

Final Packet

Ryan Taus

Battle of the Four Gods

Game Design Document

Battle of the Four Gods - Game Design Document

Table of Contents

1. Overview
2. Concept
3. Game Diagrams
4. Abbreviated Rules

1 Overview

1.1 Author

Ryan Taus

1.2 Title

Battle of The Four Gods

1.3 Elevator Pitch

Four players assume the roles of gods and their struggles against each other. Each round, players expend energy points to either attack or defend against each of the other players. Upon reaching 0 energy points (EP) a player loses. The last player standing wins.

1.4 Target Audience

The game is designed for family and friends who want to play a competitive board game. This game utilizes deceit and teaming up, so it is recommended for players who want a challenge, but do not take in-game actions personally. Additionally, it is recommended for online gamers who like games in which they must outwit their opponents.

1.5 Target Platform

Battle of the Four Gods is an networked game played through the web. Any PC is suitable for playing.

2 Concept

2.1 Story

The story is minimal. The four players act as gods that are in a constant battle against each other to become the main god of the universe. The battle is nearing the end when the players assume control. They then duke it out to see who will reign the universe as the sole God.

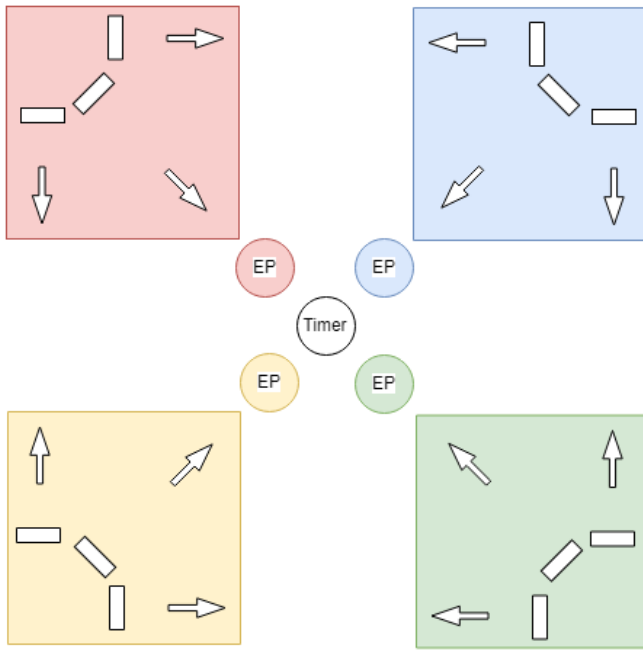
However, since the gods are so powerful, every action they perform costs some of their remaining life force. This means they must be careful about who they target and when.

2.2 Requirements to Play

Internet connection and a pointing device (mouse, tablet, etc.) for your computer.

