

Century – Spice Road
Digital Version
(Design Documentation)

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Contents

Game Experience	1
Core Mechanic	1
Core Game Loop	1
Game Theme	1
Game Flow & Screens	2
Features & Requirements	3
A General View of Game	3
Assets	4

Game Experience

- A smart analyst merchant

Core Mechanic

- Exchanging and trading spices

Core Game Loop

1. “Make trade” OR “Harvest spices” : Playing a trade card (Trade)
2. “Establish a trade route” : Picking a trade card (Acquire)
3. “Fulfill a demand” : Claiming a score card (Score)
4. “Rest” : Taking back already played cards and putting them back to the deck (Rest)

Game Theme

You as a well-known merchant to all royalties and nobilities, from Asia to Europe, from Africa to Scandinavia, are being asked to complete demands of high-ranked and powerful people across the known globe.

But pay attention, other rivals of yours are being asked the same thing too! Be the first one to complete enough quests to gain trust and respect you truly deserve from imperial families!

Game Flow & Screens

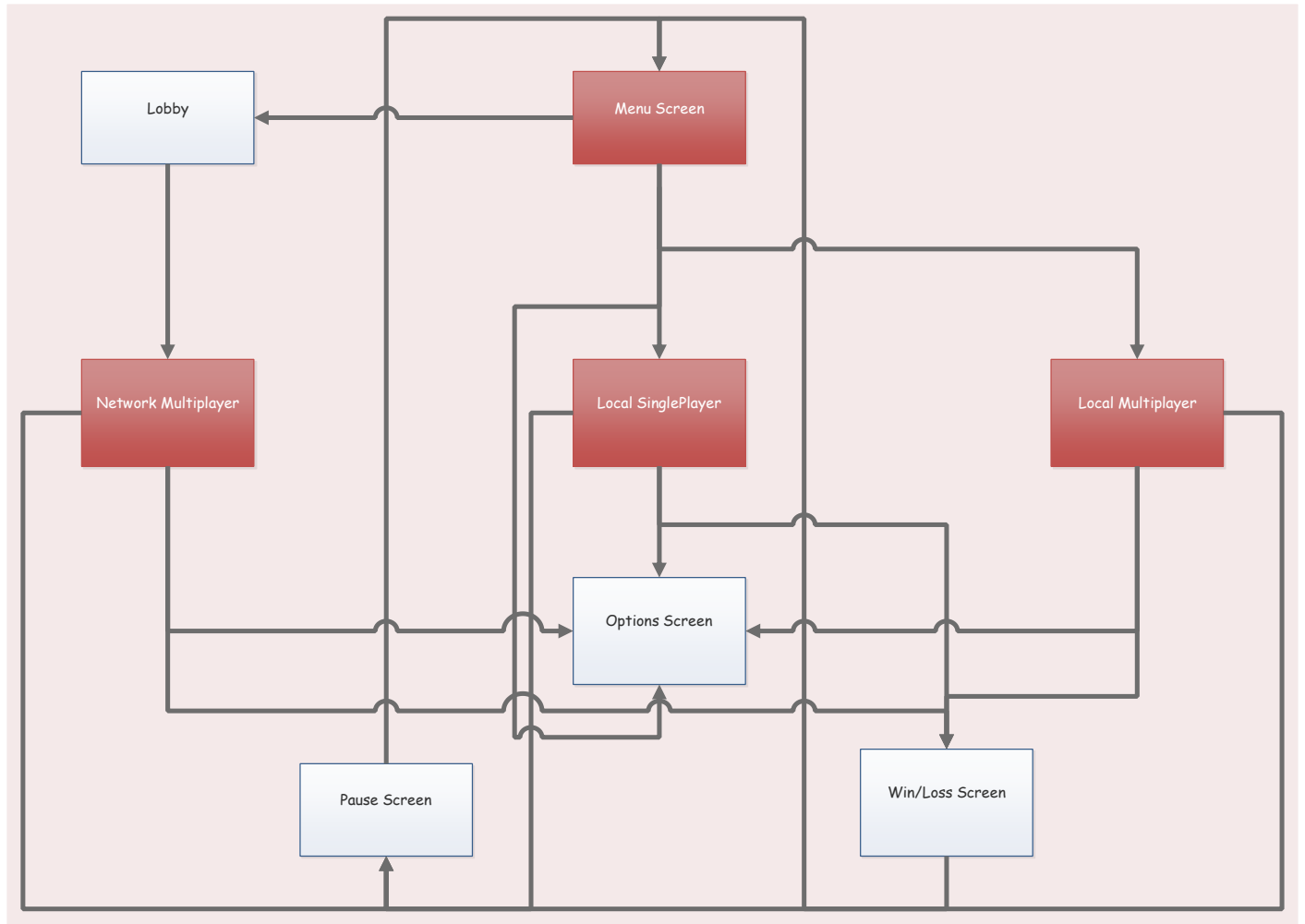
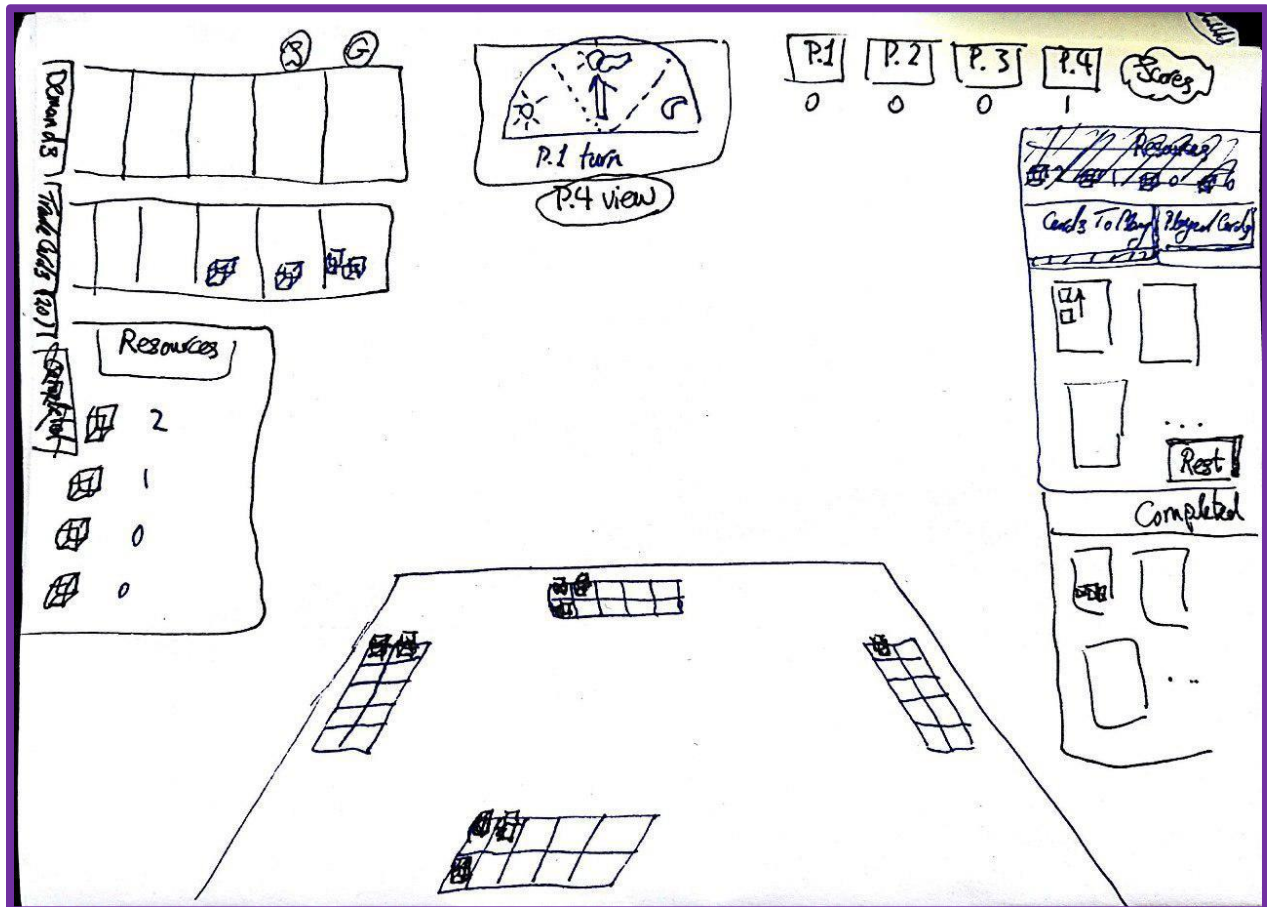


Table 1 : Game Flow (Scenes shown as red)

Features & Requirements

1. Resources (4 kind of spices)
2. Turn indicator
3. Game Table (Can be something more than just a wooden table, can be made more alive and dynamic)
4. Cards / Animations
5. Different lighting based on which player turn it is (to show different times of day)
6. Pop ups for picking trade cards, using upgrade cards and action verification
7. Turn time-limiting system
8. Menu system
9. Changing texture (Simple and Fancy Styles)

A General View of Game



Assets

- Game itself
 - Cards
 - 36 Score Card
 - 53 Trade Card
 - Coins
 - 20 Golden Coin
 - 20 Silver Coin
 - Resources (Spices)
 - Turmeric (yellow)
 - Saffron (red)
 - Cardamom (green)
 - Cinnamon (brown)
- UI
 - Turn mechanism
 - Lighting adjustments
 - Turn indicator
 - Caravan
 - Camels
 - Spices
 - Changing view
 - Cameras on different angles of the table
 - The mechanism to update the data based on which player you're looking at
 - Players
 - Players themselves
 - Mouse hover to see their current stats
 - Animations for Actions
 - Completing a demand
 - Harvesting
 - Trading
 - Rest
 - Going to next turn