with your typical board game formatting, with quality drawings and characters. To match the beauty of the desert, we went with a hand-drawn, soft look, giving it a homey feel. We wanted a crayon-like texture to encapsulate how our game was fun, but also made for all players, competitive and casual alike.

Backgrounds

We wanted to keep our background bright, fun, and cartoony, while still being realistic. Each background was created with the intent of being both visually pleasing and undistracting for the player to focus on the story events.



Music & Sounds

Voice Acting

Our team wanted to incorporate both fun and seriousness into our game. With the help of our team and many talented voice actors, we were able to bring each character to life.

Character	Voice Actor	Dialogue
Buckshot	Alyssa Huggins	<p>First Cutscene:</p> <ul style="list-style-type: none">• Random arguing• Ughhh• Oh... <p>Landing on the same space:</p> <ul style="list-style-type: none">• Dog<ul style="list-style-type: none">◦ Ew.◦ Cute. But still gross. But cute I guess.• Anyone else:<ul style="list-style-type: none">◦ Oh, hi <p>Final Cutscene:</p> <ul style="list-style-type: none">• Get up• You're going to jail• Ugh. Disgusting• I'd kill you, you know?• But lots of people want to see you. Lots. <p>Decision spaces</p> <ul style="list-style-type: none">• Uhh• Oh• Yeah• No• Ugh <p>Character select:</p> <ul style="list-style-type: none">• Alright partner, let's go• Hi
Scout	Daniel Liu	<p>First Cutscene:</p> <ul style="list-style-type: none">• Arguing• Grrr <p>Landing on the same space:</p> <ul style="list-style-type: none">• Cat

		<ul style="list-style-type: none"> ○ I love you. So much. Please. Please. Please. Please. ● Anyone else: <ul style="list-style-type: none"> ○ What's cooking good looking <p>Final Cutscene:</p> <ul style="list-style-type: none"> ● Heh... ● All of this...it's for Buckie ● Don't worry, I'll show you mercy ● Mercy of a quick and swift death <p>Decision spaces</p> <ul style="list-style-type: none"> ● Oh ● Yeah! ● Nahhh ● Yikes ● errr <p>Character select:</p> <ul style="list-style-type: none"> ● Let's win with style! ● Hiii!
Grit	Bruno Amorim	<p>First Cutscene:</p> <ul style="list-style-type: none"> ● Hmph ● Sigh ● Listen up! <p>Landing on the same space:</p> <ul style="list-style-type: none"> ● Snake <ul style="list-style-type: none"> ○ Hey buddy. ● Anyone else: <ul style="list-style-type: none"> ○ I'm watchin you <p>Final Cutscene:</p> <ul style="list-style-type: none"> ● Struggling/panting ● Come. ● Let's go ● You're with me now <p>Decision spaces</p> <ul style="list-style-type: none"> ● Hm ● Uhh ● Sure ● No. ● Sigh <p>Character select:</p>

		<ul style="list-style-type: none"> • Good choice. Let's get started. • Hey there
Serpy	Sophia Wan	<p>First Cutscene:</p> <ul style="list-style-type: none"> • Random arguing • Hmmmm • Huh! • Sssss <p>Landing on the same space:</p> <ul style="list-style-type: none"> • Capybara <ul style="list-style-type: none"> ◦ So...cool • Anyone else: <ul style="list-style-type: none"> ◦ Hiiiiii! <p>Final Cutscene:</p> <ul style="list-style-type: none"> • Hey buddy... • You wanna be my friend!? • Together we can rule the worldddd! • Whatcha say • I rule all. I am all. <p>Decision spaces</p> <ul style="list-style-type: none"> • Yeah! • Oh! • No! • eHhhh • Erm... <p>Character select:</p> <ul style="list-style-type: none"> • Yay! Let's go kick some butt! • Howdy partner!
Solstice	Thea Calaquian	<p>First Cutscene:</p> <ul style="list-style-type: none"> • ugh <p>Landing on the same space:</p> <ul style="list-style-type: none"> • Cat <ul style="list-style-type: none"> ◦ I'll rip your eyes out! • Anyone else: <ul style="list-style-type: none"> ◦ Watch it. <p>Final Cutscene:</p> <ul style="list-style-type: none"> • Ew. • No. <p>Decision spaces</p> <ul style="list-style-type: none"> • No • Yeah • Hm

