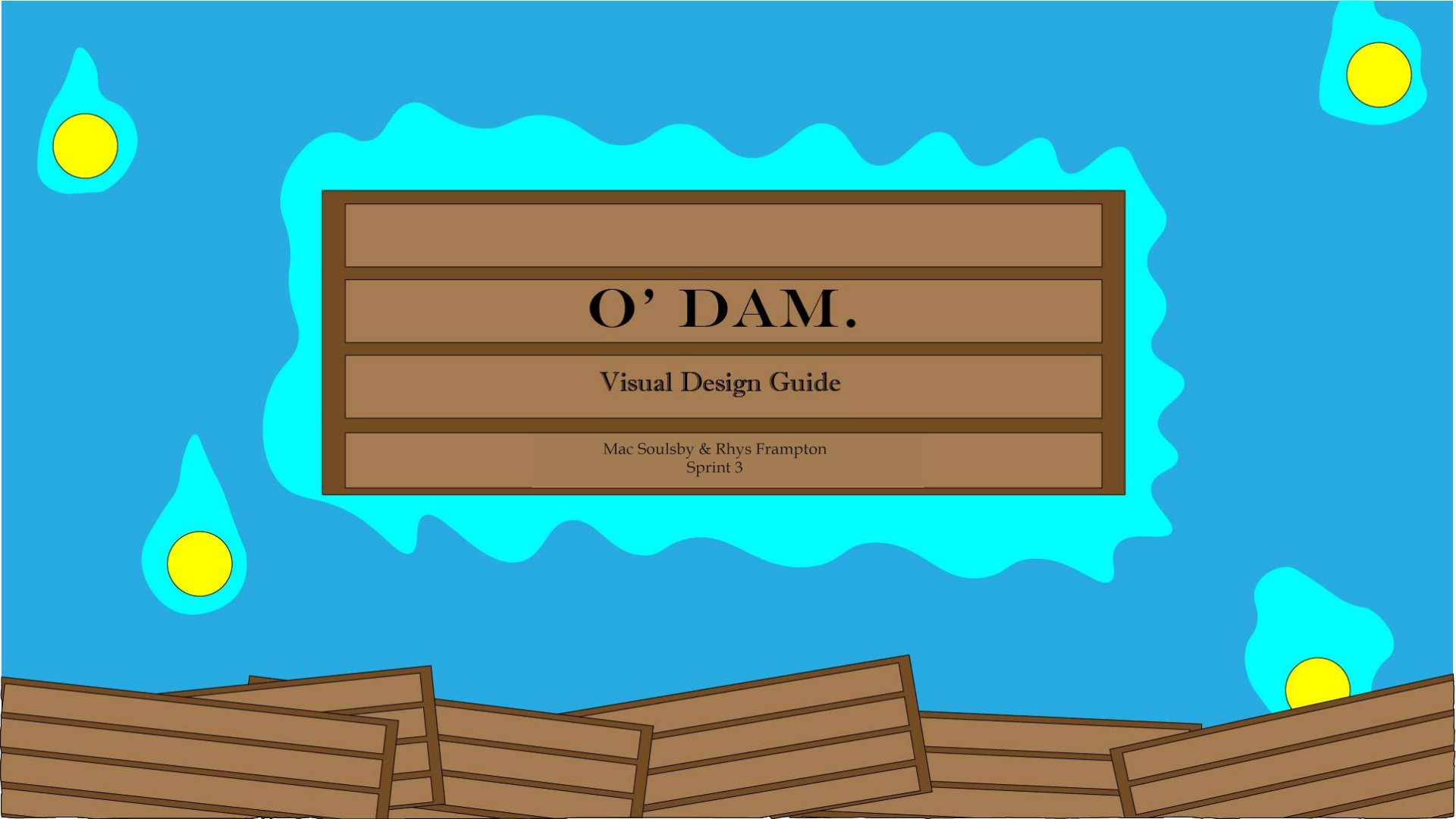
O' DAM.
Visual Design Guide
Mac Soulsby & Rhys Frampton
Sprint 3

