Game Architecture Document

# Introduction

## Document Scope

This game is a puzzle quizzer game that has two different puzzles that are to be solved by the players. Each player is given a puzzle whose pieces are obtained by correctly answering the questions that they pick.

## Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Revision** | **Date** | **By** | **Changes** |
| 01 | 23-Sept-19 | Nisha Arya | Colour coding the questions cards and the blocks |

# Game Assets

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Component** | **Type** | **Quantity** | **Source** | **Est. Cost** |
| 01  02  03  04  05 | Puzzle  Question Cards  Answer Cards  Dice  Tokens | 02  40  40  01  02 | Internet  Self made  Self made | Rs. 30  Rs. 10  Rs. 10  Rs. 10  Rs. 10 |

**Type**: Programming/Art/Audio/Material (e.g. board tokens)

**Source**: Pre-existing (i.e. already owned by the company

**Est. Cost**: For Built, use Man-Months (mm). For all others, use $$

# Game Elements

## Players

Two players are required to play the game. Both have the role to answer the questions correctly and obtain each puzzle piece and complete the puzzle.

## Objectives

The main objective is to complete the puzzle. In any events where no player is able to complete the puzzle they are assigned, the person having more number of connected pieces wins the game.

## Procedures

List all the procedures with type (Setup/Starting, Progression, Special, Resolving). Action ID is used to help you link this information to the Game Flow document:

|  |  |  |
| --- | --- | --- |
| **Action ID** | **Type** | **Action/Procedure** |
| 01  02  03  04  05  06 | Unlocking  Starting  Movement  Special  Progression  Resolving | Each player has to unlock their tokens in order to move up in the blocks by getting either 6 or 1 on the dice  After unlocking the person again gets the turn to start from the initial block  On each dice roll the person moves his token the amount that comes up on the dice  The player has to pick up a question card corresponding to the colour of the block and answer it  Correct answer earns the person a puzzle piece into his/her respective block while incorrect answer removes a puzzle piece from the game  The players have to get the maximum number of puzzle pieces by answering maximum questions correctly to win the game |

## 

## Rules

1. To win the game, the player either has to complete the puzzle before other player does or have more number of connected pieces than the other player if no player is able to complete the whole puzzle.
2. To start, each player shall choose a card from 2 unknown cards which will assign them their responsibilities:
3. Water Pollution Treatment System
4. Water Harvesting System

The player will have to complete the puzzle for their systems.

1. Each player roles the dice turn by turn and answer the question corresponding to the coloured block they turned up on by choosing any question card of that colour from the deck.
2. The other player has to check whether the answer given is correct or not by looking up the ID given at the top corner of each card and taking the answer card with the same ID and checking the answer from it.
3. Correct answer gets the player a piece of the puzzle while an incorrect answer removes one piece of that puzzle from the game entirely.
4. However, if a player manages to land exactly on the final (topmost) block, a huge bonus of 3 cards will be awarded to that player. If a player is not able to reach the final block, he/she can stay at their current place to try to get 3 cards or can restart from the beginning to answer remaining questions.
5. Upon attempting each question, the question card shall be removed from the active deck.
6. The game ends when a player solves the puzzle or all the questions get attempted.

## Resources

The player has to manage all the questions that are going to come and has to solve the puzzle by collecting each puzzle piece.

## Conflict

The player has to answer the questions correctly and has to try to complete the puzzle before the other player

## 

## Boundaries

Player’s general ability to answer the questions on cards.

Puzzle solving ability of the player.

## Outcome

1. One player manages to get all puzzle pieces and complete the puzzle before the other.
2. All the questions have been attempted by the players and the player having maximum number of connected pieces wins the game.

# Game Flow

Fill in a game flow diagram (e.g. by hand or by using Google Draw) and attach it to this document.