Flame Wars: design document

# Overview

At the start of the game everyone is assigned a random role that is hidden from the other players. This role determines how the player will win. For example, the Top-Hat wants the most money at the end of the game. The game has a hard time set and upon running out of time, the game evaluates who has won and who has lost. You come in first if you are the only winner, otherwise everyone ties for second. Any player can pay to increase the time, but it’s expensive. They may also increase the time with certain cards. Every player can perform three actions a turn. Players automatically have users added/subtracted based off of bandwidth, memes, and randomness.

# Players

Money: How much money do you have? Influences available actions.

Users: How many use the social media platform. Influences profit.

Memes: Increases the chance that you will have more users join your platform.

Bandwidth: Increases the rate at which people use your site. Influences profit.

Charity: How nice you are to others. Influenced by user actions/cards.

Malice: How mean you are to others. Influenced by user actions/cards.

# Roles

Narcissist: You would have to have the most meanness out of everyone (even having very little meanness could make you win, as long as everyone else has even less).

Befriender: You would have to have the most niceness out of everyone (even having very little niceness could make you win, as long as everyone else has even less).

Top-Hat: Have the most money. Very simple, but if you give away your role people will try to make sure you don't get money.

Plastic: Most popular company. Measured using users.

Dankest: Memes. You want all the memes.

The Sprinter: Make the most laps on the board and end ahead of everyone else.

# Cards

Cards can have any number of effects. Some have the ability to target other players, while some only work on yourself. Cards can do things such as increase/decrease users, memes, bandwidth, etc.

# Actions

Move: Roll a die to move on the board. Some spots on the board have effects. Collect money, users, memes, and bandwidth by passing start. (You can only move twice per turn)

Draw: Draw a card, you can either use or discard it.

Buy Time: You can spend money to buy more time.

Buy Memes: You can spend money to obtain more memes.

Buy Bandwidth: You can spend money to obtain more bandwidth.

Give Money: You can give money to another player.

# Board

A board where some squares cause you to move forwards and backwards, while some have built in effects such as: draw, increase time, and lose users/memes/bandwidth/money.