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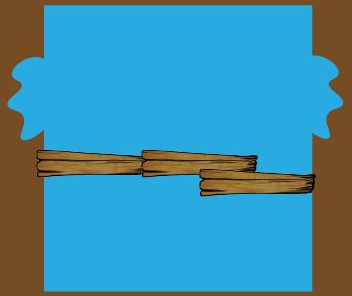
# O' DAM

## HOW TO WIN

PLAYERS MUST COLLECT
5 PIECES OF GOLD -

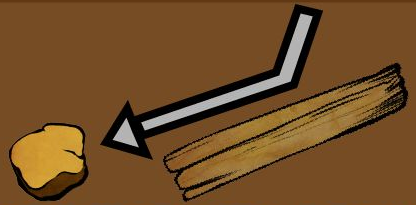
## FLOODING



IF YOU DAM THE WHOLE RIVER BOTH PLAYERS LOSE

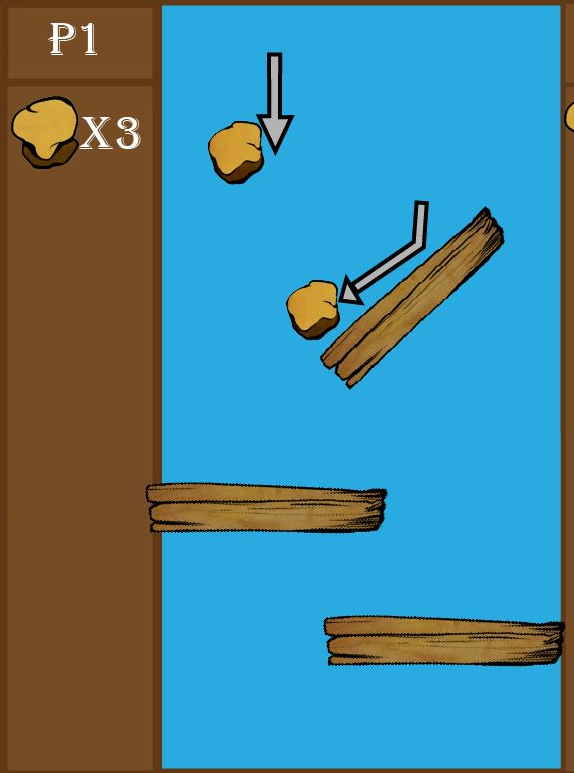
## DAMS

CLICK AND DRAG TO PLACE DAMS

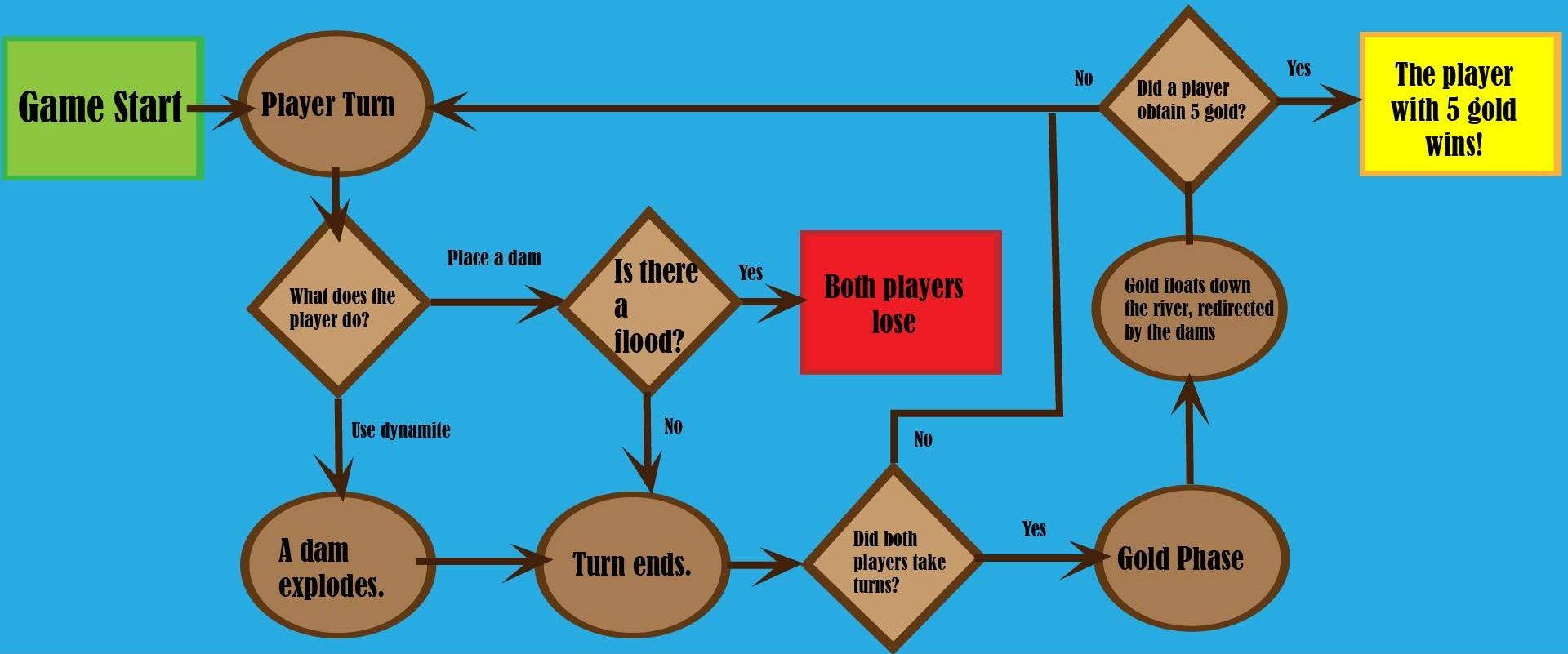


USE THEM TO REDIRECT THE GOLD

## GAMEPLAY EXAMPLE



# Main Game Loop Flowchart



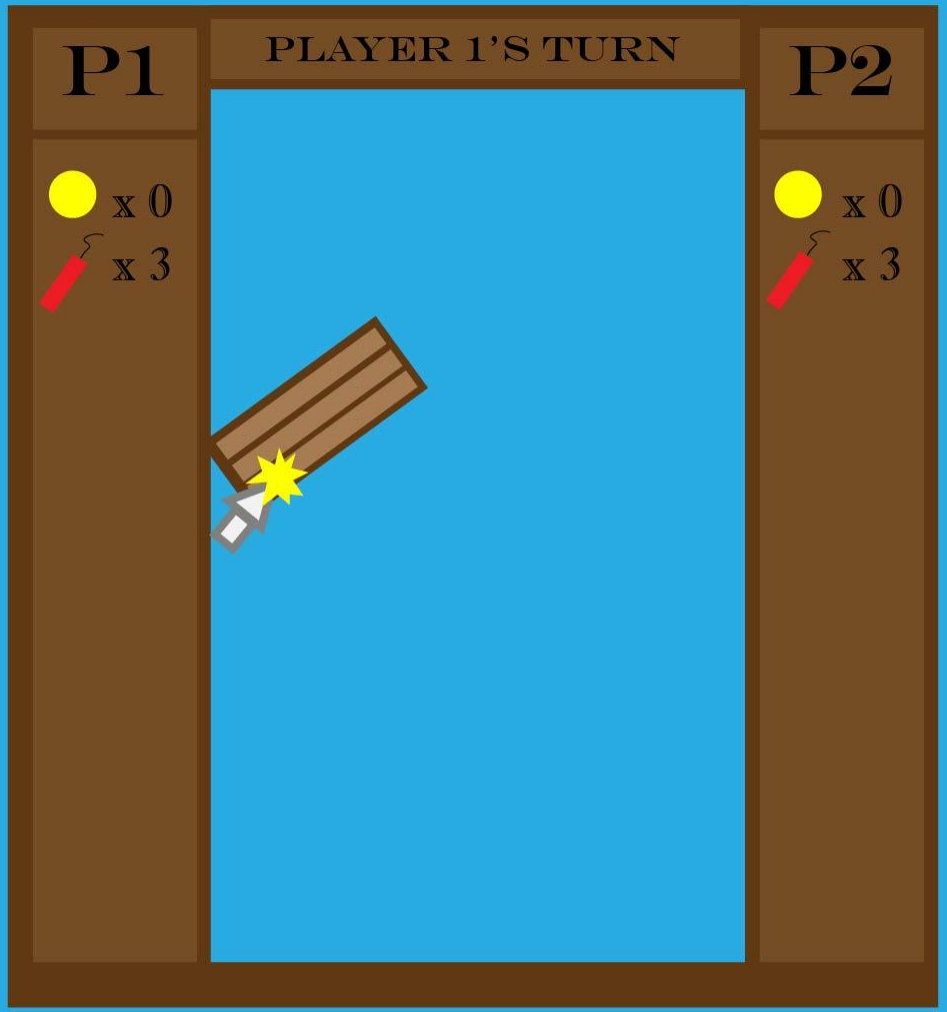
