



Game Design Document

Low Level Programming

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1. Overview

1.1. Concept

1.1.1 Target Audience

Race to Mars is targeted towards teens, aged 13 to 18, with a focus on science fiction fans.

1.1.2 Style

Space, Sci-fi based, Cooperative issue mitigation style game

1.1.3 Time to Play

Race to Mars can take anywhere from 25 to 40 minutes to complete a full game

1.1.4 Player

Two to four players

2. Gameplay

2.1.1 Overview

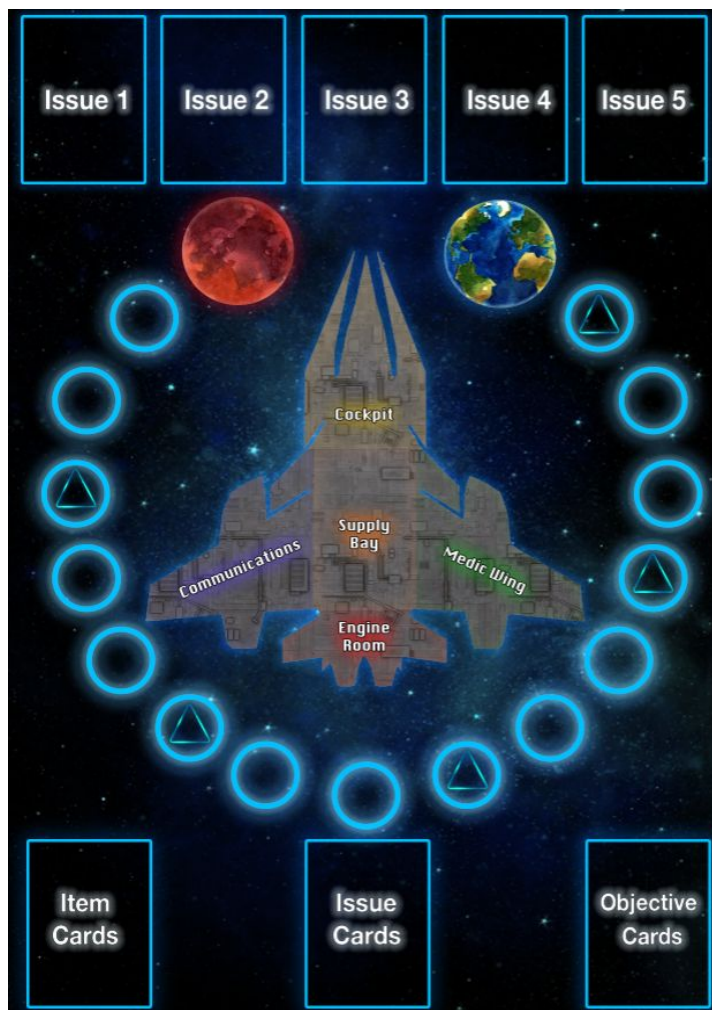
The main objective of the Race to Space is to cooperatively navigate your way from Earth to Mars while on the way solving issues and completing set objectives throughout your flight!

2.1.2 Core Loop

The turn based core loop of Race to space is focused on each player being assigned action points and, spending their AP on various issues to keep the ship progressing forward on the board.

