

Cover image [1]

# Untitled

Game Prototyping – Fall 2022

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## Abstract

Untitled is a two-player turn-based board game that players need to get as many points as possible in 3 rounds to get the final victory. Each player has 6 cards as resources for attacking and defense which are 2 rock cards, 2 paper cards, and 2 scissors cards. Each round player will earn points when attacking and defense are successful.

## Materials

- 6 cards (per player): 2 rock cards, 2 paper cards, and 2 scissors cards
- Battle area: A piece of paper has one high-value and one low-value area
- Attacker sign (card with sword)
- Pencil/Pen
- Scoreboard(paper)

## Rules

### Card attributes:

1. Rock wins scissors, scissors win paper, and paper wins rock.
2. Same cards is draw

### Overall process:

In each round, each player chooses two cards to place into high-value and low-value area separately. Then players reveal their cards which are in the battle area simultaneously.

### Details:

In each round, each player plays an attacker and defender once, then discard the cards which are used in this round and the remaining cards will be used in the next round.

### *As attacker:*

1. Win in the high-value area will earn 2 points.
2. Win in the low-value area will earn 1 point.
3. No points earning in a draw.

### *As defender:*

1. Win in the high-value area will earn 2 points.
2. Win in the low-value area will earn 1 point.
3. A draw will earn 1 point whatever in which area.

## Design Process

### **Game Modified:** Rock-Paper-Scissors (*the classic hand gesture folk game*)

As the classic hand gesture folk game, Rock-Paper-Scissors has very simple rules. Before any goals were added, the Rock-Paper-Scissors rule was only functional and could only be considered a toy rather than a game. The priority thing to turning Rock-Paper-Scissors into a game is to add a goal, so I added a goal: the winner gets points and the person with the most points is the final winner.

I want to add more strategy elements based on the simple rules. The first thing is I turned the Rock, Paper, and Scissors into manageable resources - cards. How to use the cards will be the strategy part. The second thing is I add the attacker and defender characters. I want the player to make choices based on different situations. So, the third thing is I set up the battle area that includes the high-value and low-value areas.

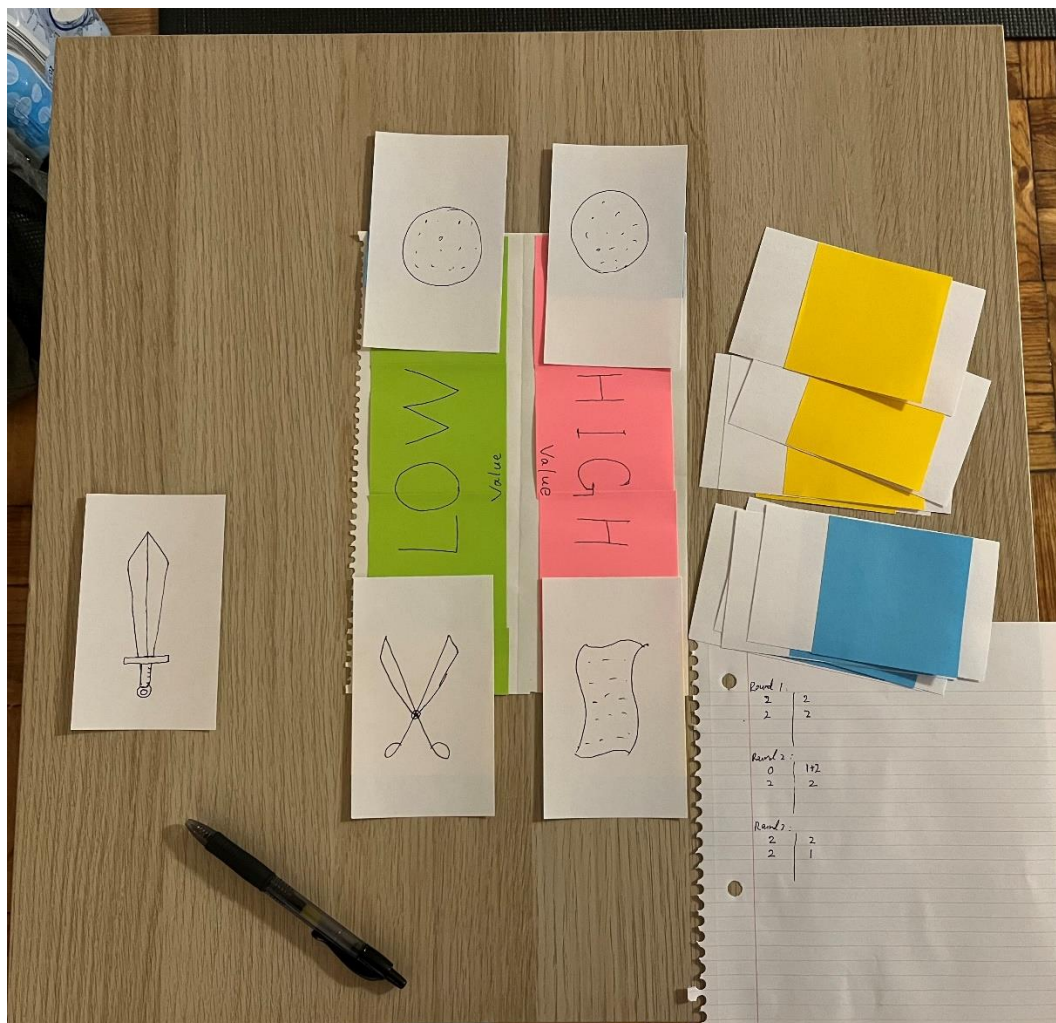
The original rule is that each player has only 3 cards, the attacker needs to choose the area to attack, and the defender needs to choose the area to defend. But neither the attacker's nor the defender's choices are displayed in the combat area. Such rules cause the game to focus more on guessing than strategy. Attackers tend to attack areas without defenders, and defenders are at a complete disadvantage because defenders don't know where attackers will attack. For attackers and defenders,

even guessing the opponent's offensive and defensive areas does not mean that they will get points, because there are still rock-paper-scissors rules. And the management of resources is meaningless.

In order to make the whole game more tactical, I removed the rule of needing to choose attack and defense areas. I also increased the number of cards available to each player from 3 to 6. This way the player has enough cards for both high-value and low-value areas. Under such a rule, I found that the roles of attacker and defender do not make any sense, because based on the rock-paper-scissors rule, whether it is an attacker or a defender, the conditions for getting points are the same.

I hope players also need to consider the roles of attackers and defenders when making decisions. So, I added a rule to differentiate between attackers and defenders: no points for a draw as an attacker, one point for a draw as a defender. As a manageable resource, cards can provide more strategic elements, so I added a rule: in each round, discard the cards used in this round, and use the remaining cards for the next round.

Finally, such rules provide enough tactical. As the game progresses, players have fewer and fewer cards in their hands, and players also know each other's cards. The choice of which cards to use to attack and defend is also increasingly important, as a draw will result in no points for the attacker.



## Reference

- [1]: “Activity: Rock, paper, scissors,” *Microsoft MakeCode*. [Online]. Available: <https://makecode.microbit.org/courses/csintro/conditionals/activity>. [Accessed: 05-Sep-2022].