General information

Team name: Team Rocket

Team members: Gabriele Alessandro Cazzaniga 943449, Giulia Boggiali 920428, Anna Spyrou V07633

"Constraints"

Card(s):

> 27. the swan, the unicorn and the golden key,
> 8. chinese lanterns: **We used only this one**

Game Genre(s):

> Simulation: Construction and management
> Sport/simulation: Racing (urban or competitive) : **We used only this one**

Time: Present

Player mindset: Midcore

Bartle's type: Socializer

Mode: Multiplayer

Game Design – part 1: concept

Concept: Lantern Hunting

Logline: Race in a team and become champion

Introduction: It is the last day of the New Year's celebration here in China, today it's the lantern festival. The party organizer, Mr. Party Dragon, a man who believes he is the pure spirit of the party, the living embodiment of the yang, has decided to create a team competition that will only bring the 3 winners to be elected as "The Fantastic 3", the men of the year. These will be the only ones to receive the mythological gifts of the Chinese tradition of the lantern festival directly from the magnificent Mr. Party Dragon.

Description (of the game): Mr. Party Dragon has hidden in a maze 3 lanterns per team(some with the teams colors), the goal of the competition is to recover all 3 lanterns and bring them to Mr. Party Dragon before the opposing team. The teams are made up of 3 members each. Each team will be equipped with one vehicle, one weapon and one map. The 3 elements that make up the team will have different roles:

- a driver who will be the only one who can move the vehicle
- two supporters, of which:
  - one will be the only one who can use the weapon to hinder team's driver, ammunition will be of various types and can be found inside the labyrinth
  - one will be the only one who can use the map where the position of the 3 lanterns to be recovered will be displayed

The 3 elements of the team must therefore communicate with each other in real-time to be able to win the race.

Key features: The peculiarity of this game is the important role that precise and timely communication plays in winning the race. The more the team is able to communicate, to socialize, the more likely it is to win the race. This feature is very little used in team games, especially in driving-focused team games.

Platform(s): The game will first be released on computer then on console, a mobile version is unfeasable, given the need to speak aloud, which makes the game more likely to be played in a living room or bedroom.

Notes:

- The game will open with a registration phase in which to enter your data, from this menu you can choose whether to start a new game with players chosen randomly from the active ones or a game by choosing the team from a list of friends with whom you have played previously.
- When the race is won 1 lantern will be awarded to each team member and there will be a global ranking. At the end of the season which will have a short, medium or long duration chosen by the players, the first 6 will be placed in 2 teams: (1-3-6) and (2-4-5) the two teams will compete to win the tournament and become "The Fantastic 3" of the season and will be given a prize. After that everything resets and starts again.

Game Design – part 2: formal and dramatic elements

Formal elements:

Players:
- Pilot
- Support gunner
- Support navigator

Objectives:

Get all the lanterns before the opposing team

Procedures:
- The pilot uses the arrows to move the vehicle and control the speed and also he uses the voice to communicate with his companions
- The gunner uses the mouse to look around and shoot the rival vehicle to hinder the opposing pilot
- The navigator does not use any command, only his voice, he must try to understand the best direction to be taken to help the pilot reach the 3 lanterns as soon as possible.
- These 3 procedures are all carried out simultaneously
- Once the lanterns have been recovered and returned to Mr. Party Dragon, the team that arrived first wins.

Rules:
- In order to win you must have found all 3 lanterns
- The team that brings first the 3 lanterns to Mr. Dragon of the holidays wins

Resources:
- The map's labyrinth
- Lanterns
- Ammunition for the gunner:
  - Nails that slow down the opposing vehicle: the rival vehicle must step on them for them to take effect
  - Smoke gun: it makes harder for the driver to see, creating fog around him
  - Darkness gun: temporarily hides the enemy lanterns from the map
  - Spider gun: temporally clogs the opponent's gun
  - Ice gun: temporally freezes the opponent

Conflict:

Conflict is generated by adding up the team members' individual skills:
- Driver's driving skills
- Shooting ability of the gunner
- Navigation skills, finding the best route for the navigator
  but also and above all by the collective ability to know how to socialize and help each other to achieve the common goal: to win. The higher these skills are, the higher the conflict between the teams will be.

Boundaries:

The game is limited concretely by the boundaries of the map's labyrinth and psychologically by the respect and ability to socialize and communicate with the people of your team. In fact, if the communication is lost between the members very likely the team will lose.

Outcomes:
- Glory for having won and collaborated well
- A strong friendship with the elements of the team with whom you played
- A lantern per player for global competition
- A prize for winning the season

Dramatic elements:

Challenge:

There are several combined elements which are intended to lead the user to achieve Flow. However, everything is very focused on the skills of the various players. However, it is not necessary to possess all the skills required individually to win the game, the team must possess them. Since the different roles presuppose different skills, the common function is communication. It is on this that the achievement of the flow is mainly based. The game will be arranged in such a way that all the senses of the players are assigned to make the most of the skills that the role chosen individually provides but it will be the communication skill that keeps them waiting for instructions from their partner, causing different moods depending on the behavior of their team members.

Play:

The nature of the game is clearly competitive as it is a race. But this competitiveness is completely reversed in collaboration if you analyze the game from the team's point of view. Of course, the main objective is still to beat the rivals, but the large amount of collaboration that is required to achieve the goal makes competitiveness slide into the background compared to collaboration. Players will therefore be able to express themselves mainly as: Competitor, Achiever, Joker, Director, Performer.

Premise:

You compete, you win and you make friends, alone, collaborating: one for all, all for one.

Character(s):

The only character in the game with a strong personality is Mr Party Dragon, a fanatic party man who tries with all his means, such as the use of a deep voice or the superior attitude of a single wise man, to be glorious in the face of all humanity. His problem is that in truth he is nothing more than a clown, a mounted man, and fate will always remind him of it. The other characters will all be interpreted by players of the game, so it will be their very nature, their real psychological situation that will decide their attitudes and involvement in the story. However, each player will play a fixed role for that game, an avatar, he will put himself in the shoes of a pilot, a gunner or a navigator, who will see the world every time in a different way and will focus on different aspects for each role. The pilot is more inclined to focus on the concreteness of the surrounding world, on avoiding obstacles, on the adrenaline of speed, on the control of the vehicle, etc ... the role of the gunner instead will lead the player to experience emotions of satisfaction in seeing the opponent in difficulty because of him, if gifted, he will probably be made to feel superior and will maintain a fixed concentration on his opponent, always focused on him. Finally, the navigator is the strategist avatar, he is the coordinator, the one who feels the centerpiece of the team. The player who will play this role will be the one who will have to deal with his communication skills the most, he will therefore see himself more focused on communicating with his teammates, almost completely losing the concreteness of what surrounds him in the game, he will go beyond concreteness looking to abstract the world in order to better coordinate the team.

Story:

Relationships are the story of this game. The story is written by the players, they create friendships and by keeping in touch all they do is carry it on. The rest of the story is "simply" a fun side dish. The context must obviously be present, and what better way to grow their friendship than to create a sociable and fun context? The context will therefore focus on creating a feeling of predisposition for collaboration and friendship, the rest will be all decided by the players themselves. The more you want to make friends, the more interesting the story will become.