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)