

W.A.V.E.S. (Words Are Very Exquisitely Sequenced)

By: Preston DeMarco and John Corry

INTRODUCTION AND OVERVIEW.

1. Summary of the overall game concept.

The overall concept of the game is a conversation game where players need to solve specific problems that have been delegated to them by a card given at the start of the game. Players must work together without knowing who is on their team to try to figure out who the spy character is, while the spy must gather all of the necessary information without giving away their intentions.

The goal of the game is for the spy to collect all of the necessary information from the other team without being detected. It is the goal of the other players and the observer to get the information on their card, while also trying to determine which player is the spy. Players take a card at random from the beginning specifying their role. Players must complete the objective stated on the card without explicitly saying what their role is. Players must make conversation to get the information related to their card. The game plays well if players get into the character role while they play the game. The genre of this game is a social puzzle game. A total of 6 players can play the game. The game starts by having players choose a card, and then scattering around the room, trying to get the information needed that is stated on their card. Players need to make conversation to get the information. The spy must blend in as best as possible, and try to act as one of the workers also trying to get specific details about the mission. The tone of the game can be serious at times but then becomes funny towards the end as the roles of characters are revealed.

2. Key/Major Features.

- No one knows who is on there team until the very end
- There are multiple ways for both the spy and worker team
- Every game is different because of the different roles people can get
- There is a lot of deception, trust, and clues in each game that create a mysterious challenge for both sides

Stand Out Factors

This game stands out because all of the twists and turns it can take. Throughout the game, no one knows who is on their team and who they can trust. This game pushed the players to think critically and rationally about who might the spy be, but also trying to complete their tasks.

Catches and Gimmicks

There are a few catches that make this game unique and memorable. The first being that teams are kept as a secret until the very end of the game. The “Spy” is only revealed at the end of the game making it suspenseful throughout and a mystery. The second catch is that the “Observer” can pick someone at the end of the game to consult with. The two will then have a minute to discuss who could be the possible spy. What makes that aspect fun is that they could accidentally pick the spy to consult with and they might lead them in the wrong direction.

3. Research, Audience and Competitive Analysis

The theme of our game was “Identity” and we chose to take this literally. We first came up with the idea of trying to find out something and came up with the James Bond type of theme. The spy, James Bond, is undercover as he tried to seek out some classified information. Our game has a close resemblance to “Clue” as it is a mystery to find one person. Our game is different because it is completely interactive and involves everyone to participate in finding out who is the spy. “Clue” is a mystery board game and has little talking between the players. W.A.V.E.S. revolves around speaking to as many people as possible and conclude who the spy is.

A. Rationale for the game: There is a lack of adult/teen oriented non-digital games that are extremely popular. Most people can point to Cards Against Humanity and other board games which is excellent, but our game looks to add a new genre type to the mix. Our game W.A.V.E.S looks to emphasize a conversation element to our gameplay making it different from the rest. Instead of relying on cards or board to play, our game puts all the power into the player to win. There are no limits to what the player can do to win, and it makes the challenge rewarding because of this.

B. Differences, similarities, and competition with other games?

Differences: Gameplay based on conversations, teams are unknown at the start, and players are encouraged to lie and deceive others Similarities: Cards give roles to people and time limits

Competition: Cards Against Humanity, 20 Questions, and Exploding Kittens

C. Target Audience: The target audience is from teenagers to adults. This game can be a little tricky for younger kids and is best played when everyone fully participates.

D. Why play it? People would like to play our game because it has a different feel than others and is an excellent social game. This allows people to get to know each other while having a good time. It also helps with imagination as players can create scenarios to get the information they need, or if they are the spy create elaborate excuses to throw players off their scent that they are the spy.

GAMEPLAY DETAIL

4. Overall Gameplay Summary.

The goals of the game if you are the spy is to collect all the information related to the mission without alerting the others that you are the spy. The goal of the other players is to make conversation the same as the spy to get the information stated on their cards, while also trying to determine who the spy is. The observer is an outside player looking in trying to decide who the spy is. The challenge for the spy is to go without being detected, while the obstacle for the other players is to ensure that they have captured the correct player at the end of the game.

Overcoming obstacles

Players must remain vigilant throughout playing to watch what they say and to whom they say it, as saying the wrong thing to any player may alert them that you are the spy. Players must create elaborate excuses and scenarios to ensure that they remain hidden from the rest of the players.

Motivation

If the spy remains hidden and is not captured, then they are known to have good conversation skills as well as an excellent imagination to create scenarios to escape capture.

Game mechanics

The game mechanics are to choose a card and to converse with other players to obtain the information that has been given to them at the start of the game.

