**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**

Considering a Fox character for the card theme

**Contents**

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| **ITERATION** | **CONTENTS** |
| Base Idea | * 1 Red Card (LIAR) and 2-5 Green Cards (TRUTH) *(FOR 3-6 PLAYERS)* * Question Cards *(Minimum of 8 for first play test)* |
| 1 | * 2 Red Cards (LIARS) and 1-4 Green Cards (TRUTH) *(FOR 3-6 PLAYERS)* * Question Cards - 34 new questions *(42 in total)* * Character/Player Cards – 1 x 1-6 *(One for each player)* * Voting Cards – 6 x 2 Red Cards (LIARS) and 1-4 Green Cards (TRUTH) *(One set for each player, look different to the originals)* |

**Win Condition**

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| **ITERATION** | **WIN CONDITION** |
| Base Idea | * 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) |
| 1 | * Players have to guess who they think is the liar is each round. * The player who received the most points at the end of the game wins. * 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**

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| **ITERATION** | **ROUND SEQUENCE** |
| Base Idea | 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 |
| 1 | 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. Take turns to reveal answer. Questioning other players, discussing as a group. 4. Decide a vote for who each player thinks the liar is - place voting card on a players character card to vote) 5. Liar reveals themselves 6. Points counted up – players keep a tally for themselves (scores revealed at the end of the game) |

**Points System**

If the player is the liar, they get 1 point for every player who doesn’t correctly guess they’re the liar.

If the player is telling the truth, they get 2 points for guessing the liar correctly.

A player will get 1 bonus point if the whole group decides their answer is the funniest or most interesting.

**Backlog of work**

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

**Question Cards - BOLD = TESTED**

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?**
9. **What was the last thing you searched for on your phone?**
10. **Who do you think is the worst dressed person in this room?**
11. **What is your guilty pleasure?**
12. **What was the last thing you texted/last text you received?**
13. If you were rescuing people from a burning building and you had to leave one person behind in this room, who would it be?
14. What is the most illegal thing you have ever done?
15. Who in this room would be the worst person to date and why?
16. What was the strangest dream you ever had?
17. The world ends next week and you can do anything you want (even if it’s illegal). What would you do?
18. **Who is one person you pretend to like but actually don’t?**
19. **If you had to do a gameshow with someone in this room, who would you pick?**
20. What are you most self-conscious about?
21. What is the silliest thing you have an emotional attachment to?
22. What don’t you like about one person in this room?
23. What is one thing most people don’t know about you?
24. If you could be the best in the world at something, what would it be?
25. **What do you wish you could eliminate from existence?**
26. **If you were arrested with no explanation, what would your friends and family assume you had done?**
27. **What kind of cult would you like to start?**
28. **What would be the absolute worst name you could give your child?**
29. What secret conspiracy would you like to start?
30. **What would be the worst thing for the government to make illegal?**
31. **You’re a mad scientist, what scientific experiment would you run if money and ethics weren’t an issue?**
32. If someone asked to be your apprentice and learn all that you know, what would you teach them?
33. **What will immediately disqualify a potential partner?**
34. Do you think any part of your personality needs to be improved?
35. What chokes you up when you think about it?
36. **What controversial opinion do you have?**
37. What is the strangest habit you have?
38. What impression do you try to give when you first meet someone?
39. What would you like to achieve before you die?
40. **If you could swap lives with any other player in this game, who would it be and why?**
41. If animals could talk, which animal would you talk to first?
42. What would be your preferred way to die?

**Schedule**

*Subject to change*

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| **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  Play Testing |
| 21 | 25th – 29th Mar | Polish |
| 22 | 1st – 5th Apr | Polish  Play Testing |
| 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 |