1. Summary: A short description of your game, including its key features.
2. Conceptual Background: The conceptual background of your game, what inspired the game and its art, its overall vision.
3. Aesthetic Goals: What your game is trying to communicate, its emotional and intellectual goals.
4. Mechanics Breakdown: Description of your gameplay and player experience, possibly including imagery and diagrams.
5. Asset Breakdown: Description of all visual and physical assets your game contains, such as cards, boards, tokens, etc., including representative imagery.

You may include more categories in your document if your game requires them, such as genre, platform, intend ended audience, and so on.

My game is called *Rough Language,* it is a party game that involves drawing Cantonese slang phrases and guessing the meaning by analyzing the drawing. There is also a gambling aspect that utilizes the Chinese Zodiac as a basis for gambling. It provides a learning experience into Cantonese slang as well as being a fun multiplayer game to play with friends. It will be composed of very simple pieces including the cards, score tokens, drawing implements, and a timer.

The main inspiration for the game comes from traditional Chinese calligraphy drawings. The cards reflect this idea with the slang phrase being written in a calligraphy-based font as well as being the focus of the card with it being centered and larger than the other text. Additionally, the character stamps that represent the Chinese Zodiac were created to mimic the traditional Chinese stamps that mark the signature of the calligrapher. The Chinese Zodiac animals were added to give the cards a more interesting look. As a result the idea of using the animals’ compatibility as a basis for gambling formed. The main mechanic of drawing in this game draws heavily from the game, Pictionary. Similarly, the idea rose from trying to draw strange directly translated phrases. The borders are drawn from simple Chinese framing, they are simple and do not detract from the rest of the card.

I am trying to communicate via the game the beauty of language and traditional Chinese calligraphy. This game can be rather inappropriate in that many of the meanings of the slang are vulgar. Yet I chose to highlight the slang with calligraphy because I believe it represents how complicated languages can be. Language is ever evolving, and new slang is developed, and old slang is lost every day. I wanted to similarly reflect this by showing slang as something very artsy yet having such vulgar meanings. In terms of emotional goals, I wanted the players to have a humorous experience as people struggled to draw some of the literal translations as they would appear nonsensical, as well as having people laugh at what they were attempting to guess at. Additionally, with the aspect of gambling involved, I wanted to push players to remain engaged throughout the game, ass from my experience games like Pictionary can quickly grow stale. The gambling was designed as a means to increase competitiveness and create the feeling that players always have a chance to win even if they are lagging behind. On the intellectual side, I wanted to educate players about the Chinese language by introducing them to some popular slang. The cards not only have a literal translation for the game, but include pronunciation, and actual definition of the slang to allow people an insight into the Chinese language.

In terms of mechanics, the main focus of the game is drawing the literal translations of the Cantonese slang. This involves limiting the drawing time of the players as to create messier drawings that allow for more humorous moments. Additionally, the guessing portion of the game is also timed to push players to guess quickly and sometimes say ridiculous things to spur the comedic aspects of the game. The gambling aspect focuses on the Chinese Zodiac, with players using their collected cards from the drawing/guessing portion of the game to gain or lose score tokens. The players are given a lot of free reign in terms of the gambling, with the option of completely withdrawing from the gambling phase in order to avoid the risk of losing tokens as well as risking points for the chance of potentially earning more score tokens. The player experience is intended to be a humorous, and competitive one. With people enjoying the amusing drawings and quirky definitions of the cards, as well as being given the opportunity to remain focused in the game via gambling.

The physical assets of my game will include a whiteboard and marker mainly to facilitate with being able to quickly draw and edit the drawings from the players. This will also allow it so that the game is reusable without much need for replacement. A timer is used to ensure that players are keeping track of the time for both drawing and guessing. A sound will be emitted when the time has elapsed to ensure players know the time is up. Cards are composed of the Traditional Chinese characters drawn in a calligraphy font, the Cantonese pronunciation of the phrase, the literal translation of the slang, and the actual definition of the slang. The card is further surrounded by a simple red border that has clear Chinese origins but is simple so as not to detract from the calligraphy font used for the slang. On the backside, contains a red background with an animal from the Chinese zodiac ranging from rat, ox, tiger, rabbit, dragon, snake, horse, goat, monkey, dog, boar. In the bottom left corner, is the Chinese character of the respective zodiac animal incased in a circle to represent appear like stamps. Finally, centered on the bottom of the page will be the title of the game *Rough Language*. The tokens are simple octagons with the Chinese character for rough in the center. It is surrounded by a red border to match the color scheme of the cards.

My intended audience was people that did not speak Cantonese or did not know Cantonese well as it would create a game where the guessing of the slang’s definition from only knowing the literal translation difficult and humorous. It would also serve as a way to educate people further on Chinese slang.