

# Bingo Star by Ludopathy Studios

## Team project members:

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**Genre:** Roguelike, Casino Game, Gambling 18+(M).

## Description:

Bingo Star is a rogue-like casino game where the player collects points on a bingo grid, with power-ups and perks, allowing different playstyles and point chaining. The main objective is to score points in a set amount of turns adding the probability from the classic bingo.

## Mechanics:

1. The player will draw the ball every time by input. Every time a ball must be drawn, the ball would be organized in sequence randomly. Then, the numbers will cycle on the screen, and when the player presses the spacebar, the number displayed at that moment will be selected as the drawn ball.
2. **Perks** : The player chooses a passive ability that will persist for the whole run. which will help the player get points in specific ways.
  - **Unlucky streak**: If the player misses 3 pulls in a row, he will get 5 extra turns.
  - **High Roller**: If the player guesses right on any predict, he will get a multiplier of 1.5X on that turn.
  - **Safeguard**: If the player is 500 points away from the objective, burn this perk and continue the run (Single use).
3. **Cell power-ups**: Cells with different powers that can help or sabotage the player in his goal of passing the round. 3 cell power ups would be given randomly to the player at the start of each game.
  - **Twister**: If you get the number where this power-up is placed, all the numbers in that row will be affected. If you already marked a number in that row, it will be removed and sent back to the bingo cage. If a number in that row hasn't been called yet, it will be drawn immediately.
  - **Sacrifice**: Use one of your turns to freely choose which number to be drawn,
  - **Chain Reaction**: Call all the power-ups placed in the column. If Twister is one of them Chain reaction effect terminates and Twister will send back all the numbers in the row back to the bingo cage.

- **Bombberman:** The player can activate an ability that lets them pick a number on their Bingo card. When selected, this number triggers a cross effect, causing all numbers in the same row and column to be drawn automatically. However, hidden bombs are randomly placed on the card. If the effect intersects with a bomb, the ability is canceled, and the player is deducted points.
  - **Ludopathy:** The power-up gives you an instant 2x multiplier on your total score, along with an additional 1.5x multiplier on all points earned during the turn. This multiplier increases by 0.25x each ball the power-up remains active. You must choose one number in each row. If the number you selected is drawn, all points from the power-up are lost, and a penalty multiplier of 0.75x will be applied.
  - **Joker:** Choose any of the power-ups.
4. **Predicts :** Take a chance gambling the number that you believe is going to appear next. The riskier the gamble the higher the reward. The player can bet all the balls to be drawn, as long as they have enough turns to bid. There are three bets that the player is allowed to do.
- **Next:** the player can bet the number that he believes is going to appear using 10 turns. If favorable the player will receive two options, multiply their score by 10x or get a random cell power-up. On the contrary, the gamble turns will be deducted.
  - **555:** the player bets if the number is a multiple of 5. If favorable, their score will be multiplied by 5x. On the contrary, 5 turns would be deducted.
  - **Odd/Pair:** the player bets if the number is odd or pair. If favorable, their score will be multiplied by 2x. On the contrary, 3 turns will be deducted.
5. **Win/Lose Condition”Goal”:** The player will need to reach a certain amount of points in a round with limited turns to win a round, each round the player has won increments the required points to win. If the player fails to reach the goal, the game is over and the player has the option to try again.

## Game Iteration:

1. At the start of the game, the player would be presented with three cards containing each one a perk (passive ability). They will choose one and the perk effect will remain for the entire game. The player chooses High roller.
2. Then, it will be shown 6 balls with question marks, each containing one cell-power up. The player would choose three of the balls and the power-ups would be revealed.
3. The player will place each power up in the cell he prefers.
4. The first turn starts, and the bingo cage would start spinning, showing the numbers to be pulled.

5. The player presses the spacebar and the number showing in the bingo cage would be drawn. if the player has the number they will receive 50 points, if there is an active multiplier their gained points would be multiplied.
6. Now, the bingo cage starts spinning again. The player can click on a small slot machine icon, which will show them three different cards (555, Odd/Pair, Next) which are the predicts. The player in this case chooses Odd/Pair and then selects pair.
7. Then the player presses the spacebar, and the next ball is 68. The player does not have this number in their bingo card. However, the number is pair and thus the current score (50) gets multiplied by 2, the new score is 100. Also, the perk effect is applied and the player gets a 1.5x active multiplier.
8. The bingo cage starts spinning again. The next ball is 25. The player has placed a power-up before on this number, in this case twister. All the numbers in the same row as 25 get automatically drawn. Player receives all the points from those numbers in this case the total is 250 multiplied by the active multiplier the total is 375, new score is 475.
9. the bingo cage starts spinning again. This time the player decides to do another predict, he feels confident. He goes for Next, which presents them with any option available currently, he chooses 32.
10. He presses the spacebar, and the number drawn is 14. 10 turns get deducted from his available turns and his active multiplier changes from 1.5x to 0.75x (this means from every 100 points he gains, he would receive only 75).

## World level design draft: A bingo grid placed in a casino table.



### Task Breakdown for deliverable 1:

Generate Bingo cards, game manager (turn based system) : Johan

Bingo Grid, Score System: Andres

Bingo Cage: Carlos