5. Detailed rules of play

Rules 6 Players Time Limit: 5-10 minutes, based on the difficulty of the tasks.

Description W.A.V.E.S. is a game of conversation to determine who the spy is. The players must begin a conversation depending on the story situation. For the most amount of enjoyment, take the role of the person you have been given. Roleplay the parts while still getting the information required. The spy must blend in and merge and leave conversations quickly and effectively to get the information without being detected by the observer.

Party Dialog A super-secret spy agency has information regarding a missile launch, but is not aware of any other information regarding it. There is a dinner party in celebration of the workers. It is the spy's duty to seek out the required information to stop the missile and get out before being noticed.

Play Rules

Engineer The role of the engineer is to find out what type of missile it is. They know where the missile is located.

Physicist The physicist knows that type of missile it is. They need to know where the missile is going.

Coordinator The coordinator knows when the launch will take place. They need to know where the missile is located.

Guidance Operator The guidance operator knows where the missile is located. They need to know when the launch is.

The Spy (James Bond) The spy needs to learn when the launch is, where it is going, where it is now, and what type of missile it is.

Observer The observer needs to watch over the 5 other players and determine who the spy is.

Gameplay

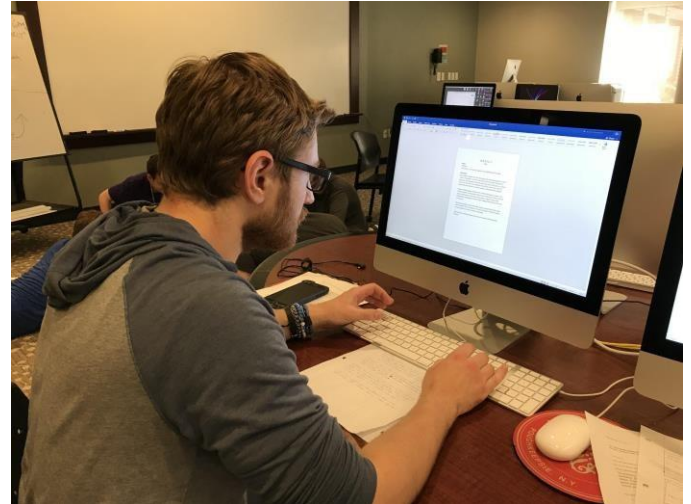
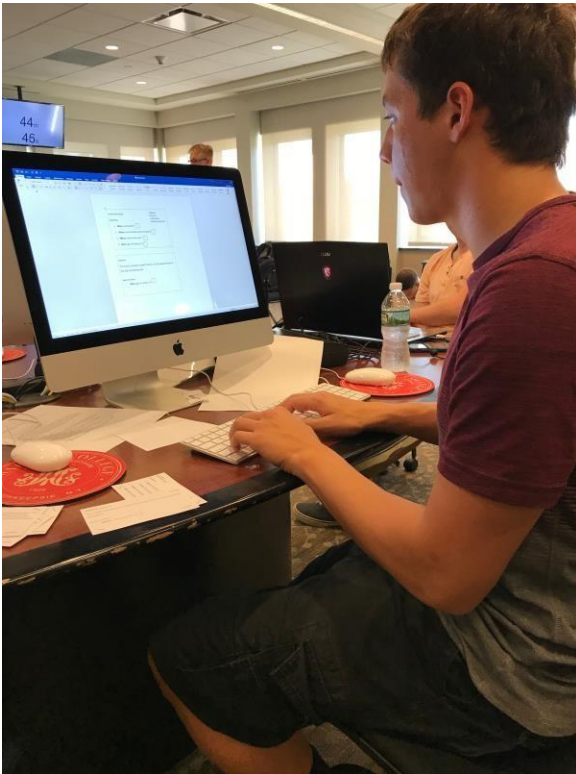
Every player takes a card, but they keep the information given to them secret. The observer will start the time limit, which will be known to everyone. The observer must announce the start of the time, as well as the end of the time. If the observer would like more time, they can extend the time limit by 1 minute without telling the other players. Players will then begin to discuss the information given to them, and find the answer to the question they have on their card. Only one other player will have the information they require. Players must make conversation regarding the overall topic, taking the identity of the role on the card. The spy must blend in with the other players, and will know the other roles to better fit in to the group. The spy must get 3 of the 4 answers to the questions to have a chance at winning. After the time limit has passed plus the extra minute if the observer desires, the observer can choose 1 player to discuss in private who they believe the spy is. If the spy is chosen he must blend in and pretend to be one of the roles on the list. After a minute of deliberation, the observer must choose who they believe to be the spy.