3 Game Diagrams

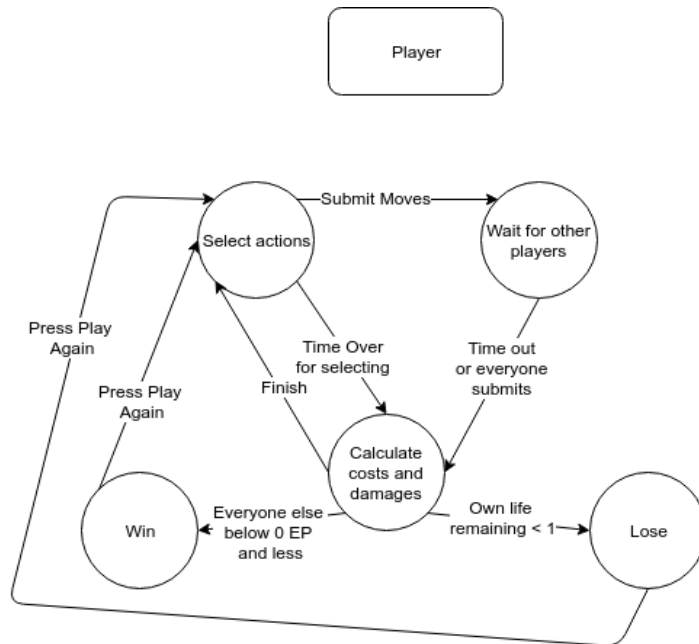
3.1 Game Space

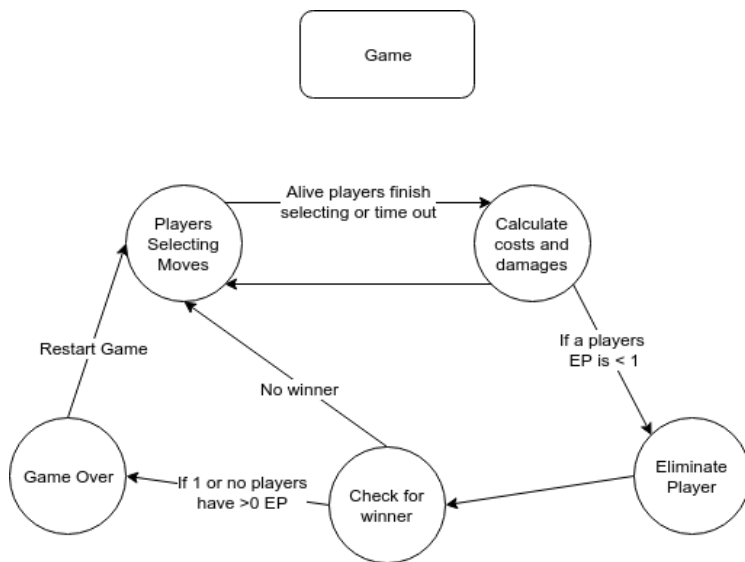


Notes:

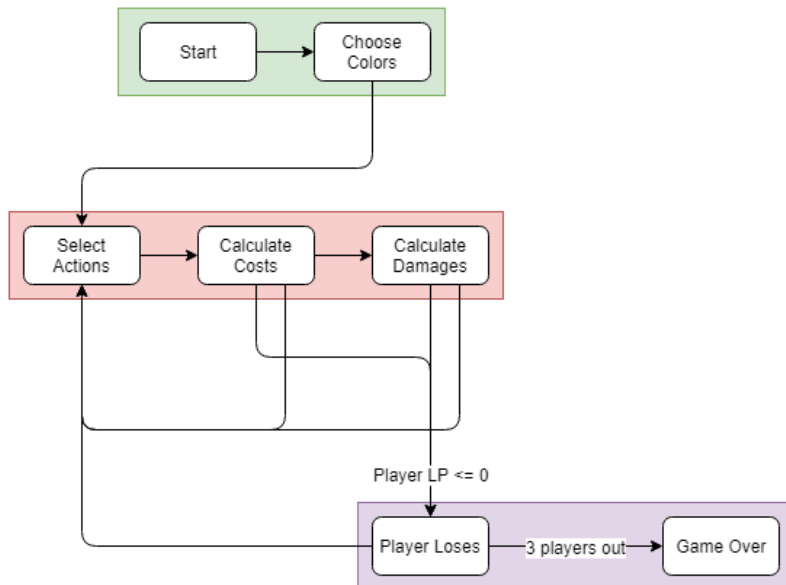
The game space is seen on each of the four players computers. Each player has a unique color. The arrows and rectangles represent attacking and defending the other players. Once selected (via clicking), the aforementioned markers provide feedback to the player so that they know which actions they are to perform.

3.2 Game State





3.3 Game Flow



- Setup (Green): Players choose their colors and set up their respective blind spots.
- Main Gameplay Loop (Orange): Players have 40 seconds to select their actions and communicate between players. Then, once the select actions part of the round is done the result of the round is calculated. All the players EP are changed and they are alerted of which actions everyone performed. The next round immediately starts.
- Elimination (Purple): If a player reaches 0 EP they are eliminated. If a player is eliminated they cannot make actions and the other players cannot target them for attacks. If Three players are eliminated the last player remaining wins. If all remaining players are eliminated at the same time then the player with the EP closest to zero wins.

4 Rules, Abbreviated

Full rules available in the rulebook section.

The game is played in a sequence of rounds. A round consists of two parts, selection and scoring. During the selection part, each player concurrently chooses up to three actions. An action is attacking or defending another player. After everyone selects their action or a certain amount of time has passed the moves are submitted. Once all moves are submitted, scores are tallied up as detailed in the rule book.

If no scores change for five turns in a row, then every player loses 1 EP at the end of each round.

If 2 players are eliminated at the same time, the player who has a higher EP wins.

Starting Conditions

Each Player starts with 60 Energy Points (EP).

