Travis Moore

GAT 211A—Fall 2014

Instructor: Jeremy Holcomb

Project 4

Temple of LootDocumentation

Table of Contents

Temple of Loot (final version) 2 – x

Written Rules 2 – 8

Design Goals 8 – 11

Intention 8 – 9

The Combat System 9

The Map 9 – 10

The Characters 10 – 11

MDE 11 – 12

Mechanics 11

Dynamics 12

Experience 12

Intensity Curve Analysis 13 – 17

Intended Intensity Curve 13

Intensity Curve Breakdown 14 – 17

Temple of Loot (final version)

Written Rules

Components

* 6 Character Avatars
  + 3 Red Excavators
    - Explorer, Analyst, and Sentinel
  + 3 Blue Surveyors
    - Explorer, Analyst, and Sentinel
* 2 Character Sheets
  + 1 Red Excavator Character Sheet
  + 1 Blue Surveyor Character Sheet
* 2 D6 Combat/Movement Dice
  + 1 D6 Red Excavator Combat/Movement Die
  + 1 D6 Blue Surveyor Combat/Movement Die
* 1 Mummy Avatar
* 1 D12 Mummy Direction Dice
* 1 Enemy Sheet
* 1 Map
  + 1 Bottom section of the map
  + 1 Top section of the map
* 1 D20 Map Dice
* 14 Item Tokens
* 16 Enemy Tokens
  + Bats
  + Spiders
  + Snakes

Players

2 players

Objective

The objective of the game is to escape from the temple with its most prized treasure, *The Idol*.

Setup

**Setting up the Board**

The game board is constructed by placing the two game board sections together to form a square. Sitting across from each other, the red player should have the Red Excavator Start Vehicle in front of them, and the blue player should have the Blue Surveyor Start Vehicle in front of them.

**Setting up the Items, Enemies, and Ground Tiles**

On the board there are sections for *Item Tokens*, denoted by the treasure chest symbol. *Item Tokens* should be placed on these sections with the treasure chest symbol face-up so that both players do not know what items are at what locations. *The Idol* is placed on the tile with *The Idol* symbol.

On the board there are sections for *Enemy Tokens*, denoted by the orange enemy symbol. *Enemy Tokens* should be placed on these sections with the blank side face-up so that both players do not know what enemies are at what locations.

On the board there is a starting spot for *The Mummy*, denoted by the orange mummy symbol. *The Mummy* avatar starts at this spot. The *Enemy Sheet* is placed below the *Temple of Loot* logo on the board game, and the players should agree before the start of the game not to move the diagram so that moving *The Mummy* is consistent throughout the game.

Lastly, all *Ground/Pit* *Tokens* should be kept in its bag and used as needed throughout the game.

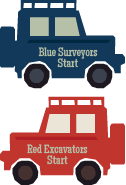
**Player Set up**

Each player should place their character avatars on their start vehicle. Each player’s *Character Sheet* should have all of their health tokens in place at the start of the game. Throughout the course of the game the *Character Sheet* should be updated to keep track of each of their character avatars’ health and items.

**Who Goes First?**

Each player rolls their *Combat/Movement D6* and the player with the higher roll goes first (reroll dice if there is a tie).

Map Tile Types

The map consists of the following tiles:  
**Start Vehicle**

Each team has a Start Vehicle that acts as the spawn area for their team’s characters. Characters start out the game on their Start Vehicle with full health and no inventory. If a character is killed they drop all their inventory at the tile they died on and return to their Start Vehicle with their health refilled and can reenter the temple on the next turn.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\ground-tile.pngGround Tile**

Ground tiles are passible terrain for characters (note that characters cannot exist on the same tile).