2.1.3 Gameplay Breakdown

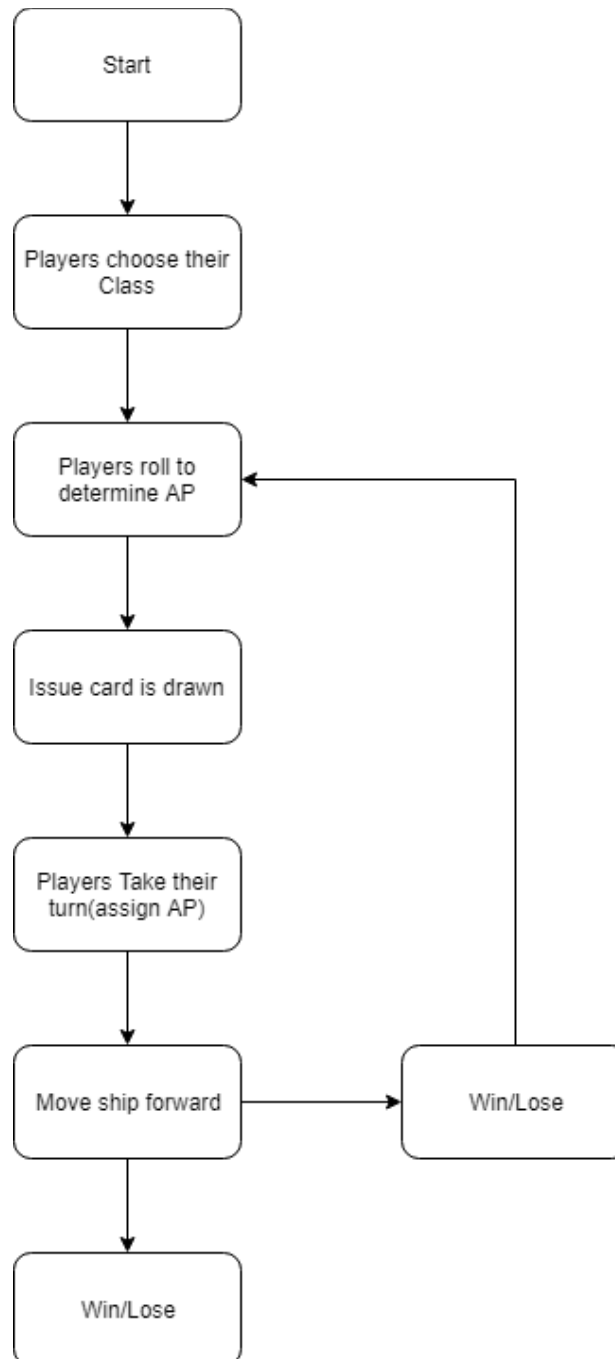
The main objective of Race to Mars is to reach Mars aboard the spaceship, all the while the two to four players must manage their individual resources in order deal with and mitigate various issues that are active during the game. The minute to minute gameplay relies each player taking individual turns, At the start of each turn, the dice roll phase begins, where each player rolls a dice to determine their individual action points(AP) for that turn. Each player can then go on to either utilize their points to solve an issue, buy an item from the supply bay, or they could choose to simply not take any action. At various places on the board, players are required to collect an objective card, this objective card could either be to help another player, or for personal gain, if the objective is completed the player earns a reward, ranging from an item card, extra points for an upcoming turn etc.



2.2. Diagrams

2.2.1 Gameplay Diagram

This gameplay diagram is a simple flow chart made to represent the how each turn is played out.



