# Gameplay

## list:

* Map
* Movement
* Dice
* Mini Games
* Save Game progress
* Multiplayer
* Lobby
* Player rotation order
* Animations
* Points and reward system
* Shop
* Trap cards
* Place (example: star and coins)
* Character selection
* Win and lose based on Place

## Mini Games Ideas:

When winning a mini game player gets coins

Wins get 12 coins and loser gets 4 coins

### Free For All

* Gambling
* Fasted typer
* Pounding
* Gta 5 first heist hacking part

#### betting coins players setting coins and the amount of coins is going to play when 1 play wins the play get all the coins

* Spamming to the finsh
* Free for all shooting
* trefball

### 1 vs all

* Game of tag
* Hide and seek
* Race to the finish and the 1 creates the obstacle

### Split

* 2 Bodies clamming to the top
* 2 Race cars rotate the 2 wheels
* Flag farming

### 1 vs 1

* 50 50 chances
* Mind games 3 rounds with 1 box is something and other nothing
* Running with spanding spacebar

## Shop

In the shop the player can buy trap cards and helping cards.

Trap cards:

* Stealing coins (can be used anytime of the game)
* Everybody besides the player who uses the card move an amount space back
* Move an amount forward
* Move an amount backwards
* 1 vs 1 deal
* Chose 2 players that goes against each other
* Moving a star
* Spawn back to the shop

### Helping cards:

* Spawn to the furthers player
* Steal a random card
* Get info about 1 player
* Dubble dice
* Defend against stealing coins card
* Buy an dice 20
* Changes the order of the players in the game and it is active next roundDub
* Dubble Ganger (the player spawn an dubble ganger after player has already roll a dice and the dubble Ganger can also roll ones and only the dubble ganger moves forwards when is place on his place the check if the dubble ganger stand on an trap ,something luck or gets coins the player received the reward or misfortune )

## Dice

Everyone plays with 6 dice. Players can buy 20 dice in the shop, and it is 1 time use

## Movement

### The board

Every player starts and ends on the board and can move with the player with the dice and can use trap card or help cards

### Mini game

Depending on which game the player plays get the player a move set

#### Tutorial

Every game gets first a tutorial with explanation.

## Game flow

The players at the start at lobby. In the lobby can the setting for the game and Characters can be selected

### Lobby

#### Characters selection

Characters can be selected and it going to be saved when the game starts

#### Game settings

##### Game time

* Based of time
* Based of rounds

##### Rewards for the rewards scene

* Most steps
* Most cards used
* Most winst in mini game
* Most misfortune
* World recoded reward
* Personal best’
* random

### Start game

1. Everyone starts at one spot
2. Roll a dice to decide the order of the plays of the throwing the dices

### Mid game

1. Race to the star
2. If all players throw ones
3. mini games

players can use the card anytime when number 2 is happening

### end game

when the rounds or time is over the game goes to the rewards scene. In the rewards scene the reward give which is active in de setting in the lobby. When the rewards are over there comes 1 tot 3 place. After ceremony everybody gets the info panels to see then everybody goes back to lobbys

## Engine

The Engine the game where I am working in is Unreal Engine version 5.5.3.

## Main Menu

### Start screen

#### Start

When a player press on start the player get option to get an tutorial and Multiplayer

##### Tutorial

An short explanation about the game with text and images about board, mini games, rewards, coins system, Achievements, multiplayer , lobby settings, trap card ,help card and boards traps

#### Setting

Setting:

* sound: sfx, music, noice of the characters

#### Achievements

Level system based of achievements. When a player get an achievement only then the player get level up

#### Quit

Quit the game

### Multiplayer

#### Host

Make a server/ lobby

#### Search

Search for a random group to join

#### add Code

the same as among us when a player make a server/lobby the host get an Code to give it to friend to join.

#### Saved progress

## Save Game progress

### In Game:

The players can go to setting and there is an button for Quit/ save progress

All players need to agree to proceed with to quit/ Save the progress. When everybody agrees the progress is save and player can go back to it on a later date and it stay save for 3 months. After that the game progress is deleted.

### Lobby

At the lobby the players can chose if the the player wants to play on a save game.

#### Condition

* needs to be the same players amount of player
* needs to be the same players names