**Group Project – Level 6 – Group 5**

*Alice Baker and Bethany Cowle*

Name of the game - ?????

**Platform**

Non Digital – Card Game

**Target Audience**

16+ (16-25)

Male and Female

Social and Casual Gamers

**Psychographics**

Name: George

Gender: Male

Age: 23

* Lives in Norwich
* Outgoing
* Lives with flatmate Ben, who also invites friends over fairly regularly
* Has a 9-5 job working in social media marketing

Hobbies/interests:

* Meeting up with friends – go to the pub, each other’s houses
* They have small gatherings at their flat with friends and often play games together – digital (Super Smash Bros) & non digital (once a week-ish)
* The pub they go to has a board game evening, he likes to use this as an opportunity to socialise with new people
* Uses Twitter, Facebook, Snapchat and Instagram
* Likes memes and often sends them in group chats with friends
* Watches Netflix instead of TV – Stranger Things, Riverdale, The Haunting of Hill House, American Horror Story, Brooklyn Nine-Nine
* Listens to progressive rock/metal
* Likes watching sports – meets up with friends to watch together

**Core Mechanics**

* Voting
* Scoring
* Hidden Information
* Bluffing
* Deceiving

**Theme**

????

*Do we need a theme? Themed artwork?*

**Contents**

1 Red Card (LIAR) and 2-5 Green Cards (TRUTH) *(FOR 3-6 PLAYERS)*

Question Cards *(Minimum of 8 for first play test)*

**Win Condition**

Players have to guess who they think is the liar is each round to gain points.

Suggestion – the first player with 10 points wins the game. (Players can choose how many points or how much time they want to play for before ending the game)

**Round Sequence**

1. Shuffle then hand out liar and truth cards to each player.
2. Pick up and read out a question card from the pile for everyone to answer.
3. Limited time to think of an answer.
4. Take turns to reveal answer.
5. Questioning other players, discussing as a group. (One question each)
6. Decide a vote in secret who each player thinks the liar is
7. Votes are revealed
8. Liar reveals themselves
9. Points counted up

**Points System**

????

We will work on this throughout play test iterations to create balance in our game.

**Backlog of work**

* Play testing every 2 weeks
* Iterations for play test feedback
* Question cards
* Artwork for question cards

**Question Cards**

1. What is the worst Christmas present you’ve ever received?
2. What was your childhood nickname?
3. What is your biggest fear?
4. What kind of cult would you like to start?
5. What was the most embarrassing moment in your life?
6. What’s the weirdest thing a guest has done at your house?
7. What inanimate object do you wish you could eliminate from existence?
8. What would be the worst thing for the government to make illegal?

**Schedule**

*Subject to change*

|  |  |  |
| --- | --- | --- |
| **Week** | **Date** | **Task** |
| 1 | 5th – 9th Nov | Initial ideas and decide on a final idea |
| 2 | 12th – 16th Nov | Pitch 2  First play testing sessions |
| 3 | 19th – 23rd Nov | Iterations |
| 4 | 26th – 30th Nov | Play Testing |
| 5 | 3rd – 7th Dec | Iterations |
| 6 | 10th – 14th Dec | Pitch 3  Play Testing |
| 7 | 17th – 21st Dec | Iterations |
| 8 | 24th – 28th Dec | Christmas Vacation |
| 9 | 31st – 4th Jan | Christmas Vacation  Play Testing |
| 10 | 7th – 11th Jan | Christmas Vacation  Play Testing |
| 11 | 14th – 18th Jan | Christmas Vacation  Play Testing |
| 12 | 21st – 25th Jan | Christmas Vacation  Play Testing |
| 13 | 28th – 1st Feb | Iterations  Artwork examples |
| 14 | 4th – 8th Feb | Pitch 4  Play testing |
| 15 | 11th – 15th Feb | Iterations |
| 16 | 18th – 22nd Feb | Play Testing |
| 17 | 25th – 1st Mar | Iterations |
| 18 | 4th – 8th Mar | Play Testing |
| 19 | 11th – 15th Mar | Pitch 5  Iterations |
| 20 | 18th – 22nd Mar | Polish |
| 21 | 25th – 29th Mar | Polish |
| 22 | 1st – 5th Apr | Polish |
| 23 | 8th – 12th Apr | Easter Vacation |
| 24 | 15th – 19th Apr | Easter Vacation |
| 25 | 22nd – 26th Apr | Easter Vacation |
| 26 | 29th – 3rd May | Polish |
| 27 | 6th – 10th May | Pitch 6 |