The Color Game Gameplay Plan

As of January 23, 2015 the plan to make a 3D Color Game is changed to a 2D game that will focus in three Modes. Modes will be **Normal**, **Rush**, **Limited,** **Hardcore**. Game Modes will be explained below.

**Terminologies:**

**Coins:** The value that is used in the game. Player will be given 500 units at the start of the game. The starting value is true to all Modes.

**Bet:** This is how you play the game. Betting is defined by giving ‘coins’ to a specific color you want to show when they roll.

**Color:** This is the variable used for the player to gain or lose coins. Six (6) colors are placed on a Die and rolled on the board.

# Normal Mode:

1. Player will be given 500 coins as a starting money
2. Player is to bet on One (1) or more Colors with an amount of coins not less than one (1).
   1. Placing a bet means the player will lose coins equal to the amount of coins that he inputted.
3. Player is to Press “Roll” to make the dice roll
   1. Three Dice will roll
   2. The Dice will show a random ‘color’ every roll
4. If One (1) Die Matched the bet, the player will gain coins equal to his bet on the color.
5. If Two (2) Die Matched the bet, the player will gain coins double to his bet on the color.
6. If all Three (3) colors matched the bet, the player will gain coins triple to his bet on the color.
7. Winning conditions of the Player is to have One Thousand (1000).
8. Losing condition is when the player lose all his coins.
9. If the player scores low enough to beat the leaderboard, he will be asked of his name and his Name and score will be recorded.
   1. The scores are defined by the number of times the player made a bet until he won the game
   2. The scores are ranked by the how fast the player reached the 1000 coins.
10. Player will be asked if he wants to “Play again”, “Select a different Mode”, or “Quit to Main Menu”

# Rush Mode:

1. Player will be given 250 coins as a starting money
2. Player will only have One (Minute to play the game)
3. Player is to bet on One (1) or more Colors with an amount of coins not less than one (1).
   1. Placing a bet means the player will lose coins equal to the amount of coins that he inputted.
4. Player is to Press “Roll” to make the dice roll
   1. Three Dice will roll
   2. The Dice will show a random ‘color’ every roll
5. If One (1) Die Matched the bet, the player will gain coins equal to his bet on the color.
6. If Two (2) Dice Matched the bet, the player will gain coins double to his bet on the color.
7. If all Three (3) colors matched the bet, the player will gain coins triple to his bet on the color.
8. The game will end when the Timer ends.
   1. The game will also end when the player loses all his coins
9. If the player scores high enough to beat the leaderboard, he will be asked of his name and his Name and score will be recorded.
   1. Scores are defined by the Coin value at the end of the Timer.
10. Player will be asked if he wants to “Play again”, “Select a different Mode”, or “Quit to Main Menu”

# Limited Mode:

1. Player will be given 250 coins as a starting money
2. Player can only make a bet Ten (10) times
3. Player is to bet on One (1) or more Colors with an amount of coins not less than one (1).
   1. Placing a bet means the player will lose coins equal to the amount of coins that he inputted.
4. Player is to Press “Roll” to make the dice roll
   1. Three Dice will roll
   2. The Dice will show a random ‘color’ every roll
5. If One (1) Die Matched the bet, the player will gain coins equal to his bet on the color.
6. If Two (2) Dice Matched the bet, the player will gain coins double to his bet on the color.
7. If all Three (3) colors matched the bet, the player will gain coins triple to his bet on the color.
8. The game will end when he rolled the die Ten (10) Times
   1. The game will also end when the player loses all his coins
9. If the player scores high enough to beat the leaderboard, he will be asked of his name and his Name and score will be recorded.
   1. Scores are defined by the Coin value at the end of the Game.
10. Player will be asked if he wants to “Play again”, “Select a different Mode”, or “Quit to Main Menu”

# Hardcore Mode:

1. Player will be given 300 coins as starting money
2. Player can only make a bet Ten (10) times
3. Player will only have One (1) minute to play the game
4. Player is to bet on only One (1) Color,
   1. The amount of bet the player can bet cannot be less than the double of the previous bet.
5. Player is to Press “Roll” to make the dice roll
   1. Three Dice will roll
   2. The Dice will show a random ‘color’ every roll
6. If Two (2) Dice Matched the bet, the player will gain coins equal to his bet on the color
7. If all Three (3) colors matched the bet, the player will gain coins double to his bet on the color.
8. The game will end when:
   1. The Timer ended
   2. Player rolled the dice Ten (10) times
   3. Player lost all his coins
9. If the player scores high enough to beat the leaderboard, he will be asked of his name and his Name and score will be recorded
   1. Scores are defined by the coin value at the end of the game
10. Player will be asked if he wants to “Play again”, “Select a different Mode”, or “Quit to Main Menu”