		<p>Character select:</p> <ul style="list-style-type: none"> • Hm...alright • Hey
Angy	Angie Duong	<ul style="list-style-type: none"> • Hello fellow traveller! It's been a long time since I've seen a traveller...especially with that rat of a spider... always lurking...always watching. Anyways! I've got a question, one I've been <i>really</i>yy wondering about. • Tell me, which one do you believe? • You only live once! Live life to the fullest! No regrets! • Living vicariously leads to excitement, risk, and a story worth telling. Or... • Would you rather take the slow lane? There's wisdom in being careful, in choosing the long road, in savouring the journey. • So, traveller... which way will you go?
Aly	Alyssa Huggins	<ul style="list-style-type: none"> • Hey there...What's a precious thing like you doing all the way out here? • Wouldn't want to stay too long, now. This place? It belongs to us. It belongs to him • Might eat you, y'know....but... • I wouldn't dream of hurting such a dapper fellow • Whadya say, then? • Wanna take a little look around? Just a peek won't hurt • Or no thanks? Suit yourself, traveller. But you'll always wonder what you missed • So then...what's it gonna be? • I hope you die! You scum of the earth evil short-necked Giraffe

Danny	Daniel Liu	<ul style="list-style-type: none"> • Hey there • Yooooo • USE BOTH YOUR EYES • So, like... I'm pretty sure I'm being enslaved by these guys, by that spider freak • But lowkey... I do like having a sugar mommy • The cave is my sugar mommy • I'm a gold digger. But man... maybe I should rethink my life choices • So before I head back to work, lemme ask you... what do you think's more useful? Gold or coal? • Do you think gold is better? • Gold is so shiny. And, like, have you seen how cool it looks? • Huh. But I do like staying warm. And like... civilization runs on coal, huh? • So, buddy... what's the move? • Ow! Ow! Why are you so mean
Frogger	Matthew James	<ul style="list-style-type: none"> • Howdy there! Hey, wait up • Anyways, the name's Frogger, but all my friends call me Frog. • And guess what? You're my friend now! • You know what, now that we're best buds, would you mind lending me some of your brainpower? • Take the way that's...well, it's for cowards who suck and don't wanna be my friend. People who vibe with that slimy arachnid! • Bleh! • Or take the other way? This way's for cool folks who love doing cool things! • So, whaddaya say, buddy? Which way you hoppin'?

Tay	Thea Calaquian	<ul style="list-style-type: none"> • You want some sand...? • It's the <i>good</i> stuff... • Heehehehe • Drugs...hehhhhh
Bru	Bruno Amorim	<ul style="list-style-type: none"> • Hey...uhm • I didn't think I'd see anyone here. I don't get many visitors • I've just been standing here...thinking. Thinking for so long I almost forgot why I'm here. Hiding from that spider... • Hey...you think you can answer this question and help me? • To change, growth, and discovery! • Would you choose that? Or • To stay the same...change is scary • I don't know if I'm ready for the unknown. He's out there... • So...what do you think?
Sofie	Sophia Wan	<ul style="list-style-type: none"> • EW! A PEASANT! GET IT AWAY! • What is a peasant doing here! Do you own any land? Do you have a single gemstone to your name?
Spindle	Daniel Liu	<ul style="list-style-type: none"> • Please! I'll do anything! • Mercy! Mercy! • Spare me! • Screaming • Huh? • O-Oh... • What. • Sure.... • Leave me alone! • Hurt/pant/tired

Music

For our music, we wanted to keep it upbeat and western, while adding in a bit more of a serious tone when we felt it needed.

Background tracks

- Character Selection Charater selection Soundtrack.wav
- Pause/Settings Soundtrack Pause:settings sound track.wav
- GameBoard Soundtrack GameBoard View Soundscape.wav

Storyboard soundtracks

- Intro Cutscene Soundtrack Intro cut scene music.mp3
- Final Boss/Cutscene Soundtrack Final Boss Soundscape.wav
- Credits Soundtrack Credits Soundscape.wav

Battle soundtrack

- Battle dice roll Soundtrack Battle dice roll background music .wav
- Battle Shootout Soundtrack Battle sound track during shooting.wav

Event spaces

- Casino Soundscape CasinoBackgroundSounds.wav
- Desert Soundscape Desert Soundscape.wav
- Rich Manor Soundscape Rich Manor House Soundscape.wav
- Oasis Soundscape Oasis Soundscape.wav
- Slums Soundscape Slums Soundscape.wav

Sound effects

The sound effects added will provide immediate feedback to the player. There are distinctive sounds for different actions, such as item cards (when acquired and when used), attacks, hits, battle effects, and more. There are also ones to give positive and negative feedback, depending on the action taken, and ones to indicate urgency if your turn is almost done.