# Design Pipeline

1. Mechanics are discussed amongst the group and are accepted, or rejected.
2. New mechanics are then thoroughly discussed with Programming so to be sure that it can be implemented effectively.
3. Then the new mechanics are presented to testers, to see if any new mechanics pique their interest.
4. Any new mechanics that are received well by the testers, design discusses further how to implement the mechanic in the game.
5. When the mechanic is fully understood, and communicated to the whole team, then we discuss with art to create assets for the new mechanic, if they are needed.
6. Then the new mechanic is placed into the Game Design Document where it can be freely accessed by the whole team.

# Game Progression

At the start of the game, both players will have a turn to preemptively place down a dam.

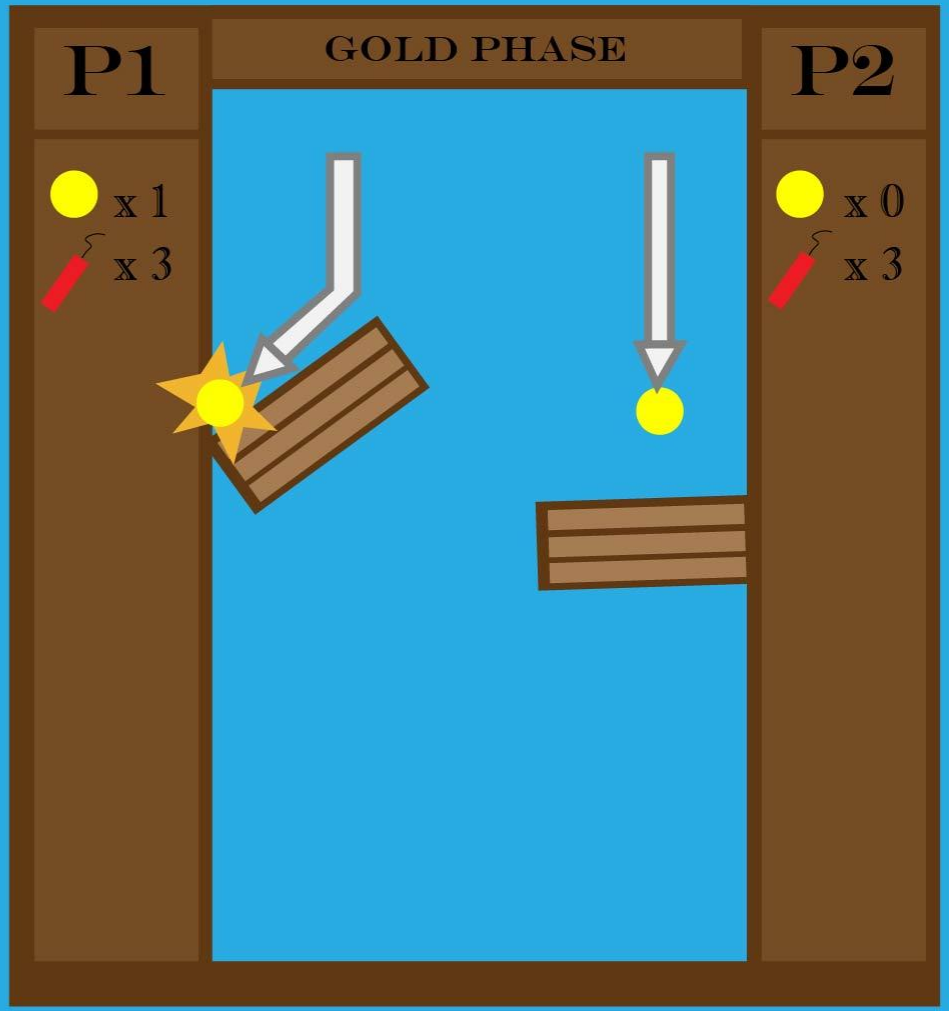
Both players can spend their turn destroying any dam - their own or their opponent's - with a stick of dynamite, but they only have three of them for the whole game, so they must be used wisely.



