

RPS FUSION

GAME 601 - Fall 2022
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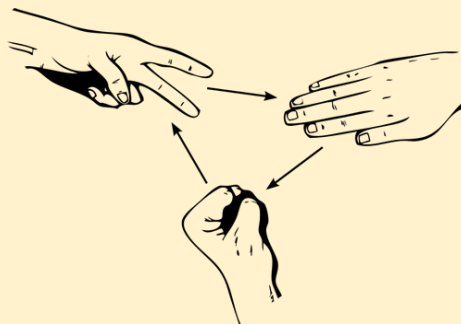
ABSTRACT

RPS Fusion is a co-op hand game in which two teams of two duke it out. If players fuse correctly, they can create powerful swords, mighty walls, and dangerous books to destroy their opponent. If they fail, their tools will break down into pebbles, scrap metal, and scrap paper, and they are at a disadvantage. To fuse or not to fuse? That is the question!

RULES

25 is a four-player game. Players are divided into two teams.

- 1) Similar to rock, paper, scissors, players will put their hand in either a fist for rock, open for paper, or hold forward two fingers for scissors.



However, instead of simply fighting their opponent, they have two choices. They can either point their hands at the opposing team and fight them with both hands or both point towards their partner and create an entity. Each combination creates a different entity. If one partner points towards the partner and the other doesn't, it defaults to having both hands in play.

If rock beats scissors, then the result is two scrap metal



If paper beats rock, the result is two pebbles



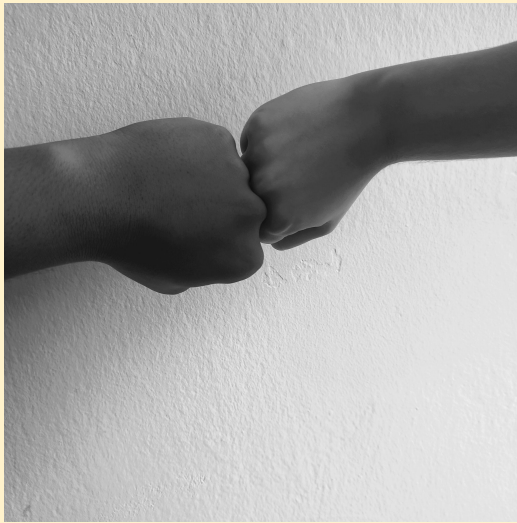
If scissors beat paper, the result is two scrap papers



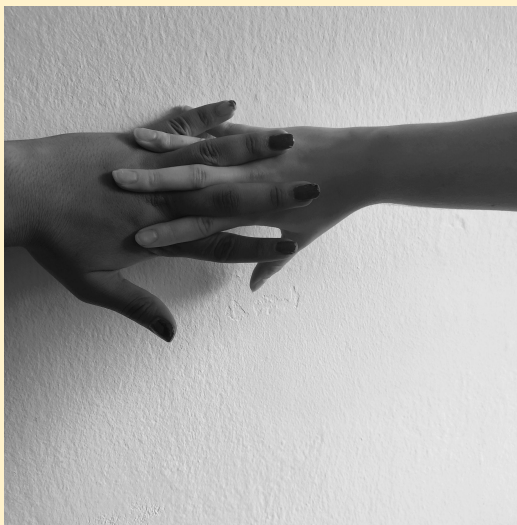
If there are two scissors, you get a sword



If you get two rocks, you get a wall



If you get two papers, you get a book



- 2) Now, your team must face off against the opponents team. This time, the winning team receives a point instead of creating a new entity.
- 3) If a team has two hands in play, each hand can only defeat one entity. For example, if there are a paper and a rock fighting a rock and scissors, the paper and the Rock win. If there are two scrap papers, they tie against a rock and a paper.
- 4) If a team has a successful fusion, their entity can defeat two hands. For example, if a Wall is played against a paper and a scissors, the wall wins.

5) The face-offs are as follows:

Scrap metal beats scrap paper and paper

Scrap paper beats pebble and rock

Pebbles beat scrap metal and scissors.

Scissors beat Paper, scrap paper, and scrap metal

Paper beats Rock, scrap paper, and pebbles

Rock beats Scissors, Scrap metal, and pebbles

Sword beats all but wall

Wall beats all but book

Book beats all but sword



DESIGN PROCESS - Modified Dice Rolling Game

Game Modified: Rock Paper Scissors

Rock Paper Scissors as a game is definitely iconic, played by people of all ages and one of the premier ways of making a decision. The cultural ubiquity of the game has resulted in many variations of the game. Most of these variations seem to be mainly an attempt to add more entities that you can use. For example, the popular rock paper scissors lizard spock adds two new entities you can play as, and rock paper scissors everything turns the game from chance based to a game of imagination, with each player debating how whatever thing they picked can beat what the other person picked. I wanted to make sure that my modification was different from these other popular ones, so I decided to make rock paper scissors a co-op game.

While one could view Rock Paper Scissors as a game of pure chance, there are some strategy elements to it. The scissors hand position is the easiest one to shift to, making it the most likely to be used first. Players after losing will often pick the move that would have beaten whatever beat them in the last match. There is a lot of getting inside your opponents head to see what they would move, but of course you can only go so far with that. In this lies the fun of Rock Paper Scissors, trying to guess what is going on in your opponents head.

Thus, in order to capitalize on that aspect of the game's appeal, we need to add more people for the player to try to predict the move of. Players now have to keep in account the moves of their partner and the moves of their opponents. The question of whether or not to fuse is similar to the prisoner's dilemma. On the one hand, fusing the same hand is an extremely high reward. However, if they have different hands, they are at a disadvantage. Is it better to play it safe or go for the high risk high reward strategy? Is your teammate on the same wavelength as you? What will your opponents do? The player's mind has way more things to be aware of, hopefully making the gameplay loop more engaging.