C:\Users\Travis\AppData\Local\Microsoft\Windows\INetCache\Content.Word\pit-tile.png**Pit Tile**

Pit tiles are deep, dark holes in the temple. Characters cannot intentionally enter a pit to kill themselves, and if a ground tile falls an enemy or character due to the temple collapse event then they are killed (*The Mummy* is not killed).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\tan-wall-tile.pngTan Wall Tile**

Tan wall tiles cannot be passed through by characters unless they use a Pick Axe to break the wall (be sure to place a ground tile to show that the wall is gone).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\gray-wall.pngGray Wall Tile**

Gray wall tiles act as the boundaries of the game. No characters, including *The Mummy* can pass through a gray wall tile.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\locked-wall-tile.pngLocked Wall Tile**

The locked wall tile can only be passed through if a character has a key (*The Mummy* cannot pass through this tile).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-tile.pngItem Start Tile**

At the start of the game items are placed with the treasure chest icon face-up on these tiles so that the players do not know which items are where. Once an item has been taken it is not replenished on this square.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-tile.pngEnemy Start Tile**

At the start of the game enemies are randomly placed from their bag with the enemy icon face-up on these tiles. Once an enemy has been defeated, flip the token to see what item this character has gotten (if any). Enemies are not replenished on after being defeated.

**Door Tile**

F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\door-tile.pngThe door tile can be opened and closed at will by the Analyst character (be sure to place a ground tile on the door to show it is now open).

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\tile-mummy-start.pngMummy Start Tile**

At the beginning of the game the mummy starts at this tile on the map.

Characters

The Red Excavators and the Blue Surveyors each have 3 characters on their dig team with special skills that will help the player:

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-explorer.pngThe Explorer**

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-analyst.png**The Explorer adds a D6 roll to their Move every turn.

**The Analyst**

The Analyst can open temple doors, denoted with a gray square with a skull on it. Use a the ground side of the *Ground/Pit* *Token* to show that the door is open, or remove the token to show a closed door. Opening or closing a door does not count as an action for The Analyst.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\char-sentinel.pngThe Sentinel**

The Sentinel can re-roll a failed D6 combat roll.

Enemies

Throughout the temple there are different enemies that can harm either player’s team if their character avatar is adjacent or on top of an enemy:

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-bat.pngBats**Bats are common throughout the temple and are easy enough for characters to be able to defeat by rolling a 3 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-spider.pngSpiders**Spiders can be found in dark areas of the temple and are a little bit tougher, but can be defeated by a roll of 4 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-snake.pngSnakes**  
Snakes are rare and are the hardest enemy to defeat, requiring a roll of 5 or higher.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\enemy-mummy.pngThe Mummy**  
The Mummy is immune to all damage, can travel anywhere on the board (including open pits and walls), and is dedicated to protecting his temple. Any character that *The Mummy* comes into contact with is killed.

**Moving The Mummy**

At the end of each player’s turn they roll the *Mummy Direction Dice* to determine how *The Mummy* will move.

Using the *Enemy Sheet* move *The Mummy* 3 spaces in the direction denoted by the die roll. If a 9 – 10 is rolled, then the opposing player gets to move *The Mummy* 3 spaces anywhere they would like.

Please note that *The Mummy* cannot be moved off the board or onto gray wall pieces and instead *the Mummy* should complete the move up until moving onto a gray wall piece.

Combat

Combat involves having a character avatar adjacent to an enemy or opponent at the end of moving. Combat involves rolling the *D6 Combat/Movement Die*:

**Enemies**

*Bats* are defeated if you roll a 3 or higher.

*Spiders* are defeated if you roll a 4 or higher.

*Snakes* are defeated if you roll a 5 or higher.

If an enemy is defeated, remove the *Enemy Token* from the board and flip the token to see if this character has received an item. If so, put the enemy token in this character’s inventory or discard the enemy in the discarded enemy/item pile on the board.

If the enemy is not defeated, the attacking character avatar loses 1 health (remove a health token from their section on the *Character Sheet*).

**Opponent**

Combat with your opponent involves both player’s rolling their *D6 Combat/Movement Die* with the higher roll winning, and the losing roll’s character avatar losing 1 health (remove a health token from their section on the *Character Sheet*). If there is a tie, both players re-roll until there is a winner. On the next turn combat can either continue, or one player may move their character avatar away.

**Running Out of Health**

When a character runs out of health they drop all their items on the spot on the map where they ran out of health and the character returns to their Start Vehicle. On this player’s next turn they may re-enter the temple and continue to play as normal (be sure to refill their health on the *Character Sheet*).

