Betrayal at the House on the Hill - Nobody

(Caleb Corlett, Chris Anderson, Ethan Wyman, Patrick Storer, Ryan Nodarse)

(Caleb) App Similarity 1: Lucidchart) (If you already have a style established for

this doc, you can change my stuff to fit in, if

you wish, Ryan -Caleb)

As the explorers traverse the mansion during the Exploration Phase, they will move around tiles representing the mansion's rooms. If they enter a doorway into an area that has not been explored yet, they will draw a Floor Tile and place that tile in the area they wish to explore. Since our game will take place in a 2D environment and each of the floor tiles are squares of the same size, the explorer will place floor tiles on a grid similar to the grid-style workspace offered by the diagramming application, Lucidchart. During their move phase, if the explorer were to hover their mouse above in the unexplored section of the mansion, a shadow will appear and highlight the closest valid area for them to place a room tile.When the explorer decides on the unexplored space they wish to explore this turn, they can click their mouse and a room tile will be drawn and automatically move into place, rotating into a valid position before 2 rotation buttons will be offered to the explorer allowing them to choose which direction to rotate the room before finalizing their choice and playing out any of the room's special events.



(A mockup showing how rooms tiles would sit together in a game of Betrayal. The background will not be this bright in the actual game. Made in Lucid.app)

(Patrick) App Similarity 2: Settlers of Catan

The map in Settlers of Catan is generated at the beginning of the game by placing several different types of tiles together, shaped in hexagons. The game requires management of resources, which is comparable to the stats that exist in Betrayal at House on the Hill. In addition, Catan has 3 types of cards that can have major effects on the game, some of which can be utilized at the user’s discretion. However, Betrayal will have varying objectives, whereas the objective of all players in Catan is identical and remains the same throughout the game. In Betrayal, the goal of each player is determined when a certain event (The Haunt) happens, which allows for more variability in gameplay. Additionally, Betrayal will have a three-floor map, which will require a unique way to view the different floors.

