

## Prototype and Basic Design of game MaKillMai

Ma  
Kill  
Mai

### About the game

Online Multiplayer Game

Turn based dice board game

Different characters can have their own abilities

Players have roles (Emperor, Royalist, Rebel, Spy)

Java Programming, JavaFX, Game-Development

**Inspiration** from board game War of Three Kingdoms: WTK, Bang!  
(original) and Bang! the dice game

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# Game Flow

## Roles

Turn based dice board, each player has their own role

- Emperor only one player
- Royalist
- Rebel
- Spy

Emperor can win a game by eliminate all Rebel and Spy

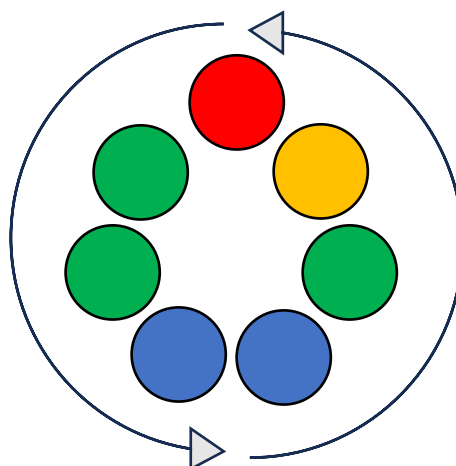
Royalist has the same goal as the Emperor the role has to help Emperor & that's it

Rebel find a way to eliminate Emperor to win the game

Spy has to be **the only last survivor** to win a game

At the start of the game, everyone knows who is Emperor but other roles will be kept as a secret!

Assume we have 7 players,  
turn will move counter-  
clockwise



## **Turn**

The player's turn will move counter-clockwise. The first turn starts at the Emperor

## **Dice**

This game is mainly focused on rolling the dices

Dice has 6 faces, they are

ATTACK\_1

- Attack the player next to you 1 tile

ATTACK\_2

- Attack the player next to you 2 tiles

HEALTH\_POTION

- Heal any player 1 hit point

ROT\_POWER

- If player rolls dice and get this face, add rot power to that player 1 point
- In this game we have limited amount of rot power on the field. If the field run out of rot power, every player takes damage equal to rot point they have and return every rot point to the field.

PURE\_MAGIC

- Can be used if player roll and get this face 3 dices
- Cure every rot point
- Deal 1 hit point to every other player

STONE\_SUPPRESSOR

- If player rolls dice and get this face, the player can't reroll that dice
- If player get this face 3 dices or more, end the player turn immediately

Each player has 5 dices

Players can roll up to 3 times

The 1<sup>st</sup> time the player has to roll all dices

The 2<sup>nd</sup> time the player can choose which dice will not be rolled

The 3<sup>rd</sup> time the player can choose which dice will not be rolled (can bring back the dice they chose not to roll from the last time)

## **Character**

This game will have a lot of characters. Character can perform skill of the face of the dice differently

## **Implementation in Java**

Soon enough... I will publish this section and provide more information.