Game Script: Core Mechanics Design Document

Drawing cards

At the start of every round, players select one Scenario Card and one Prompt Card.

- o **_Scenario Cards_** present players with a shocking political scandal or crisis that they must deal with. Examples such as "Politician caught sleeping during important summit" or "Politician suggests a new legislation to prohibit all memes."
- o **_Prompt Cards_** determine how the response should be structured, including forming a headline, composing a comment, or generating a hashtag.

At the beginning of the game, the cards are mixed to guarantee randomness and the ability to play again.

Crafting Responses

- o Participants have 60 seconds (or a time limit that can be adjusted) to create their answers using the Scenario and Prompt Cards.
- o Contributions are made without disclosing the author's identity, promoting impartiality and fostering imagination.
- o Creativity, humour, and strategy are important factors that influence the success of the reactions.

Voting

- o Once all players have submitted their answers, they are shown to the group without revealing who wrote them.
- o Every player selects the answer that they believe is the most imaginative, funny, or pertinent.
- o To ensure fairness, players are not allowed to vote for their own response.
- o Voting is done by selecting your favourite answer on digital interface. Physical environment called for raising hands.

Scoring

- o Points are given depending on how many votes each response gets.
- o Example points system:
  - o 1 point will be awarded for each vote obtained.
  - o Extra credit could be given for popular or exceptional answers (non-mandatory guideline).
- o A scoreboard monitors total points for each player throughout all rounds.

Round Progression

- o The game advances over a sequence of 10 rounds.
  - o Every round brings in a different Scenario Card and Prompt Card, guaranteeing diverse challenges and continuous interest.
  - o In physical games, the round order moves in a clockwise direction, while in digital versions, it is automatically assigned. This allows each player the opportunity to start the scenario.
- o As the game continues, situations may become more intricate or outrageous to challenge the players' ingenuity and flexibility.

Finishing the game

- o Once 10 rounds have been completed, the scores are added up.
- o The contestant who has the most points overall will be announced as the champion and receive the prestigious title of "Ultimate Campaign Manager."
- o If there is a draw, a "Spin-Off" round will be held.
  - o Players who are equal in points take part in an additional round featuring a different Scenario and Prompt Card.
  - o Players who are not in a tie cast their votes to determine the ultimate winner.

Additional Mechanics

- o Rules for tiebreakers: Avoids stalemates by promoting innovation in an additional round.
- o Improvements to replayability: The variation of Scenario and Prompt Cards guarantees each game is unique.
- o Player Engagement: The game's features promote joy, conversation, and social interaction, setting it apart as a great party activity.