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Lab Report 11

Project 4

Planning

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Project 4 Planning

**Initial Idea**

My initial idea for project 4 is to cooperatively make a board game with Jason Guelbert, called *Scavange*, where players fight over loot found in an abandoned spaceship that is adrift in space. The idea behind the game came from a conversation during lab for the maps project in GAT211. Jason Guelbert brought up the idea of doing this kind of game and then we proceeded to expand upon the idea throughout the lab.

**Story**

You command a group a small spaceship of willing scrap-junkers and you have just come across the chance of a lifetime! Floating adrift in space is a seemingly abandoned luxury space yacht which could possibly contain the biggest score your ragtag team has ever come across. Unfortunately you are not alone in this discovery and a competing scrap-junker vessel has also found the vessel. It’s a race against your competition to scrap as much you can off the abandoned space yacht before it is too late.

**Players**

*Scavange* is a 1 versus 1 game which has one team as the Blue Junkers against the competing Green Scrappers.

**Target Audience**

This game shares a lot in common with a previous GAT210 game I made, *Subterfuge*. The game is meant to be a zany race against an opposing player where terribly bad, yet comedic space themed tragedies happen to each player’s units. For this reason the target audience is probably teens to adults who enjoy silly space themed experience.

**Complexity/Strategy/Luck**

My biggest fear with *Scavange* is getting carried away with all the possibilities of having little restrictions with project 4. For this reason I will do my best to keep complexity down by treating project 4 like the *Team Fortress 2* project: strip it down to the basics and build on top of this. *Scavange* screams to be procedurally generated computer game, much like the real-time combat mechanics of *Team Fortress 2* make it hard to translate this FPS to a turn-based board game. I plan on starting with the bare minimum to create the basic experience and then adding complexity from there.

The game will have simple combat to help each player formulate a strategy to stop their opponent from getting off the spaceship with good gear. Utilizing your knowledge of your progression through the spaceship and using found equipment will aid a player to create a winning strategy.

I imagine *Scavenge* to be a hidden information game where players explore a large spaceship where the layout of the spaceship is known, but what is behind each tile is unknown. For this reason, luck is a big part of the game, because you never really know what is lurking around the corner, whether it is uncovering a bad tile, or drawing a good event card.

**Enemies**

Enemies in *Scavange* come in the form of the opposing player and also the possibility of a rouge killer alien aboard the abandoned spaceship. Players can combat each other and killed units are removed from the board with a new unit replacing the fallen unit on the starting spaceship for that player.

Other enemies on the ship can be the alien or even the ship itself. Uncovering a bad tile can spring a laser trip which needs to be disarmed or turning on a sentry gun security system in a section of the ship. The game will also have an alien which cannot be killed. This enemy acts like a third party to the game and will kill anything it runs into. Moving the alien will be based on a roll for direction and roll for number of spaces moved. When a player’s unit is within range the alien will not stop chasing the unit until it is killed.

**Map**

Perhaps the most difficult part of this project will be coming up with a good map for *Scavange*. As of right now I imagine that the game will be a grid-based board game with regions that are designated for ship systems. While the layout of the ship will be intentionally designed, the larger system sections of the ship can be left blank for random system cards to be placed upside-down to populate the map. This way the game can have replayability because the systems with good or bad loot will not be able to be memorized.

As far as construction of the map, I am imagining using a foam core board and digging out a grid system so that systems can be placed upside-down and then revealed as players enter into them. When loot is found, these tiles can be taken off the board, representing a section of the ship that is no longer there. This way, map removal is easily understood between players as the physical board has been dynamically altered.

**Combat System**

The combat system of the game will be based upon a simple die roll which becomes modified depending on what equipment a unit currently has. For example, a basic unit can have 3 health 0 armor and 1 attack damage, but finding a laser gun on the ship can give that unit 3 attack damage allowing him to kill units quicker.

Aside from direct combat, the game will also allow the player to use systems against another player. For example, if a player is in the life support system they can drain the life support from another section of the ship, attempting to suffocate the units in that area. The enemy can also use the door system to try and lock units out of an area, or even lock them in an area with the alien in it. This indirect combat will be just as good as directly engaging the enemy, but it keeps your units at a safe distance.

**Equipment**

By uprooting tile pieces in the game equipment, valuable loot, or traps can be found. For the time being I am saying that there is an armor, weapon, and medical kit item that can be equipped by a unit. Valuable loot ranges between 1, being the lowest value, and 10, being the highest value. Traps can be uncovering the alien, setting off alarms, locking doors, removing oxygen from a system In the ship, or even starting a ship-wide fire.