Items

Throughout the temple there are different items that can be picked up and placed into a character’s inventory or used one time. Items are picked up by crossing over or landing on the item:

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-bridge.pngRope Bridges**Rope Bridges are used to cross the gap between spaces that have no ground. Remove the *Rope Bridge* from a character’s inventory and place it on the spot you’d like to be able to cross over.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-pick.pngPick Axes**Pick Axes allows a character to destroy one tan wall (not gray walls) that they are adjacent to so that they can pass through the gap. Place the *Pick Axe* in the item/enemy discard area and use the ground side of a *Ground/Pit Token* on the adjacent tile that you would like.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-key.pngKey**keys allows a character to pass through the locked wall symbol so that they can get to *The Idol*. There are multiple keys in the game.

**F:\Library\Documents\GitHub\DigipenF14\gat211-game-mechanicsII\projects\project-4-temple-of-loot\resources\item-token.pngThe Idol**The Idol is the loot to end all loots and the entire reason why the team of archaeologists are there. Picking up *The Idol* starts a chain reaction where the temple starts to fall apart (see **Events: Temple Collapse!**).

Events

**Temple Collapse!**

Once any player is in possession of *The Idol* then the temple will start to break apart and lose ground tiles. From this point forward, at the start of each player’s turn the *D20 Map Die* is rolled and a pit from the *Ground/Pit Token* is placed adjacent to the tile number that is rolled on the map. The rolling player may choose any spot to place the pit, except for the gray walls. Any enemy or player that was on this spot falls to their doom and their items are placed on an adjacent accessible tile.

Turn Order

**Taking Turns**

Each player takes alternating turns which consist of moving and actions with their characters before rolling *The Mummy Dice* to end their turn (if the *Temple Collapse!* event has started, then the turn begins with the *D20 Map Die* roll).

**Using Characters**

Each character can move and perform an action per turn. Moving and performing an action can be done in any order that the player pleases, so long as each character only does these things once per turn.

**Moving**

Each character moves up to the maximum of their movement indicated on this character’s section of the *Character Sheet*. Characters may not occupy the same spot as another character, but may pass through characters if they are on the same team.

**Actions**

Each character performs one action which can be the following:

* Using a Pickaxe
* Placing a Rope Bridge
* Dropping an Item (so that another character can pick them up or to pick up something else if this character’s inventory is full)
* Swapping an item between adjacent characters

Victory

The player who escapes from the temple to their start vehicle with a character holding *The Idol* wins!

Design Goals

**Intention**

The idea for *Temple of Loot* comes from playing way too much of the rogue-like platformer video game, *Spelunky*, and also my initial idea of cooperatively making a board game with Jason Guelbert. Originally I intended to make quite a large game, with traps throughout the temple and an event card system for all kinds of bad or sometimes good things that happen in the temple. However, I found out through playtesting that these ideas were overly ambitious and I have stripped out temple traps, event cards, and some items in order to help streamline the game into what it is now.

I wanted to make a game that had players fighting over making their way through a dangerous temple. In order to make the temple feel dangerous I knew I wanted enemies for players to fight and I wanted to make a system where tiles would fall, like the temple would fall apart. I want the experience of the game to feel fraught with danger and excitement with the competitive thrill of fighting over a priceless treasure against an opponent.

Considering this semester has been about combat, maps, and characters, I feel like making Temple of Loot is a good way to end the semester by having me develop what I’ve learned throughout the semester all into one board game.

**The Combat System**

The first version of the combat system and the final version of the combat system are almost identical. Taking what I had learned from my first project, *Black & Blue Boxing*, I decided early on to keep the combat as simple as possible in order to reduce complexity. Combat can occur between players or the enemies that exist on the map.

Combat between players uses what we have learned from the first few weeks when we were learning about combat systems. Every character has hit points, with The Explorer and The Analyst having 2 hit points and The Sentinel having 3 hit points. When combating against an opposing player’s character both players roll their dice to see who has the higher attack value. The player with the higher roll wins and ties are re-rolled. Every character does 1 damage and there is no armor in the game in the final version. The reason there is no armor and consistent damage is to reduce the complexity of combat math and to help streamline the action in the game.

