***Voxel Party (pendent) - Game design document***

*Name: Pedro Veras*

***Index:***

1. Abstract
2. Game Flow
3. Game Modes
4. Menu Flow
5. Maps
6. Characters
7. Mini-games
8. Itens
9. Game Options
10. Spaces
11. Rulers
12. Events
13. References
14. Themes
15. Story
16. Interface
17. Art
18. Platforms
19. Assets utilized
20. Abstract:

Party game inspired by Mario Party and Monopoly. Players move around the board, gaining coins, using itens, buying spaces, changing the maps. There are multiple types of matches and maps, and different winning conditions (number of turns, number of points, last one alive). The game intends to be less random than the other board games from which it's inspired by allowing players to choose their own path, as well as changing the map (setting traps, moving spaces, etc). There are multiple types of game modes, boards as well as configurations to make each match unique.

1. Game Flow:

Players choose the number of players and number of bots, as well as their difficulty level. Random button chooses a random character. Characters don't have difference between them in the start of the match. Matches are between 2 to 8 characters. After choosing characters, the players choose the match configurations, like map, win condition, mini-game types, space types, mini-game rewards.

The players all play at the same time: At the start of the turn the can use items they have. After that they roll a dice (dice is thrown up and falls on the map, the top side is the number of spaces), they choose their path corresponding to the number of spaces on the dice. Once all the characters choose paths and ready up, they move. The mini-game bar is filled when player's pass through "energy" spaces. If the bar is filled at the end of the turn, a mini-game starts.

1. Game modes:

* Monopoly: Player who owns the most spaces win.
* Survival: Players lose money every turn. If he has no money at the end of a turn, he loses a health point. Lose 3 hp an you lose
* Overtake: Win who stays as the ruler for more time.
* Classic: Similar to Mario party, a space in the game sells a “star” for 20 “coins”. Coins are obtained in spaces and mini-games. Victory conditions are either a player obtains an N number of stars or an N number of turns pass. The N is decided at the beginning of a match.

1. Menu Flow:

* Play Main Game
* Play Mini-games
* Profiles
* Options
* Exit

1. Maps:

* Open board: The default mode for all Boards except classic. Grid-like map, player can move in any direction. Once a player rolls the dice he chooses a path with an arrow that appears under his character.
* Island board: Players are separated on different islands and need to use cannons to get to other islands. The player who owns the most spaces on an island gets a bonus (extra money or dice roll).
* Race board (Mode?): The player that gets to the end goal first win. Shortcuts and traps can help or prejudice players. The end goal and parts of the maze move around during the match.
* Maze board: The board is darkened out and players have a small radius of light around themselves to see. The paths are smaller and more restricted (Theme: Haunted Mansion)
* Classic board: Like regular Mario Party, player move on a circular board. They each roll a dice and move the number of spaces in the direction of the board. They can only choose directions on crossroads.

1. Characters

All characters work the same. They are created with MagicaVoxel. The plan is to have player be able to upload their own characters to the game. Each character has lines the say when they win, lose, taunt, etc.

1. Mini-games

* Push player of platforms
* Top down race
* Collect the most points
* Survive the longest against laser
* Open boxes to get a mega laser to shoot opponents
* Grab shells and throw at opponents
* Mash buttons faster

1. Itens

* Ownership Orb: Thrown an orb to gain control of a space.
* Switch places with player
* Steal another player item

1. Game Options

* Lives: Infinite number of lives (default) or a limited number. If player lose all lives they lose and can't play anymore.
* Number of turns: Choose number of turns between 5 and 50 or unlimited turns. If unlimited turns are chosen, a win condition must be set.
* Win condition: See "Game Modes" (3).
* Player order: Choose if all player play at the same time or if an order of play is set before the match
* Mini-games: Chooses which mini-games will be played (If no mini-games are chosen, disputes are solved through rock papers scissors).

1. Spaces

* Regular Spaces: The default space. Can be changed by players.
* Player Owned Spaces: Players can buy spaces they fall. Other players need to pay money for the owner of the space they fell.
* Event Spaces: Trigger a random event on the board.
* Warp Space: Teleport to another part of the map.
* Falling Curse: Any space can be affected by a fall curse (either caused by players or events). A space affected by a Falling Curse will fall after an N number of turns, decided when the curse activates.

The curse can be cured by another player (with an item or by paying when his on top of the space). If a player is on top of the space when it falls, he falls with it, lose some coins and is teleported to another location (loses a heart if playing with Health Mode). Spaces come back after a while.

1. Rulers
2. Events
3. References
4. Themes
5. Story
6. Interface
7. Art
8. Platforms
9. Assets Utilized