

# Crash Zone

## Game Design Document

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# Game Design

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## Summary

In the future of 3000 a ship carrying all specimens from around the galaxy has been bombed. Four human survivors are left on the ship; two soldiers and two engineers. The group has disagreements and is split up; one engineer with one soldier. It's now a race to escape the ship and claim the last escape pod which can only seat two people. The groups must collect enough energy to power the pod as well as avoid oncoming alien attacks. Who will get to the pod first?

## Gameplay

The goal of the game is to collect seven energy cards to power the escape pod and reach the escape pod spot to leave the infested ship. However you must avoid oncoming alien assaults and beat an opposing team to the pod.

# Technical

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## Rules of play

The game board has 10 spots 5 for one team side and 5 for the other.

- 1) This is a cooperative/competitive game 4 players must be split into two teams of 2.
- 2) Each team must decide who will play as the engineer and who will play as the soldier.
- 3) A coin will be flipped to decide the turn order per team. As per the turn order of the players on the team... the soldier always goes first then the engineer.
- 4) Players must place their markers on their starting cryo pods. (The teams will start on opposite sides.) Players will never cross the board (pass the escape pod) over to the other teams side.
- 5) The alien card deck must be shuffled and an alien must be placed on each spot. EXCLUDING the escape pod spot. Based off the aliens number (top left of the card) place it to show the matching number on the board.
- 6) The turn ends after all players have made one move.
- 7) At the end of a turn all aliens must lose 1 to their current number status.
- 8) If a player is on an aliens spot at the end of a turn with the counter at 0. The player dies.
- 9) If an alien's counter gets to 0 then a new alien card is taken from the deck and replaces the old one at its new full counter. The old alien card goes to the bottom of the alien card deck.
- 10) The game is over when a team has 7 power and both players are on the escape pod spot. (You can only stand on the escape pod spot if you have 7 power.)

## Mechanics

[Extended from rules of play]

6a) Each player can choose to do one of three things per turn:

SOLDIER-

Move: Move one space left or right.

Sabotage: Lower all aliens (on both sides) numbers down by one.

Pickup: Picks up player if dead.

ENGINEER-

Move: Move one space left or right.

Scavenge: Pick up an action card.

Pickup: Picks up player if dead.

Strategy note: A soldier will want to use sabotage say if he is on an alien spot that's at a counter of 2 but the opponents are on a spot at counter 1. This will set him to count 1 but the opponents to count 0 killing them.

Strategy note 2: Scavenge has a 50% chance of getting you a + power however it can also make you lose a power.

## Dynamics/Advanced Rules

[Extended from rules of play.]

9a) To revive a player the other team member must go to the same spot as the dead teammate, use pickup on his next turn and then move to the beginning place (cryo pod). This will revive the player, note dead players cannot make any moves during a turn until revived.

10a) You can only carry a MAX of 7 power and MIN of 0 power. If you die you lose all power.

## Challenges

You must be careful as the developer, I like to think of the soldier as the offence and the engineer as defense. With the soldier dead, the other team will get too far ahead. However with the engineer dead you cannot collect power to start up the pod and win the game. Both characters are two halves to the whole that must work in tandem. You might want to discuss every move with your team mate but make sure the opposing team doesn't hear.

# Aesthetics

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## Setting

This game is a futuristic setting, it is a sci-fi team competitive survival that takes you deep into the depths of a government ship in the year 3000 carrying samples of all aliens from around the galaxy. As you venture around the ship you will slowly realize the show is being run by two characters. The AI Mastermind and the being called Telesto. Telesto is a celestial being that incites irregular behavior in organisms and if you couldn't guess she messed up the ship's AI. No use in fighting any of the aliens because you've got no weapons, all you can do is run, collect power, help each other and escape.

## Objects

Power is the most important object because the only way to escape the ship is if you can collect 7 power to energize the escape pod.

# Development

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The idea for my game originally started at the game mode gambit in destiny 2. I wanted to make a co-op team competitive game. Originally all players were to have their own gun card with ammo reserves but this was scratched because it would be too hard to keep track of ammo. I needed to be efficient and resourceful. No one wants to play a game where they constantly have to write and keep track of what is happening, it doesn't appeal to the majority of gamers who are just casual, plus it's messy and a lot of work to draw different gun designs for each card. So I leaned in a different direction and kept the futuristic co-op setting. In the end I found a cool way to work it out. Each team gets their own world/side of the board and it's a race to see who can finish first. From then on I added two separate characters to moderately force team cooperation and add more mechanics in. Then the tedious part came up. Drawing 24 original characters that fit the world setting, I made doubles of each card so I wouldn't run out of aliens mid gameplay; total of 48 hand drawn cards with a hand drawn board (Be it in black and white sharpie to save time). A lot of inspiration came from my friends because whenever we play solo video games we party up and race to see who can finish the game the fastest.

# Conclusion

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Some difficulties I had to overcome was finding the right materials to make the character cards out of. It's really hard to shuffle que cards and I searched every store in my area for blank playing cards but found none. The core mechanics were hard to decide on as I didn't want to overwhelm the casual gamer, but still have enough to interest hardcore gamers. In the end I would have liked to change the action cards to have scenario descriptions instead of just saying gain power or lose power. This would have developed better lore and immersion into the setting. I also would have liked to create more aliens, I spent too much time figuring out the mechanics and missed out on the creative artistic appeal.