

# Design 02

## 4<sup>th</sup> SEMESTER

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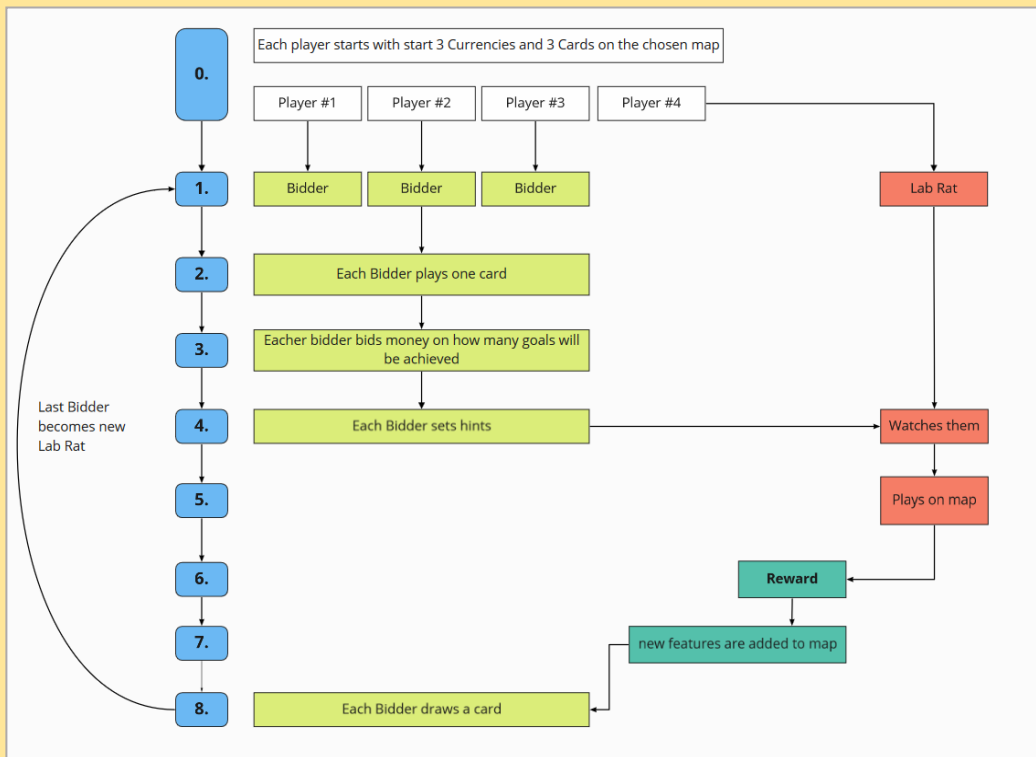
**Genre:** 2D Online Multiplayer Bidding Game

**Platform:** PC, Mobile

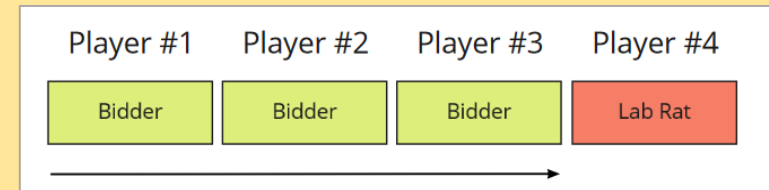
**Player:** 4-6

**Duration:** ~ 45 min

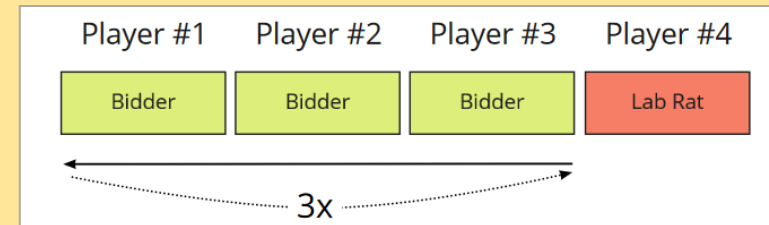
**Target Group:** Adults



## The main Game Loop



## The order of bidding



The order of placing hints is the opposite direction

## How to play?

In this asymmetric multiplayer bidding game, players take turns at playing either as a bidder, or as the lab rat. Bidders bid on the outcome of the lab rat's play through of a very short Jump 'n Run level. The bidding players determine the 'lab rat's' goals for the level by playing goal cards from their hand, and place a bet on how many goals the lab rat will achieve within the time limit.

The twist lies in the fact that the lab rat cannot see the goal cards being played, and it is the bidders' task to communicate these goals to the lab rat by placing symbolic hints on the map. This is where the mind game starts: All bidders want the lab rat to achieve their own goal in order to score more points, but only as many goals as they bid on before. This leads them to place hints strategically and even try to confuse the lab rat if it suits their agenda.

The lab rat on the other hand scores for each goal they achieve, so they try to figure out all goals and reach them. Depending on current scores though, they might still try to avoid reaching a competitor's goals.