
GAME PITCH¹ - <OH SO SUSHI!>

OVERVIEW

High Concept: [Describe your game concept in one or two sentences.]

Target Audience

Age Group:

8+

Player Types:

Competitors
Family and friends
Happy people
Achievers

Duration of the game:

30min

Number of players:

2 - 4

Theme(s):

[What are the themes of your game? Basically, what is your game about?]

Every player is a chef at a sushi restaurant! But in order to open the sushi restaurant, the chef needs ingredients and items on his menu. The chefs have to earn themselves these different popular sushi ingredients and build their sushi to add to the menu. At the same time take down your competitors and have the best sushi restaurant on the street!

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GAME IDEA / STORYLINE

[In 1-2 paragraphs, describe the idea behind your game. What makes it fun? Why will people want to play it?]

In this game, players are able to play with their friends and family. What makes this game fun is that you also get to test your luck and sabotage your friends or family members, which could either go the way you want or go completely wrong, which makes it quite funny when playing

We are also hoping that people will play it because of the interactive-ness with each other, and also because of the visual designs that make it more appealing

HOW TO PLAY – SHORT DESCRIPTION

¹ Adapted from: Game Pitch, Chris Berg (<http://www.metagama.com/ftp/pitch.rtf>)

Objective:

[What is the objective of the game? How does the game ends?]

create as many sushi sets and earn as much Oishi points as possible. The player that has the most Oishi Points win

Components:

[What are the components (cards, tokens) in the game that players interact with?]

1. 3 decks of sushi ingredients : common, rare, epic
2. A lottery wheel, consists of 10, 20, 40, 100 and some bankrupts
3. a deck of action cards
4. Money tokens
5. A menu
6. Rulebook

Actions

[What are the actions in the game? What does the players do each turn?]

How to play :

1. To start, every player will take **3 common sushi** ingredients from the sushi ingredient deck, **2 cards from the lottery cards deck**, and **1 action card**. **THIS IS THE DEFAULT ROUND**. During this default round, if players receive unlucky cards or bankrupt, it will not be counted, return the unlucky card to the deck and take another card. For bankrupt, spin the wheel again
2. The youngest player starts first or whichever order the players feel like going.
3. **Everyone is to place down all their sushi ingredients and lottery cards**
4. At the player's turn, the player will take **2 lottery cards** and **1 action card**. **THIS IS THE START OF ROUND 1**. the lottery card gives the player Money Points. At players turn, player can choose to either:
 - Buy an ingredient (only 1)
 - Play an action card (only can play 1 action card)
 - If player has bankrupt in the 2nd spin, they can choose to skip their turn

*Players **MUST** arrange their cards when they are able to make a set

*Note that players cannot have more than 4 action cards on hand, in this case, the player must play an action card (if all protection, skip turn)

*If during player's turn, the player has 4 action cards on hand, player must play action card, and player during this turn cannot take an action card

*The **ONLY** exception to skip turn is when player has both **NO ACTION CARDS** (or if all actions cards are unplayable e.g. protection) **AND NOT ENOUGH MONEY POINTS**. If player still has enough of either one, player must still play the card, e.g. has 40mp but no action cards, player must still buy ingredient

5. Once done, next person! The rest is all in the Item guide

6. How does the game end?

- When any of the decks has no cards remaining
- Whoever accumulates 16 Oishi Points first
- Is 16 points too easy and you want to increase difficulty?
 - Medium: 21 Oishi Points to win
 - Hard: 26 Oishi Points to win

*Please also note that the default round is not round 1

Mechanics

[What are the mechanics behind each of the action]

Lottery Wheel : Spin the wheel and win yourself either 10, 20, 40 or 100 Money Points! Then take that amount of Money Points (comes in 10mp, 20mp, 40mp, 100mp)