Mechanics Sound Effects

- Logo Sound Effect Logo Soundeffect .wav
- Wood Door Opening Sound Effect Wood Door Opening Sound Effect.wav
- Entering the Game Board View EnterBoardMapSounds.wav

- Enter/Confirm Sound Effect Enter Game Sound Effect .wav
- Item/Effect Being Played Sound Effect Effect being used Sound Effect .wav
- Hover on item/Weapon Hover on item .wav
- Click on Button Click on button.wav
- Character Moves on Board Sound Effect Walking sound on wooden floor.wav
- Walking on Sand Sound Effects sand footsteps .wav
- Crow Sound Effect crow.mp3
- Money Sound Effect money.mp3
- Tumbleweed Sound Effect Tumble weed Sound Effect .wav
- Obtain Item Sound Effect Obtain item.wav
- Wind Sound Effect wind.mp3
- Gun Sound Effect gun.mp3
- Dice Roll Sound Effect dice.mp3
- Win Battle Sound Effect Win Battle Sound Effect .wav
- Battle Tile Sound Effect Battle tile sound .wav
- Item Tiles Sound Effect Refined item Sound .wav
- Effect Tiles Sound Effect Effect Tile Sound Effect .wav
- Lose Battle Sound Effect Lose Duel.wav
- Turn Start Sound Effect turn_start.mp3

Items Sound Effects

- Chicken leg Item Sound Effect Chicken Lg Item Sound Effect .wav
- Sunscreen Item Sound Effect Sunscreen Item Sound Effect .wav
- Cowboy Boots Item Sound Effect Cowboy boots Item Sound Effect.wav
- Cactus Item Sound Effect Cactus Item Sound Effect .wav
- Revolver Item Sound Effect Revolver Sound effect .wav
- Tumbleweed Item Sound Effect Tumbleweed RefinedSound Effect .wav
- Magic Carpet Item Sound Effect Magic Carpet Sound Effect .wav
- Lasso Item Sound Effect Lasso Sound Effect .wav
- Shovel Item Sound Effect Shovel Sound Effect .wav
- Mirage Item Sound Effect Mirage Teleporter Sound Effect .wav
- Cowboy Vest Item Sound Effect Vest Sound Effect .wav
- Cursed Coffin Item Sound Effect Cursed Coffin Sound Effect .wav
- Wind Staff Item Sound Effect Wind Staff Sound Effect .wav
- Poison Crossbow Item Sound Effect Poison Crossbow Sound Effect .wav
- V.S Item Sound Effect VS Sound Effect .wav
- Rigged Dice Item Sound Effect Rigged dice refined Sound Effect .wav

Technical Description

Initially, our game will be playable on a web browser. This means it will be optimized for:

- Google Chrome
- Firefox
- Microsoft Edge
- Safari

This means it will be a cross-platform game across Windows and Apple devices. With our first version being desktop only, we strive to create a version that can be played on mobile in the future.

Marketing & Funding

Demographics

Age: 18–24

Gender: everyone

Audience: Both casual and competitive players who enjoy playing games with their friends.

Platforms & Monetization

Bandit Breakout is a free browser game. Any in-game purchases would only yield cosmetic items, such as holiday board themes or different board styles. Advertisements can be placed at the bottom of the screen as well, without interfering with the gameplay. This also allows for an option for ad removal through a one-time purchase.

Localization

For our initial version, the game will only support English, but other languages, such as French, can be added in later updates.

Other Mentions/Additional Ideas

Additional characters

To avoid overuse of our main cast, we created NPCs to better flesh out the world. This opens the door to add even more in the future, with new events and cutscenes, improving replayability. This can also lead to more main characters to choose from, giving a more customized, new experience.

New events/decision tiles

Our design allowed us to get creative with our board tiles, with their unique actions and events. In the future, we can implement new tiles with new features, giving the board new life. We can also interchange the tiles as needed to ensure each playthrough is unique, allowing for better replayability..

Seasonal outfits/characters

For future updates, we plan to add seasonal and/or holiday content, with reimagines of the board and its characters. This would add cosmetic changes to the characters' appearances and the board's design, but keep its original functionality. This could incentivize users to play during different seasons as well.