





SUTD Fiesta!



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Content

Game inspiration

Design Approach

Minigame concepts



Game Inspiration

Mechanics:

Mario Party

Theme:

SUTD student life



Design Approach

- SUTD + Mario party = SUTD themed mini games
- Themed to poke fun at the school.
- Inside jokes to create a sense of belonging with SUTD.
- To create a fun game that SUTD students will 'get'.



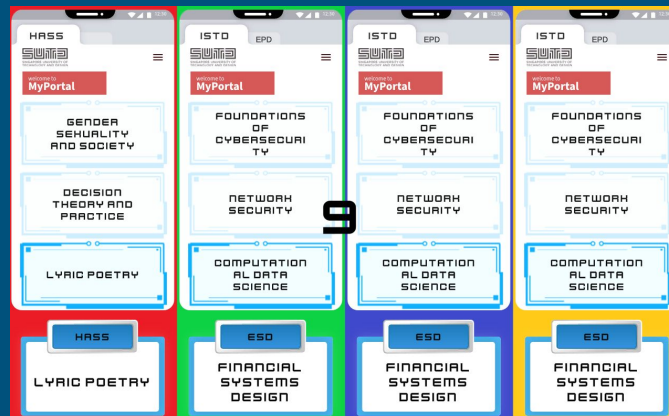
Book your mod ASAP

Inspiration

Booking mods in SUTD is a more anxiety-driven task as compared to other universities, due to our smaller pool of choices. Thus, we want to capture that feeling by having people compete for mods.

How it works

Players compete to see who can book 8 mods the fastest! They are only limited by reaction time and knowledge of which mod belongs to which pillar



Canteen

Inspiration

Many students go to the canteen for lunch after class. As we only have one canteen and it is small, many students rush there so as to beat the queue and get seats. So this minigame is an inspiration of that, as no other university has this same problem as us.



How it works

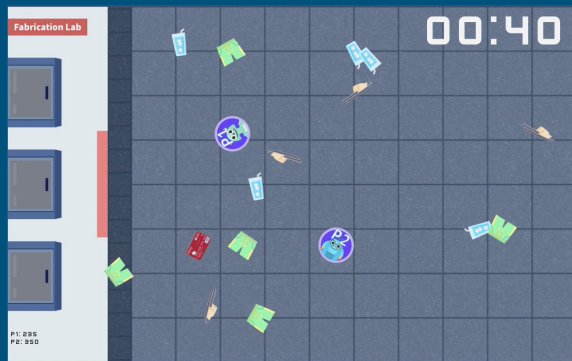
Each player is assigned a row, and their goal is to reach the finish line (AKA the canteen) as fast as possible. Players move faster by tapping left and right on their controls to move, while jumping to avoid obstacles.

Players are awarded based on their position in the race, with the most points going to the winner!

Fablab

Inspiration

Our school fablab has many rules that need to be met: no drinks, long hair must be tied up etc. Those who fail to meet the rules are punished! Thus our minigame is inspired by the stringent rules from fablab.



How it works

Each player starts from the center of the game board, and pickups spawn randomly one by one around the board. Players have to try and rush to collect the 'good' pickups, such as Jeans & SUTD Student Card, and avoid 'bad' pickups, such as Shorts & Drinks.

At the end of 1.5 minutes, players will be ranked based on their score, and are awarded points accordingly!

Thank you.