2.3. Classes

2.3.1 Pilot

The Cockpit is located at the top of the board, in the front of the Ship



2.3.2 Medic

Medic Wing is located in the far right room of the Ship



2.3.3 Communications

Communications room is located in the far left room of the Ship



2.3.4 Engineer

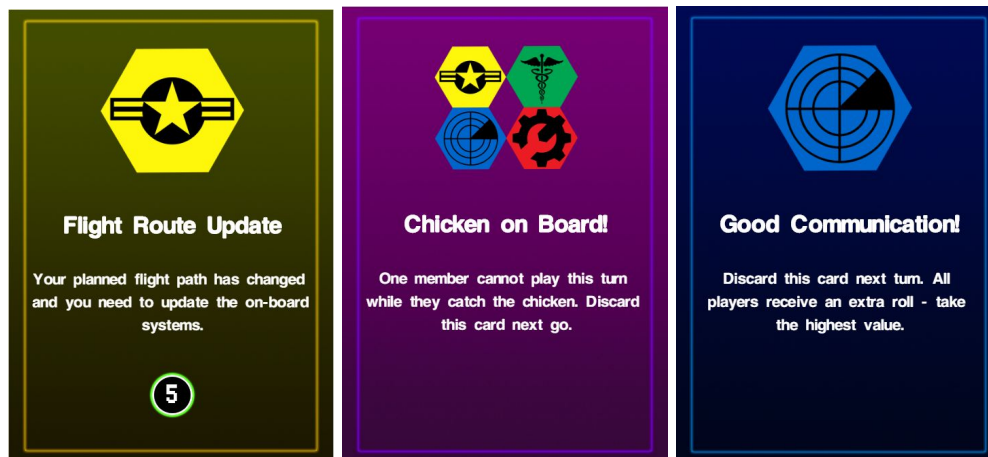
The Engine Bay is located rear of the Ship, at the bottom of the board



2.3. Cards

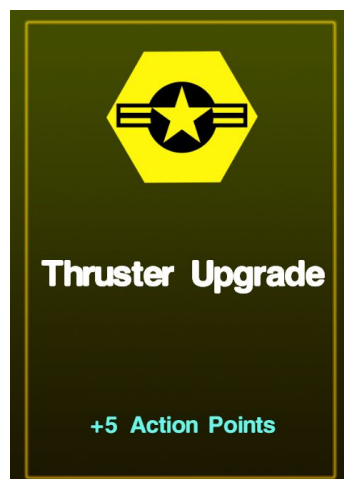
2.3.1 Issue Cards

Issue cards are drawn every turn. These cards will need to be solved per turn. Stack too many and the game is over! Issue cards, much like the players, have assigned classes, this mean there are four categories of issue cards, Engineer issues, Pilot issues, Medical issues and Communication issues. Just like the players, each of the issue classes are assigned to a certain room within the space ship. In order for a player to solve an issue, the player must be located in the room that the issue card is linked to. For example, for a player to solve a Piloting issue, the player must be located within the cockpit. Within the Issue Card deck, are specific cards that present the players with issues that aren't to be solved, however they are designed to hinder the players progress, these cards can be identified by the purple colour and with all the class icons present on the cards.



2.3.2 Item Cards

Item cards can be purchased with action points or rewarded by completing objective cards. Item cards allow the player to assign an item to a related class issue(i.e a Medical item card, paired with a medical issue) when an item is paired to a related issue, the item reduces the total number of action points required to solve that particular issue. Items cards can be particularly effective when multiple high value issue cards stack up on the board, at the same time.



2.3.3 Objective Cards

Objective cards are cards that set goals for the player to achieve outside of the core objective of the game. These cards provide a reward/bonus to the player if the objective is complete in the given timeframe. Objective cards are designed to influence a specific players gameplay, requiring the player to keep the card hidden from their teammates throughout the game.



2.3.4 Action Points

Action points(AP) is the players in-game currency to be used during each turn on various actions. At the start of each turn players must roll their dice to determine the number of action points available for them to use that turn. Players may spend their action points on a variety of action, including assigning them to issue cards in order to help solve them, movement throughout the ship, buying Item cards from the supply bay, or in case of specific objective cards players may choose to hoard their points in order to achieve a goal and earn bonus rewards.

2.4. Winning and Losing

2.4.1 Winning

In order to achieve a Win in Race to Mars, the players must progress the Spaceship all the way to the Mars tile, on the board. If however the players reach Mars, but have not cleared all the issue cards on the board, players are barred from progressing to Mars, until all the current Issue cards have been cleared. At the end of the game, players can compare to see achieved the highest rank over the course of the game. Players can advance their individual ranks by assigning action points, completing objective cards, solving an issue etc.