Rule Book

Rule Book

Contents

1. Summary
2. Components
3. Setup
4. Gameplay
5. Winning the Game
6. Annotated Gameboard
7. Summary of Terms

1 Summary

Battle of the Four Gods is played in a series of rounds where four players expend ENERGY POINTS in order to either ATTACK or DEFEND against other players. When a player reaches 0 ENERGY POINTS they are eliminated. The last player standing wins.

2 Components

To play Battle of the Four Gods you will need:

- A computer with internet connection

3 Game Setup

1. Each player logs onto the game website and joins a lobby. Upon joining the lobby each player is assigned a color: RED, BLUE, GREEN, or ORANGE.
2. Once four players have joined the same game, the game will start automatically, so be ready!

4 The Game

The Round

A ROUND consists of 2 distinct phases.

- The Planning Phase: The TIMER starts. Each player concurrently selects up to 3 ACTIONS to take for this round.
- The Results Phase: Each player reduces their ENERGY POINTS as according to the ACTIONS section.

After the results phase, the game proceeds to the next round and starts with a new planning phase.

During all points of the game, except while results are being calculated, table talk is encouraged. Table talk refers not only to public speech, but also private messages to any of the players.

Sending Messages

To send a message type into the box indicated as E in section 6. By default, a message is sent to every player. However, you may start a message with a - followed by certain flags denoting which players to send it to. These flags are

- r: RED player
- b: BLUE player
- g: GREEN player

- o: ORANGE player

Also note that nothing is banned from the messaging system, so feel free to team up or lie about your intentions to the other players. May the most cunning god win.

Planning Phase

Each player selects anywhere from 0 to 3 ACTIONS to perform. Each action costs 1 ENERGY POINT. To select an action merely click on the icon indicating which one you wish to do. The icon will change indicating you have selected it. If you change your mind simply click it again and it will be removed from your list of selected actions. Then you may optionally press the submit button. If all players have submitted their moves or the TIMER has expired then play proceeds to the Results Phase.

Notes:

- A player cannot choose more actions than they have remaining ENERGY POINTS. If a player has 2 ENERGY POINTS then they can only select 2 actions.

Results Phase

The results phase processes the results of all the players selected actions. This is handled by the computer so the players do not need to keep track of their own ENERGY POINTS.

The results of actions are as follows.

1. Each player decreases their current ENERGY POINTS by 2 for every ATTACK, and 1 for every defense action.
2. For every ATTACK, if the targeted player did not DEFEND from the attacking player they lose 5 ENERGY POINTS, otherwise if the targeted player did DEFEND the ATTACK they are refunded 1 ENERGY POINT
3. Then the players are assessed based off of their current ENERGY POINT TOTAL. If a player's ENERGY POINTS total is 0 or below they are ELIMINATED. An eliminated player cannot select any actions and cannot be the target of a players actions. When either one or no players are not ELIMINATED the game ends.
4. Players are alerted the results of the RESULTS phase and are told which actions every player selected. The game then proceeds into the next ROUND.

5 Winning the Game

A player wins the game if at the end of a round every other player is eliminated.

In the case that at the end of a round every player has been eliminated, then the winner is the player with the largest amount of ENERGY POINTS that was eliminated during that round. If multiple players eliminated that round have the same amount of ENERGY POINTS then the game is a tie between those players.

6 Annotated Gameboard



- **A:** ATTACK action icon (RED)
- **B:** DEFEND action icon (BLUE)
- **C:** Indicates a players current health (GREEN)
- **D:** Submit move button. Press to submit your selected moves.
- **E:** Chatbox. Use to chat with other players as well as to get updated by the game as to who chose which actions.
- **F:** The timer. Indicates how much time remains in the round.

7 Terms

ACTION

Each player has access to 6 actions.

- 3 **ATTACK** actions (1 for each opponent color) (Indicates the target)
- 3 **DEFENSE** actions (1 for each opponent color) (Indicates the opponent defending from, or target)

The result of attacking a non-defending player is the targeted player losing 5 ENERGY POINTS

The result of attacking a defending player is the targeted player gaining 1 ENERGY POINTS.

The result of defending against nothing is nothing.

Each action has a uniform cost of 2 ENERGY POINT.

ELIMINATED

An eliminated player has dropped below 1 ENERGY POINT. They cannot take actions and they cannot be targeted for them.