# Game Progression

After both players have placed their dams, gold will begin floating down the river.

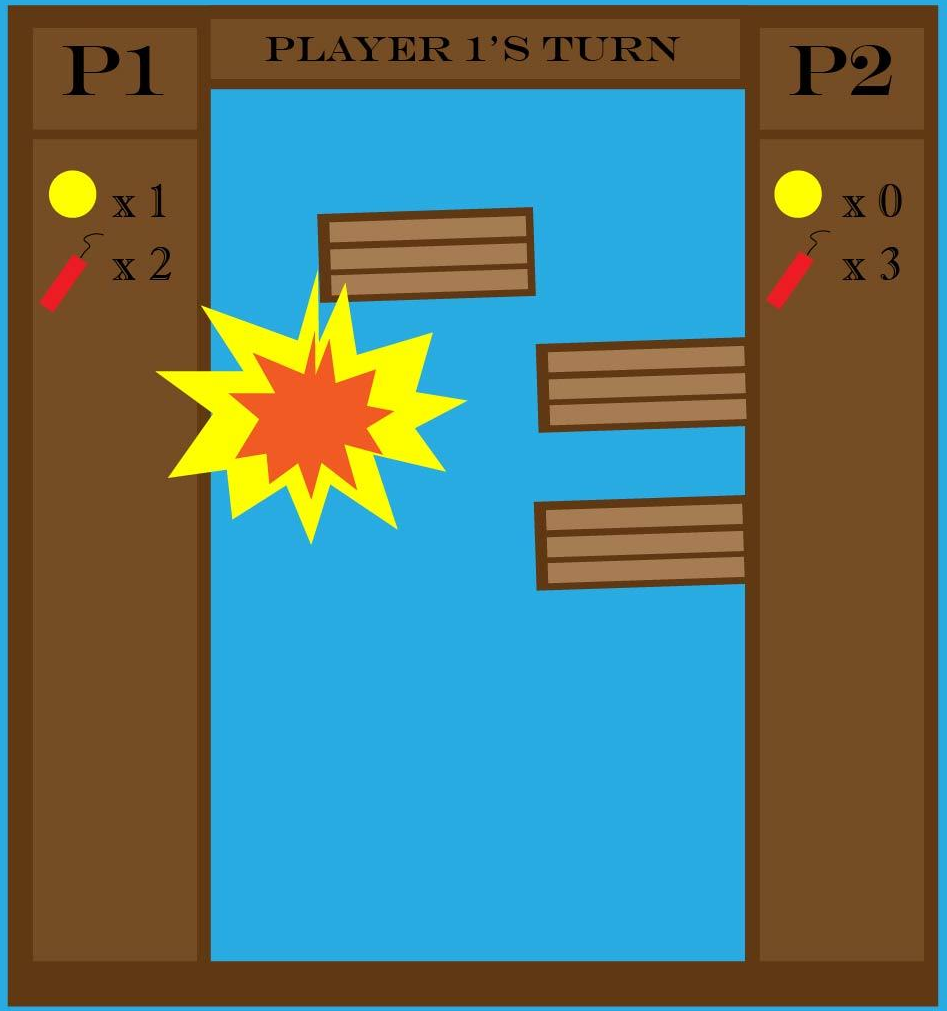
The gold's trajectory will be affected by the dams, and if it floats to one of the river's sides, the player on that side will gain 1 gold, bringing them closer to victory.

