C U Letter
Game Analysis Document

Analysis summary:

"C U Letter" is a family game for 2 until 4 players where they can create words from the different letter cards in their hands. The words can be created by placing the letter cards on the board, one card per each player's turn. The game will encourage both competition between the players as players try to create words based on letters that other players have put down on the board while trying to get the most letter cards from creating most of the words. The game also allows players to use many different strategies to create the words, such as by stealing words that other players have claimed or created, by trying to create as many words as possible with the cards that they have, by predicting words that other players want to create and then intercept the words from getting created, by using the different abilities from the Enchanted Zones to get more words or break existing words, and many other possible strategies.

Game elements analysis:

- Core Experience
  - Players will compete with other players to create words and retain ownership of the words on the board to collect most of the cards by the end of the game.
  - "Johnny" players will be engaged in analyzing the states of the board and in trying to use different strategies.
    - Test and analyze if there is any color that can overpower other cards.
    - Find which color or ability works better for a certain situation.
    - Find a better way to create words, whether by stealing or creating their own words.
    - Try different strategies to create or break words using the different cards' abilities.
  - The "Timmy" player will be trying to perform cool, big movements.
    - Using the abilities in Enchanted Zones to create or break multiple words at once.
    - Creating or breaking multiple words outside the Enchanted Zone at once.
    - Breaking another word while forming their own word.
    - Creating the longest words.
    - Using the ability of grey cards to create multiple words by the end of the round.

- The "Spike" player will be engaged in breaking others' words, stealing words from the board.
  - Trying to steal or break other players' words.
  - Might need to know many vocabulary words to win the game.
  - Trying to get the most cards by the end of the game.
- The game is put on a timer so it does not give players a lot of time to think on the spot, and it might get intense for new players.
- Veteran players will think ahead and strategize the best move before their turn starts.
- Throughout the game the player should feel satisfaction when creating or stealing a word, and feel some frustration or annoyance when their word gets broken or stolen.
- Core Loop
  - Players will determine the best card and spot to put their card.
  - Players will utilize Enchanted Zones to maximize the value of their play, or the effect of their cards.
  - Players will create and/or steal whenever possible in each round to collect the most cards by the end of the game.
- Core Gameplay
  - Players take turns putting a card down, claiming words, incrementing the counter by one, and drawing a card.
  - Each word that is built can be claimed by the players. If they can keep their ownership of the words until the end of the round, the letters of the word will be rewarded to them, excluding letters that are shared with other longer claimed words and letters shared with other claimed words with equal length but created later.
  - Each player should have a stack of claimed cards which at the end of the game is counted to determine the winner.
- Secondary and Tertiary Support systems
  - Systems:
    - Cards have special interactions with each other based on their colors or themes and their types.
      - Enchanter Cards can create a 3x3 Enchanted Zone with the card in the middle of the zone.
      - Cards with the same color with the Enchanter Card in the zone will be able to use an ability that is determined by their colors.
    - Creating words can be done in any direction: left to right, right to left, top to bottom, or bottom to top. However, they need to follow the rules to make sure a word is valid, which include:

- It must contains at least two letters
- It must not be an abbreviation or a people's name
- We recommend that players check whether the word exists in the Oxford Dictionary. However, they can claim a word that is agreed by everyone in the game to be a valid word too.
- There can only be one word in a line.

■ To keep the ownership of letters from their claimed words until the end of the game, players must make sure that the letters are not shared with other words that are longer or words that have the same length but are created later than the words they own.

○ Mechanics:
■ Putting letter cards on the board to create a word or disrupt a word from getting created.
■ Putting an Enchanter Card on the board will activate an ability in the Enchanted Zone.
■ Putting a Letter Card in an Enchanted Zone will enable players to use the Enchanted Zone's color ability on another Letter Card in the same zone.
■ Putting an Enchanter Card in an Enchanted Zone with the same color will enable players to use the card's ability on either a Letter Card or another Enchanter Card in the same zone.

- Feedback Loops
  - Positive
    ■ Creating words later in the game will give a higher chance of keeping the ownership of the words and shared letters in the word, as long as there are no other longer words created with the shared letters.
    ■ The longer the words players create, the more letters they can claim and the higher the chance they can claim all the letters in the word created.
    ■ Stealing other players' words allows players to get more letters in a single move.
    ■ Creating words with hidden grey cards that get revealed by the end of the rounds will ensure players get the words created with the card even if it is shorter than other longer words that exist in the line.
    ■ Breaking other players' words gives more chances for the player and those who do not own the words to win the game.

- ○ Negative
  - ■ Getting words claimed stolen or broken will cause players to lose their words, thus taking away the chance to get the letters that they might have gotten from the words.
  - ■ Putting a letter that cannot create a word will cause players to lose their chance to create a word using that letter.