ENERGY POINTS

Each player begins the game with 60 ENERGY POINTS. These serve as your life force during the game. Performing actions and receiving undefended ATTACKS drain your ENERGY POINTS. When a player reaches 0 ENERGY POINTS they are eliminated.

ROUND

A round consists of a planning phase and a results phase. The game is played via a sequence of rounds until the game reaches an ending state.

TIMER

The timer counts down the planning phase of the round. It lasts for 40 seconds.

Playtests

Playtest Round 1

Primary objective

To see if the game is fun, and if the gameplay works well. Try a large range of numbers for life and damage to see what feels good.

Results

Data

- Number of games: 3
- Player familiarity: none
- Time: around 30 minutes
- Method of playing: selecting cutouts

Observations

Game play very hindered by method of paper prototyping. Need to find another way to do it. Because of this, got mostly no feedback on the actual gameplay as the method of playing was too rugged.

Feedback

- Could be fun, playing it is a chore though
- Were unaware crosstalk was encouraged
- More fun once they knew they could team up

Playtest Round 2

Primary objective

Try out new method of paper prototyping, by placing stones on certain markers. If it works well try to get in a lot of games

Results

Data

- Number of games: 4
- Player familiarity: none, one played the previous version
- Time: around 30 minutes
- Method of playing: placing on markers

Observations

Game play is much smoother and much more fun for the players. They did not feel game play was a chore, but scoring was a bit awkward. Lowered health down to 30. Most games end up going down to the wire. Not sure if thats a good thing or a bad thing. In case of multiple people losing in the same turn least negative wins. Found only saying your attacks works better than saying all moves during scoring rounds. Rewarding defense made games really slow.

Feedback

- Much more fun than previous version
- Wish something could keep score for me,
- Desire to reward successful defenses.

Playtest Round 3 (In Class)

Primary objective

Show the class the state of the game. Play using 40 Life, 3 damage, no reward on defending.

Results

Data

- Number of games: 1
- Player familiarity: none
- Time: around 10 minutes
- Method of playing: placing on markers

Observations

Definitely need to digitize the scoring system. Lack of private chat hurts the ability to team up. Also there is a difference in how people play when they all know each other and not.

Feedback

- Would be easy to digitize
- Feels like there is no strategy
- Random is just as good as having a plan.

Playtest Round 4

Primary objective

First time playing the online version of the game with playtesters. Hope everything works well, and if so play with a lot of different values.

Results

Data

- Number of games: 6
- Player familiarity: minimal, some players played previous versions. Stranger Tested with some randoms in the keck lab.
- Time: around 40 minutes
- Method of playing: video games and video games w/ slack

Observations

Game play is much much smoother. People don't have to worry about anything but strategy and predicting and they said that they could actually think about their moves. People are split on needing more time and waiting for other players to finish. Halfway through started to use slack as a public and private voice chat.

Feedback

- Private chat makes the game more fun as it allows access to backstabbing.
- Automatic math makes gameplay much smoother
- Is fun trying to figure out what everyone else is doing
- Fun how games go down to the wire and get really tense.

Playtest Round 5 (In Class)

Primary objective

Playing the game in class.

Results

Data

- Number of games: 10ish
- Player familiarity: none, one played the previous version
- Time: around 60 minutes
- Method of playing: video game

Observations

Couldn't observe a lot of the games, however, the ones I did flowed well.

Feedback

- Fix UI to show more feedback to the player.
 - Blue too dark
 - log of what happened last should be more clear
 - Visual representation of everyone's health and actions
- Try rewarding defense more

Playtest Round 6

Primary objective

Test out varying the cost of attacking and defending in order to allow the players to be rewarded for successful defenses.

Results

Ended up changing a lot of values resulting in players feeling more rewarded for their plays. Ended up going with:

- energy points : 60
- attack cost: 2
- defense cost: 1
- damage on successful attack: 5
- refund on successful defend: 1

Data

- Number of games: Around 12 quickfire games and 3 slow games.
- Player familiarity: decent
- Time: around 70 minutes
- Method of playing: video game

Observations

Players enjoyed being rewarded for defending properly. Also, increasing the effects of landed attacks balanced out the now buffed defending option. The changes make reading players more rewarding and being read more punishing.

Feedback

- Resulting feedback summed up in results