Combat with enemies is basically the same as with players, but instead of competing against a die roll, players compete against a static number. For example, if combat with a bat occurs then the player must roll higher than a 3 to defeat the bat. While this is not the most complex combat system I’ve made, playtesting has shown that this system works well because it is simple to learn and fast to implement in game. I figure reducing the complexity of combat in this game works well because there is enough for the players to have to dealt with when it comes down to navigating the map and using items.

**The Map**

The final version of the map is the result of playtesting and refining before finally having what I believe is a solidly designed map. The positioning of the players at the start of the game gives them a few turns before they can come into contact with each other, this allows the players to decide if they want to fight right away or take a longer route away from their opponent.

The layout of the map gives players the option to take a shorter route up the middle to get the idol, but there is the danger of more enemies, as well as the other player who might take advantage of this route. This short route up the middle is peppered with treasures to entice both the players in the hopes of creating player interaction. In previous versions of the map the side routes were too commonly used because they were safer. With the addition of treasures up the short middle path, players are now taking the chance of engaging in one another instead of playing a separate game where they just avoid each other until the end.

The idea behind having pits and walls is to help funnel the players into areas where they have to engage each other or pay the price of using valuable items. A player can choose to go a long, safe route, but this way gives little in the way of items, making it harder for a player to progress.

The items and enemies exist in the game to give the map some variety in how the game is played. Enemies originally did not drop items upon being defeated at all. I did not think to do this until playtesting with Garrett when he pointed out that there was no reason to engage an enemy unless there was no other way around them. While I originally viewed enemies as being just being an obstacle, I decided that Garrett was right to give the players a reason to want to engage enemies. With 16 enemies on the map, not including the mummy, half of the enemies have a chance at dropping items. This makes fighting an enemy a risky way to get items, but at least there is a reason to fight them. Items allow a player to make their own path through the temple. It is my hope that these items give the players agency to play the game in their own way, unique to how they see fit.

**The Characters**

The game has always been a one versus one game with three unique characters for both teams. Taking what I have learned from the *TF2* project, I decided to simplify my characters instead of making complex rules for each one. All characters have 3 attributes: Health, Move, and one Special ability.

The Explorer is meant to be quick, so he has an extra die roll to change his speed. At a bare minimum he’s as fast as all the other characters, but he can potentially be over 2 times faster. The Analyst went through several changes before deciding to let him have an ability to open and close doors. Originally he could use items indefinitely, but playtesting revealed that this rule made him more valuable than the other characters, which was something I did not intend for. The Sentinel originally had slow speed, like the Heavy in *TF2*, but just like in my *TF2* project, The Sentinel’s speed was increased because he just dragged behind too much. Instead, the Sentinel feels different by re-rolling combat rolls and having more health and inventory space.

The mummy enemy is a third-party character who dangerous to both players and is also semi-controllable by the players. Using a D12 I designated 75% of the time for the mummy to move around the board in a random direction, while 25% of the time the players can move the mummy as they would like. My intentions behind the mummy was to add an agent of chaos to the game that players would have to try and avoid. To keep the mummy from being too powerful I only give players 25% control over moving the mummy so that it is not always in the right area. The starting position near the idol allows for the mummy to hang around this spot and not be a problem early on in the game.

MDE

**Mechanics**

|  |  |  |
| --- | --- | --- |
| Turn Based | Orthogonal Movement | Constant Move Speed (with exception to The Explorer) |
| Dice Based Combat | Hit Points | Attack |
| Consistent Damage | Inventory | One versus One |
| Agent of Chaos (mummy) | Random Directional Movement (mummy) | Enemies (bats, spiders, snakes, mummy) |
| Defense (hitting or not hitting) | Items (pick axe, rope bridge, key, the idol) | Map Obstacles (wall, enemies, doors pits) |
| Dying / Respawning | Invulnerability (mummy) | Map removal (temple collapse) |

**Dynamics**

As a whole, the dynamics of the map seem to go through 3 stages: starting off slowly entering the temple, competing over resources and traveling paths, then trying to escape and fighting over the idol. The layout of the map makes it so that players start off slowly and not engage each other. However, soon after that the game becomes a competition over resources and paths towards the idol. At this point the game picks up and slows down as players engage in the center areas of the map or take longer, safer routes. Lastly, once a player has gotten the idol, the game reaches its peak excitement as once clear paths start to fall apart and players fight over who has control over the idol.