Win Conditions

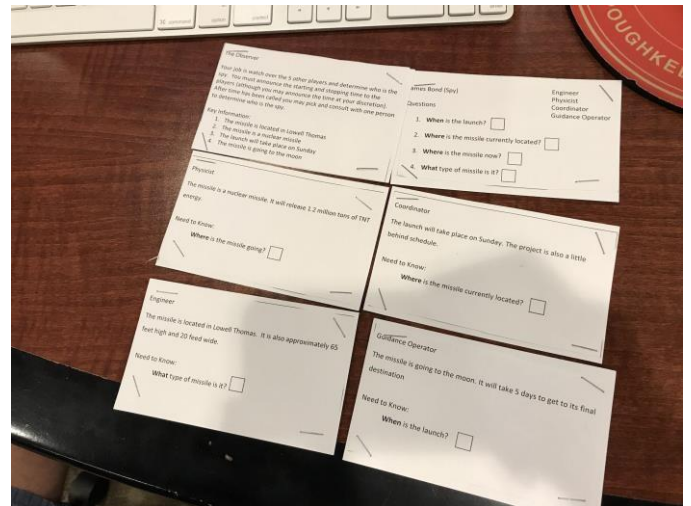
If the spy is not picked at the end, the spy wins the game. If the spy is picked at the end, then it comes down to the number and questions answered. If the spy has more answers than the observer's team, the spy wins. If the spy has less, then the observers team wins

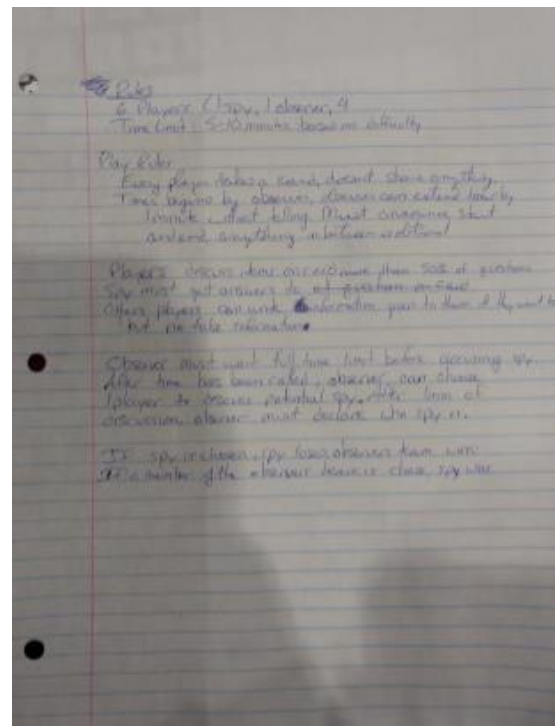
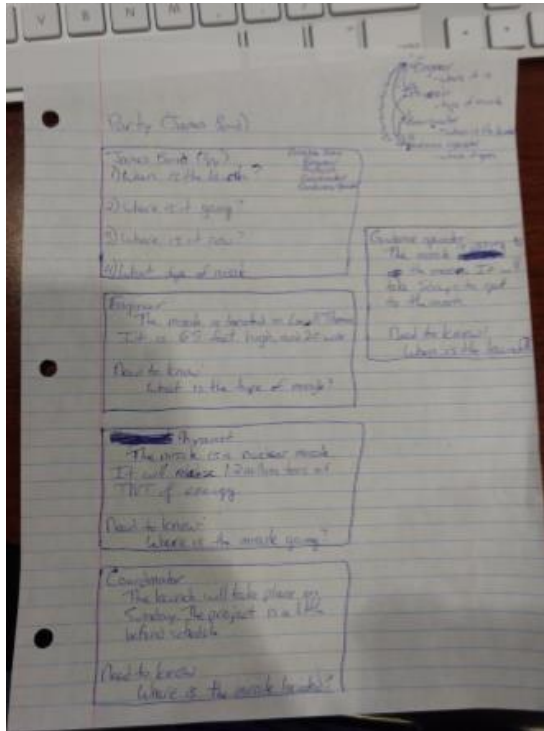
DOCUMENTATION OF DRAFTS/SCRAP WORK

6. Screenshots and visuals of the game and game process.



Here are both of our creators of the game (Preston and Jon) constructing the cards and final rule set. The final card designs are also listed to the right.





Here are the original rough drafts of the cards and rule set. The game went through a lot of thought and play testing to make the most balanced and enjoyable experience. The bottom right picture is the original concept and creation of the game.

