**Theme, Narrative and Affordances**

**Name Idea - Judgement**

In the game of *Judgement,* the humans form a voting committee in order to compete for a future life in another realm. These humans have been entrusted to question what is true, to refine who is worthy of the afterlife. Later in the round, players will move across their board by correctly judging other players experiences, getting them a step closer to their new afterlife. Humans who must tell a lie have been temporarily tainted with sin, for the purposes of testing other humans. A human who correctly anticipates a lie, collects a new level of perception depending on their certainty. If a human anticipates wrongly, their perception level will be lessened. With a clearer perception of their fellow human beings, they become closer to a higher consciousness, worthy of the afterlife.

*{Humans = players}*

|  |  |  |
| --- | --- | --- |
| **Game Component** | **Gameplay Purpose** | **Narrative/Theme/Affordance** |
| Counters | Point accumulation and deduction, gambling mechanic | Used to change human perception level |
| Question Cards | Socialisation, voting | Judgement testing |
| Player Board | Keeping score | Path to the afterlife |
| Truth/Liar Cards | Voting | Testing humans |
| Pawns | Keeping score | Human marking their perception level |

**Artwork ideas -**

* Each player board could be a different colour with in accordance with their counters, to explicitly show who the players are voting for. For example - If player number 1 has the red coloured board, they will be using the red counters to vote on their board.
* The numbered grid could have a more saturated hue in each row.
* Question cards can have minimal artwork of them, perhaps an abstract, decorative edging.
* Truth cards can be pure, light and tranquil within the art, while Lie cards can be tainted, dark and twisted.
* Pawns can be black or white as we already own some from previous prototypes.
* Counters come in 6 different colours.