**Experience**

My board game focuses primarily on the competition aesthetic. Competition is created by default by having the game playable by two players who are trying to separately win the game. Competition is further emphasized by the combat mechanics in the game, as well as the shared objective of retrieving and escaping the temple with the idol. Items also affect the competition of the game. Since there is no sharing items and only a set number of items in the game, racing to collect or fighting to kill a character to get their items further fuels competition.

While not as heavily emphasized as competition, creation and fantasy exist in my board game. Creation can be created in the dynamics between items and the map. Players can leave their own mark on the temple by using pick axes to tear down walls or using rope bridges to cross open pits. This distortion of the original layout of the map allows the player to play the game in a uniquely created style of their own instead of being confined to a static map. Fantasy is created through the visual aesthetics of the game. The creation of a consistent and unique style of artwork throughout the components and map should help the player feel like they are raiding an ancient temple. The bat, spider, snake, and mummy enemies fit the ancient temple theme, and the temple collapsing should heighten the feeling of the danger often seen in the movies involving raiding ancient temples or tombs.

Intensity Curve Analysis

**Intended Intensity Curve**

The following graph is the intensity curve I am hoping for when designing the final version of my board game, *Temple of Loot*:

Each of the points on this intensity curve graph are what I expect a player to experience throughout a normal play session of the board game. Overall I expect the intensity curve to trend upwards at a steady pace before reaching its highest point right near then end of the game.

**Intended Intensity Curve**

Game Setup—Intensity = 1

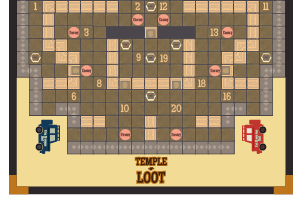
I expect that before the game really begins, during its initial setup, the game will experience its lowest intensity. This has been observable during all my previous playtests. In early versions of the game setup was difficult due to all the parts that were in the game. I have since reduced complexity by getting rid of extra items, like bombs, and also the event card system. The rules have also been expanded to include precise set-up instructions with pictures of what things are and what they do. The setup time now still takes about 10 minutes, including reading the rules, but it is much clearer than it previously was.

Game Start—Intensity = 2

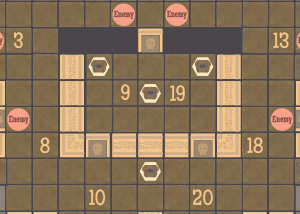
When the game actually starts I expect the lead up from setting the game up has at least built some anticipation for playing the game. At this point the players should be pretty familiar with the rules, have been formulating a strategy with what paths to take with their characters, and are itching to start the game. I expect this point of the game to have a slight rise in overall intensity, but nothing too big. Most of this intensity comes from the players projecting their strategies into the future in an attempt to figure out how to beat their opponent.

Moving Out—Intensity = 3

For the first turn of the game it should be nearly impossible for players to combat one another. This should allow for players to start the game slowly and give them a chance to figure out what they want to do based on how their opponent has moved. From here, the combat in the game can start if an opponent feels aggressive and wants to cut through the middle. However, if an opponent wants to play it safe the intensity of the game can be lower if they take a longer side route. The game should experience a slight bump in intensity as players are getting nearer to each other whether it is early or later when they eventually meet in the middle



