Game Concept Document

For

*Success Story*

By

*Friday*

# Introduction

Success Story is a puzzler board game where you compete with your opponent using your general knowledge in order to secure a place within the government’s new project. Your target is to collect all the blueprints in order to complete making your system. It is a puzzler where you get your puzzle pieces by correctly answering the questions that you pick and thus, your fate is in your hands.

# Game Treatment

## Premise

In Success Story, your target is to complete your assigned water system by attaining all the blueprints required for the same. And you attain those blueprints by answering the general ability questions in the final round of the selection process. Doing this before your opponent wins you the game.

## Hook

1. Knowledge gain about general questions regarding water and water pollution.
2. Puzzle artwork is interesting to solve for all age categories.
3. Fast paced quiz is a delight for challenge lovers.

## Game Mechanics

Core concepts of gameplay, including:

### Rules of Progression

Players start by rolling the dice turn by turn to unlock their tokens either by getting 1 or 6 on the dice. After unlocking, each player has to move up the array of coloured blocks, pull out any random question card from the deck of coloured cards the same colour of the block they land on and answer the question on the card. Correct answer earns them a single puzzle piece.

### Challenge Mechanics

Some questions are tricky and require player’s proper attention and thinking.

Puzzle pieces are another challenge to arrange before the other player.

## Needed to play

1. Game board
2. 2 puzzles – 1 for each player to solve
3. Question cards – cards that have question on them with an ID
4. Answer cards – cards having answers on them with a matching ID of question cards
5. Dice
6. 2 tokens – 1 for each player

# Monetization

## Production Plan

The production plan for Success Story is as follows:

1. Designing the board and the peripherals through computer software.
2. Quality of assets in terms of cost effectiveness.
3. Game testing using proper procedures

The total cost for production shall stand around Rs 200.

Game Producer – Mayank Rana

Lead Game Designer – Atul Singh

Game Artists – Atul Singh and Aryan Saraswat

Lead Game Programmer – Atul Singh

Game Marketer – Aryan Saraswat

## Target Audience

Indian students of age group 8-15 years.

## Marketing Plan

The game can be promoted using:

1. Social media marketing
2. School visits in local area to promote sales