

Documentation and 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)

Theme of this game is magic, sorcerer fantasy

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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MaKillMai

Introduction

MaKillMai is inspired by famous board game name “Bang!”, “War of Three Kingdoms: WTK” and Bang! the dice game. This game can contain 4-10 players but the recommend players are 6, 7, 5, 8 players respectively. Average playing time is 15 minutes per one game.

Rules

Objective of the game

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**

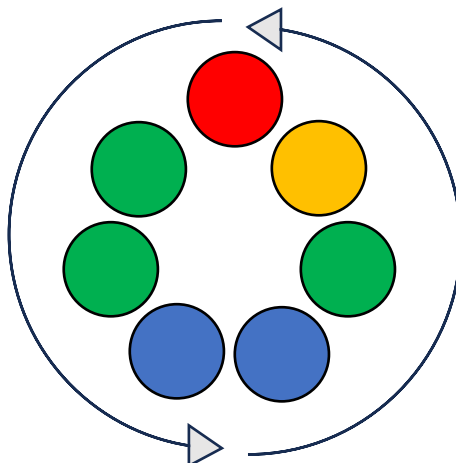
Royalist has the same goal as the **Emperor** the role has to help **Emperor** & that's it

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 1st time the player has to roll all dices

The 2nd time the player can choose which dice will not be rolled

The 3rd 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.