Game Concept Document

For

*Water Rescue*

By

*Team Nirvana*

# Introduction

*“Water Rescue* is a strategy based path board game where each player symbolizes the long hand of a clock, tasked to progress throughout the normal daily activities in the clockwise direction only. Avoid excess expenditure of water droplets from daily water budget by answering Questions correctly, once you land on Knowledge Level and by winning the battle when the player encounters the Combat Level.No other game teaches children the importance of time and limited natural resource i.e. water all together!”

# Game Treatment

## Premise

“In Water Rescue, the two players have to race against each other till the Finish line/Termination point of the game to grab the award of **The Water Saviour.** Using water budget provided, all players have to complete the tasks as per the path but the only things that is of utmost importance is expenditure of water by individual player!”

## Hook

* Artistic Work totally focusing the Water Conservation or Jal Shakti Abhiyaan objective.
* Unique Clock Based theme approach providing essential knowledge on water resources and water preservation tips .
* Use of Clock’s Hand as physical tokens instead of normal pawns.
* Strategy based Knowledge and Combat Levels.

## Game Mechanics

### Rules of Progression

Tile Spaces: -

* Activity Tiles
* Green Tiles
* Red Tiles

The game is laid as a round clock where each player uses clock’s hands as pawns/counter/token to traverse through the path of the game. Each player puts their counter on the space that says “Start here”. Take it turns to roll the dice. Move the counter forward the number of spaces shown on the dice. If the counter lands on activity tile the player either gains or spend water droplets as per the exercise instructions. But if the player lands on a Green tile, the player needs to answer opponent’s question from one of the Green cards as per opponent’s choice and if the counter end on Red tile or both player’s counter lands on same tile, a battle will take place between the two. The combat winner is judged on the basis of player whose Red Card has highest Efficiency Points.

***Special Case\* - If both player lands on same space:***

* ***Green Tile Space –*** 2 Rounds i.e. Knowledge and Battle Level both.
* ***Red Tile Space –*** 1 Round i.e. Battle Level only.

### Challenge Mechanics

Along with the completion of daily activities, the players also encounter various provocation levels when they reach Green or Red Tile, testing their knowledge and combat skills respectively. It either leads to expansion in daily water budget or more expenditure of water.

## Needed to play

The following are the list of assets needed to be manufactured: -

* Wooden Board
* Clock Hands
* Wooden Dice
* Spinning Wheel
* Blue Beads (Water Droplet)
* Knowledge (Green) Cards
* Combat/Battle (Red) Cards

# Monetization

## Production Plan

Final production strategy strives for manufacturing of game with integration of deliverable output of each production stage as follows: -

* Final CAD (Computer Aided Design)
* Craft Production – Physical Framework and Structure developed by craftsmen
* Quality Control
* Feedback and Testing

Total approximated expenditure incurred by the team including direct and indirect costs is – Rs 450/-

The following are the details of Team Nirvana’s Production Staff Roles & Responsibilities: -

* *Deepanshu Manocha* - Game Producer

Responsibilities:

* Develops the budget for entire production.
* Develops and maintain overall production schedules.
* *Arman Singh* - Lead Game Designer

Responsibilities:

* Construct Rules and Procedures of the game.
* Maintains fun element in the game and ensures balancing.
* *Sarthak Luthra* - Lead Game Artist

Responsibilities:

* Establishes Computer Aided Design.
* Builds the look and feel of the game.
* Flourish all game settings, counters/tokens and cards.
* *Akash Bhardwaj* - Game Marketer

Responsibilities:

* Promotes the game idea and theme.
* Aims to develop sales strategies as per requirements.

## Target Audience

Currently, the team aims at the target audience of **8 - 15 Years**. The audience is further divided into two segments, one segment majorly focusing on Rural children as well as adults too and other segment’s pivot is urban primary school kids.

## Marketing Plan

To help boost sales rate and get people talking about the game, following strategies can be adopted: -

* Game Marketing on YouTube
* Marketing through Blogging Sites like WordPress
* Branch out to multiple gaming podcasts
* Game Marketing through Reddit and other review websites.