# “NEST”

NEW EARTH SAVING TEAM

GAME DESIGN DOCUMENT

# Introduction

A multiplayer (up to 5) board game consisting of a board made of cardboard, two characters. and question cards.

# Story

Five Astronauts discovered a new planet when the Earth got destroyed by poor decision of human civilization. To sustain life on the newly discovered planet they must make their own decisions.

# ObjectiveoftheGame

The main objective of the game is to educate children of 5+ age group, about disaster management, conservation of resources and pollution. This game also enhances team building ability and have fun learning accompanied by education.

# Budget

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| --- | --- | --- | --- | --- |
| COMPONENT | MATERIAL | QUANTITY | SOURCE | EST. COST (RUPEES) |
| BOARD | CARDBOARD | 1 | SELF MADE | 100 |
| CHARACTERS | PLASTIC | 4 | PRE-EXISTING | PRE-EXISTING |
| QUESTION CARDS | CARDBOARD, PAPER | 50 | SELF MADE | 50 |
| ANSWER CARDS | CARDBOARD, PAPER | 50 | SELF MADE | 50 |
| BOX | CARDBOARD, PAPER | 1 | SELF MADE | 100 |

**Total Spent: 350 rupees**

# GameElements

## Roleplay:

First four players who are astronauts must choose their moving piece and place them on the four corners of the board, and the player who is the captain/teller must keep the deck of red cards (Questions) and green cards (Answers) with him/her and guide the other players through the game.

First turn will be decided by the roll of dice whoever rolls the highest number will go first and second turn to whoever rolls the second highest number and so on.

## Resources**:**

1. *Red Cards*- Contain Questions that need to be asked by the teller and to be answered by players to move forward in game.
2. *Green Cards*- Contain Answers to the questions asked in the red cards which need to be crosschecked by teller with the answers given by the players.
3. *Dice*
4. *Character* *for* *each* *player*

***Note: -* Each red and green card has a number on the backside of the card which will make it easy to recognize which green card holds the answer of which red card.**

## GameMechanism**:**

1. When a player rolls a dice and it lands on 1,3 or 6 , the teller need to ask the player a question from a red card , if the player gives the correct answer he/she must move his/her piece forward by one block (not by 1,3 or 6) and if the player gives the incorrect answer he/she must move his/her piece backward by one block and if the player request for different question he/she has to skip a turn and wait for the next turn to answer the different question and proceed.
2. When a player lands on a hurdle the teller will provide a red card to the player and if the player answers the question correctly and the answer matches the solution in green card then the player is safe, but if the player answers the question incorrectly, he/she must go back one block on the board.
3. If player gives a wrong answer on the hurdle marked with red, he/she must go back to the starting point and start the game all over again.
4. Meeting point (squares in golden) is a point where the player pathway and central square (squares in blue) meet and it is a safe point before the finishing point disaster and each player can change his/her pathway using central square by going through the meeting point (only if the player rolls {1 and 6} on the dice while on a meeting point, he/she can change pathways).

## PowerUpsforPlayers**:**

1. If a player answers 3 consecutive questions correctly he/she can skip the next hurdle. (Except the hurdle marked in red)
2. If a player decides to change its path, then he/she needs to answer a riddle instead of a difficult question at the hurdle marked with red.

# Outcome of the Game:

First player to answer the final step question correctly, passing the finishing disaster and reaching the victory flag in the middle of the board wins the game and is entitled as **Earth Keeper**.

# ROLES:

Aashray Bhalla: Visual Artist, Game Producer

Gauraang Goel: Game Designer, Game Producer

# Credits

Thank the proud people who deserve credit for making the game!

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