

Team Name: 6AM Games

Team Members: Michael Ji, Beth Mallon, Jack Wiig

Game Name: B.O.A.T.S. - Bring On All The Ships

Inspirations

- Bloons Tower Defense
- Plants vs Zombies

7 Questions

1. Is the game's fiction urgent?

Yes, there are going to be constantly attacking enemies and we must defend our base.

2. What is the player's job?

I'm a commander!

3. What are the actions?

Build/place, upgrade, looting, attacking

4. Do actions support each other?

- Looting and building or upgrading
 - The more money you get, the more boats you can build or upgrade
- Building and attacking
 - The more boats you have, the more you can attack your enemies
- Attacking and looting
 - The more you can attack your enemies, the more loot you will get

5. What are your mechanic types?

- Board/space
 - Square grid and a base in the middle. Boats are a set amount of squares and can't overlap. Enemies move following the grid.
- Resources
 - Money to limit the amount the player can buy/upgrade. The player earns this through looting ships and completing levels.
- Units/boats
 - Player has units which you can buy and place. There will be various types of boats.
- Uncertainty
 - Unsure where enemies are going to spawn, but consistently along edges.
- Progression
 - You can upgrade boats, score, and complete levels.
- Health
 - Enemies, our ships, and the base all have health

6. What's the defining rule?

Protect the base — there are no stakes without a losing condition.

7. What are you testing?

Strategy of placement and upgrades, resource management

Sources of Uncertainty

Randomness stationary

- The enemy ships will be coming from random points around the map, however, once they are there they will be traveling in a straight line towards you with repeating attacks. Therefore, the only major uncertainty is where they will spawn.

Analytic Complexity

- As the game progresses, the player will have more and more choices about how they will protect their base. Where will they put their ships? Where will they move them? Do they upgrade a ship or buy a new one? Should they save their money for something more expensive later on?