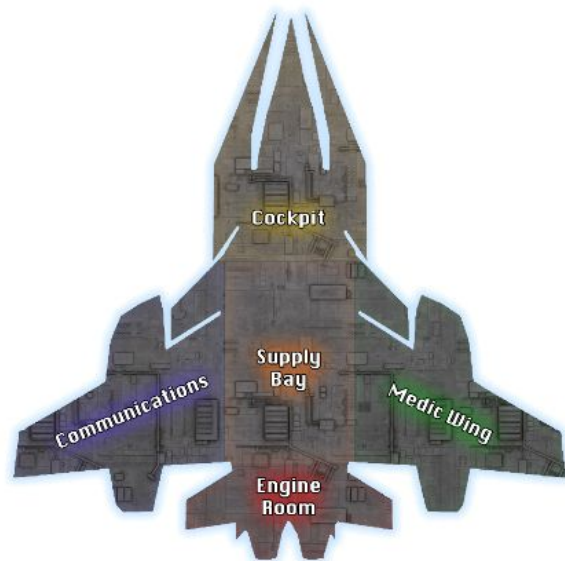
2.4.2 Losing

In order Lose a game of Race to Mars the players must have a full 5+ set of unsolved issue cards on board. If the players reach 5 issue cards and the end of the players action phase is reached, meaning players can no longer assign action points to issues. The players lose the game, as on the next turn a 6th issue would be drawn exceeding the board limit. Losing the game requires the players to end the game and restart from the beginning if they choose to.

3. Board Overview

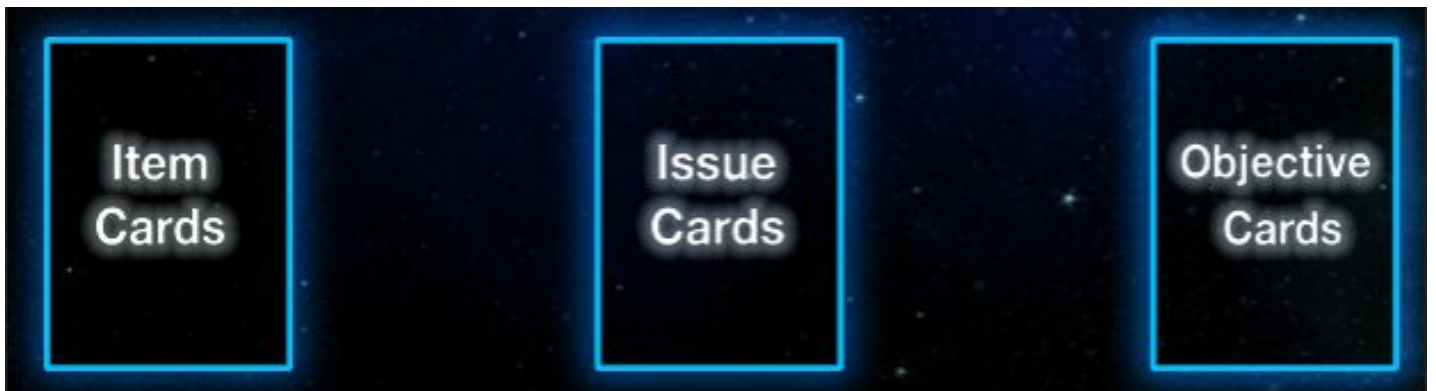
3.1.1 Ship Overview

The Ship in Race to Mars, contains 5 Rooms for the players to travel between, there are 4 rooms assigned to each player class, the Engine bay, Cockpit, Medical bay and Communication room, the fifth room is the Supply room, located in the centre of ship, this is the room where players when inside, are able to purchase an Item card from the deck, using up One of their action points for that turn. Ship movement is based on the players action points, requiring the players to spend One of their action points to travel from room to room. However if the player wishes to return to their specific class' room, they may do so for no cost.



3.1.2 Card Decks

Once the board is open there are spaces outlined for each deck of cards, that the player can draw from, the Issue Cards, Objective Cards, and Item Cards.



3.1.3 Issue Cards

Located at the top of the board are the 5 spaces outlined for the current issue cards for each turn.

