# 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)
* Defend against stealing coins card
* 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
* Buy an dice 20
* Changes the order of the players in the game and it is active next round

## 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

### lobby

#### 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