1. The Old Switcheroo! : Pick a player and switch one set of sushi with another player's set (any rarity)
2. **Uh Oh There It Goes** : Return all your action cards into the action cards deck and reshuffle (This card must be played immediately when taken. If you have no action cards left, you can either choose to return one sushi set or not take an action card the next 2 rounds. Further explained in How to play step 3)
3. **Sushi Nooo!** : Return a sushi set to the deck and reshuffle the deck (played immediately - If player has no sets, player cannot spin the money wheel the next round)
4. Money Money Money! : take another 2 lottery cards from the lottery card deck
5. Makin' a Move : take 2 action card from the action card deck
6. Sneaky : You get to take a peek at a player's action cards, and only you!
7. **Careless** : Everyone gets to peak at your action cards (This card must be played immediately when taken) - if this is the first card you get, then just return the card and reshuffle
8. Feelin' Good : Take a common ingredient card
9. Feelin' Amazing : Take a rare ingredient card
10. Feelin' Lucky : Take an epic ingredient card
11. What a steal! : Steal an opponent's ingredient card (any rarity, can also steal from sets)
12. I want that! : Steal an opponent's action card

13. Protection card: prevent players from switcheroo/ what a steal/ sneaky (can be played immediately, cannot be used again careless card/ bankrupt/sushi nooo, and uh oh there it goes)

Money Point = mp

Oishi Point = op

MENU:

Common (worth : 4-6 Oishi Points): - 40mp

Rice 25

Seaweed 20

Tamago sushi : tamago + seaweed + rice (4op, 10 cards)

Kani maki : crab stick + seaweed + rice (4op, 10 cards)

Kappa maki : cucumber + seaweed + rice (5op, 7 cards)

Corn sushi : corn + seaweed + rice (5op, 7 cards)

Tuna maki : tuna + seaweed + rice (6op, 5 cards)

Amaebi : prawn + seaweed + rice (6op, 5 cards)

Rare (worth : 7-9) - 70mp

Salmon : salmon + rice (7op, 6 cards)

Duck : duck + rice (7op, 6 cards)

Ika sushi : squid + rice (8op, 4 cards)

Unagi : eel + seaweed + rice (9op, 3 cards)

Epic (worth 10-12) - 160mp

Sukiyaki beef sushi : beef + rice (12op, 3 cards)

Awabi sushi : abalone + rice (11op, 4 cards)

Salmon roe : salmon roe + seaweed + sushi (10op, 5 cards)

Number of cards in deck: (we used shortforms)

rice - 20

seaweed - 15

common ingredient - 7

rare - 5

epic - 4

action card deck :

switcheroo - 8

uh oh - 4

sushi no - 4

money x3 - 8

making move - 8

sneaky - 8

careless - 4

good - 8

amazing - 4

lucky - 2

protection - 8

steal - 5

iw that - 4

*If player receives unlucky cards e.g. careless, uh oh there it goes or sushi no, player must still either play an action card or buy ingredient. These 3 action cards are not counted as playable cards

Gameplay

[What is the gameplay like? What are the challenges and experiences?]

The gameplay is competitive and fun, where players get to build sets and interact with other players through action cards. Some challenges were probably with the unlucky action cards as when a player receives them, it means they will lose something which affects the players gameplay, but not in a bad way.

Common experiences in the game are collecting and building sushi

Emotions/Instinct

[What emotions and instincts is the game supposed to be triggered?]

Happy/excited:

When winning the game, or spinning 100 twice on the wheel

Angry/sad:

When they constantly get 10mp, it gets very upsetting, and also constantly getting sabotage by other players, players felt angry because they couldn't get revenge

AGE

[Draw and insert the AGE diagram here]

Action:

Drawing cards, and placing down cards, sometimes swapping cards with another player.

Spinning the wheel to earn money

Gameplay:

Earning money points, buying sushi ingredients, and building sushi sets, sabotaging players and testing luck

Emotion/Experience/Expression:

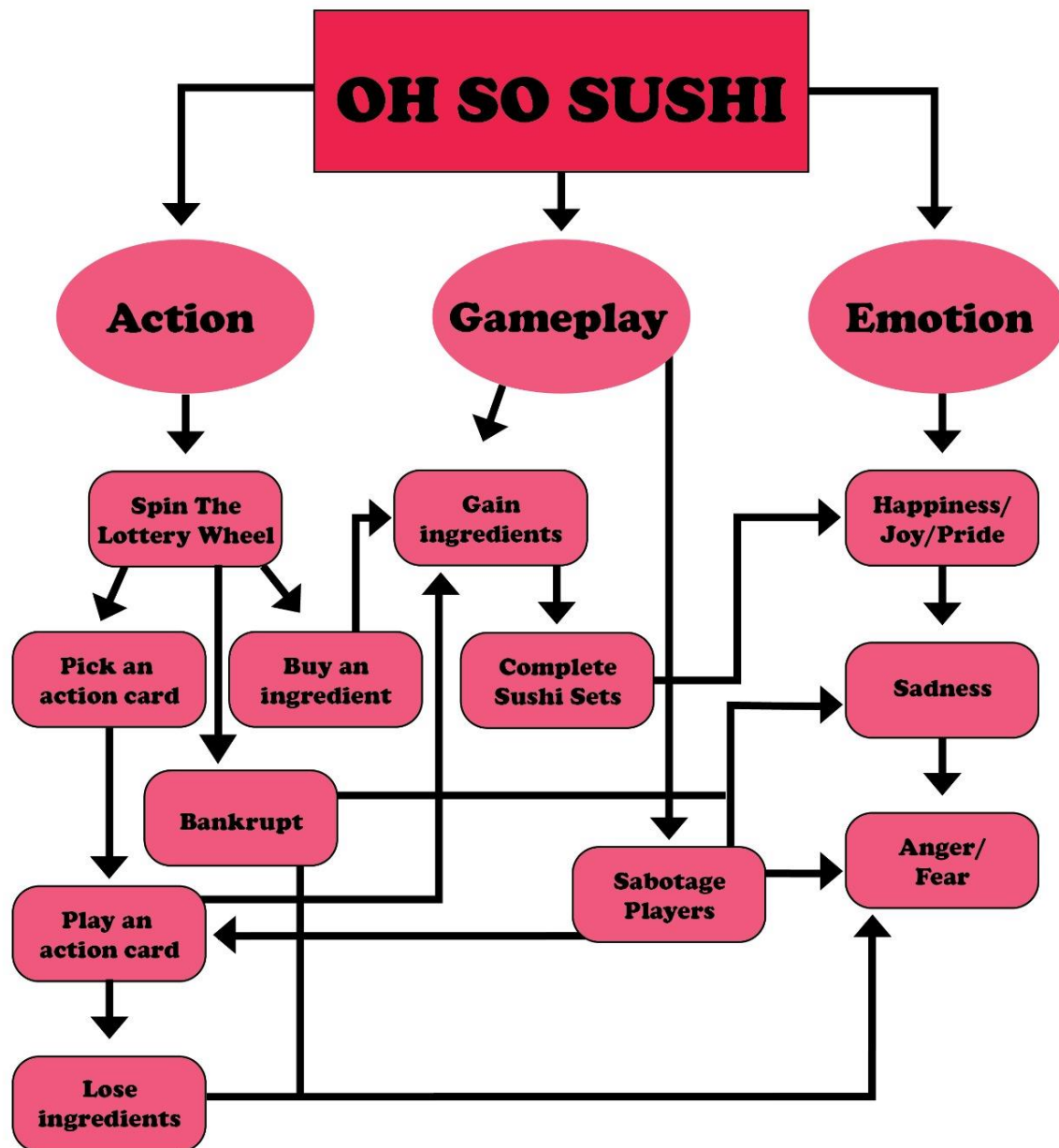
Anger

Pride

Joy

Revenge

Competition



DESIGNER'S NOTES

[How did you approach the design of this game? Briefly describe the steps you took in developing this game concept. What are the key selling points of your game? Include anything else here that you think will help sell your game.]

The thought process of this game was to make it enjoyable and chill, but also a bit competitive to add on to the fun.

In developing the steps, we first thought of what type of game we wanted to play, and we thought about making it interactive, which means there would be action cards that allows players to play with another player (e.g betting)

We also thought about making this a progressive game(?), which means players have to slowly earn and slowly collect cards until they can create sets

We also wanted to make the game cute like by building sushi

The key selling point of the game would be building sushi sets, and what would help sell the game would be the design of the cards and everything as we are trying to go for a cute kind of design, which will be appealing to the game

[Record what you learned from your playtesting session. What worked? What could be improved for the next version?]

This week there was no playtesting as it was just mainly making the physical game such as the boxes

Our final game demo went really well, however things that can still be improved are the materials we used for the prototype

FURTHER INVESTIGATIONS

[What did you learn from designing this type of game? Can your ideas and/or techniques be applied to other games? In what ways can you develop this game further to improve it?]

We learned that we actually had to play test this game multiple times, and also consider the amount of materials we need when making the game, as well as cross checking across our different materials to ensure there are no mistakes regarding rules and the actual game cards