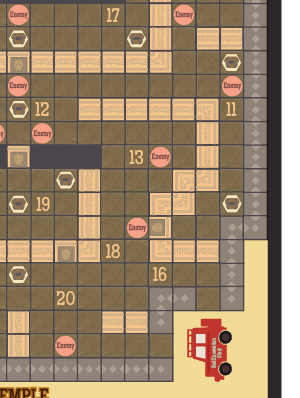
Short Route—Intensity = 6



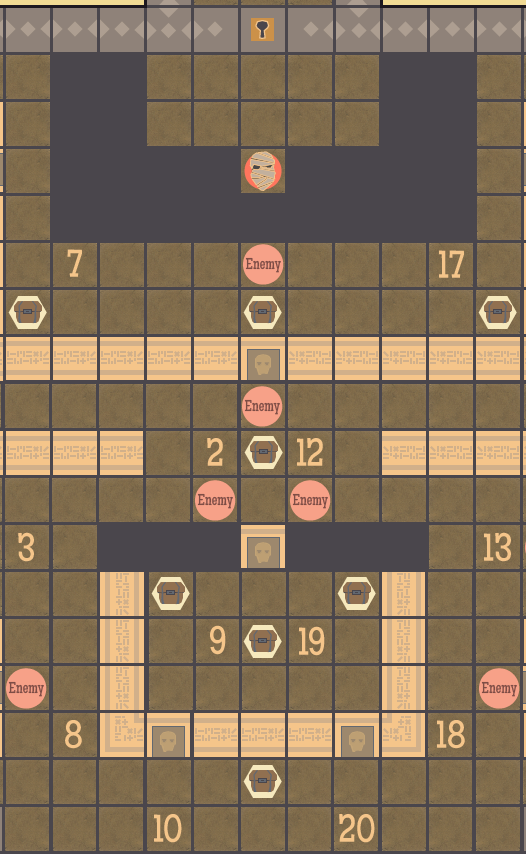
The map has been designed to draw players into the center, like a sort of funnel, where the main clashes of the game will occur. This funneling affect is made possible by the layout of the map, and also the addition of items being heavily concentrated in the middle. It is my hope that most players will want to get the items which will require interacting through combat with their opponent. This is the first major combat area of the game, and so intensity should spike here as players hurt each other’s characters and collect items for the first time.

Long Route—Intensity = 4

If players deicide to take a longer route than the intensity of their game should be lower than if they met up in the middle. In the example image to the left, you can see a longer route to the right for the red player. This requires the player to use their Analyst character to open a door. However, they will have to face at least one enemy and only get one 2 items, instead of all the other items in the middle. Note that this route still has a way to get back to the middle if a player wants to take a shorter route near the top half of the map. This route is less intense, but it has the possibility to funnel a player back to the middle if they feel more aggressive later on in the game.



Meeting in the Middle—Intensity = 7

The middle section of the map has the highest concentration of enemies and items. There are several ways to get to the middle, whether it is from a side route or directly going to the middle from the start. Engagements in this area should feel very intense as there is not a lot of space and there are enemies abound. This should be a heavily congested area of the game. Note that there are a lot of numbered tiles in this area, this means that when the temple starts to fall apart, a lot of tiles in this area will fall away, further increasing the intensity of this area of the map. The Analyst is a key character in this part of the map because of all the doors in this area.

Getting The Idol—Intensity= 5

So far in all of my playtests only one team really reaches the idol area. This spot should be a slight dip in intensity as one player is usually safe, unless the mummy is still in this area. The intensity should be near the middle of the scale, as it is still a long trek back to the start with the idol, and the other player will be waiting to try and attack and take the idol for themselves.

Tiles Start to Fall—Intensity = 8

When one player gets the idol the game introduces a new mechanic of tiles falling from the map every turn. This should make this stage of the game very intense for both players. Items become very valuable for their ability to let a player make their own path. This can also make the map very difficult to traverse, requiring players to take more time figuring out their moves. Indirectly, this make the mummy more dangerous as it is harder to flee the mummy with less available spaces to run to.

Fighting Over The Idol—Intensity = 9

Near the entrances to the temple is where most of the fighting will probably take place for the idol. With less tiles to stand on, the mummy ever present, and a clear objective of get the idol, combat should be happening often and correct character positioning is key. It is here that the speed of The Explorer and the combat effectiveness of The Sentinel really come into play.

End Game—Intensity = 2

When one player finally wins I expect the intensity to drop down, like a pressure release at this point in the game. The intensity should not drop to zero, but will most likely be at a place much like at the start of the game.