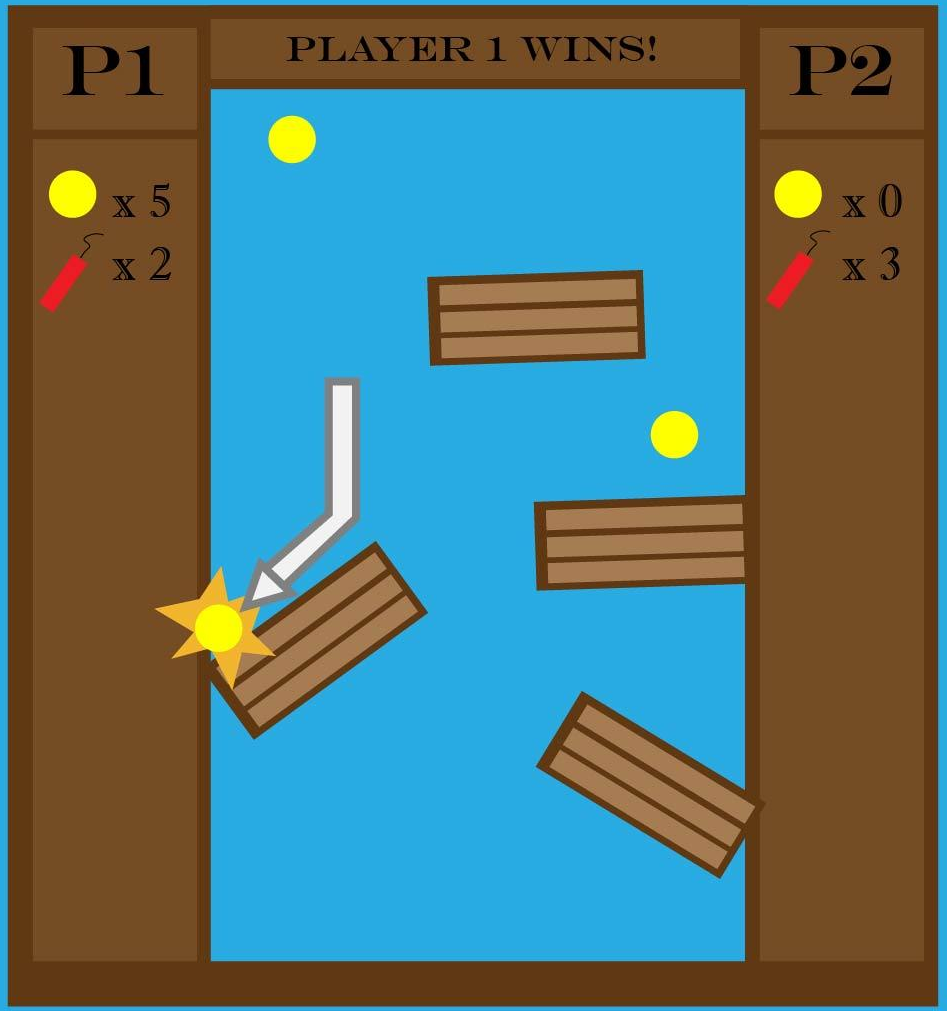


# Game Progression

After players have begun placing more and more dams, the closer they will come to potentially damming the river completely, causing a flood and making both players lose.

When this happens, both players must negotiate to avoid a flood. They can agree to blow up some of their dams or simply not place more, but clever players can use the threat of a flood as leverage against their opponent.



# Game Progression

**The first player to obtain five pieces of gold wins!**