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COMP 4970

Design Document

**Phone-A-Friend**

1. **Vision Statement**
   1. Phone-A-Friend is a unique mash-up of the games of Monopoly and Life. The game still requires relying on the luck of a dice roll and property purchasing, but we added several unique additions to the game. For our game we choose to have players select a phone company (e.g. T-Mobile, Verizon, etc.), this just adds something immediately recognizable to the players of the game. Instead of everyone starting off with the exact amount of resources, we added four starting trait cards that tell players what kind of business they are. For example, they can be a ‘Real Estate Mogul’ or they can be a ‘Basement Start-Up’. Everyone that plays will have an opportunity to pick one of the cards after the starting order has be selected and confirmed. Players will then know how much of each individual resource they begin with and this alone creates an additional challenge for players to win the game. We’ve also added ‘Phone Producers’ (e.g. Apple, Google, etc.) and they are incorporated by card. Players will have a chance to purchase one of these companies if they draw a ‘Risk Card’ that permits them to do so. These producers all have unique traits to them and will help players generate income over the span of the game. A bidding system has also been incorporated into the game and can be used in several different phases of the game. For example, if a player is eliminated from the game players will then have the opportunity to bid on all the towers of the eliminated player, they will also have the opportunity to bid on a tower or phone producer if a player can’t afford to purchase one of them. The game also features a unique punishment space, players will lose a turn and some resources as a result of landing on one of the spaces. This is a variation to the usual go to jail space that is featured on a traditional Monopoly board. The core gameplay mechanics remain the same, players have individual turns and they each roll a die to determine how many spaces they move. The board has several spaces, all featuring a variety of positives, negatives and gifts. If a player lands on the corresponding slot they either receive an amount of money, lose money to the bank or are forced to pay money to the player whose turn is next. Players can also land on a ‘Risk Card’ space that allows a player to draw a card for a chance at receiving a random gift. These gifts are also completely random but will still allow an individual to receive some resources. Overall when playing, players will feel right at home during a game of Phone-A-Friend, but we wanted to add some extra layers of difficulty and competition to the game. We wanted to take a game that players know and love and make it feel fresh by adding some new features but keeping some of the old features. Players don’t have to relearn an entire new set of rules, but rather learn a few new rules and they can jump right in and continue playing. Everyone should be able to enjoy the game and that is our primary goal.
2. **Audience, Platform, and Marketing**
   1. The target audiences are males and females above the age of sixteen, of all ethnicities from all across the world.
   2. The game will run on MacOS and Windows.
   3. PC and Mac are the expected platforms. Picking both will ensure the game reaches as many people as possible.
   4. Top Performers
      * Monopoly – Players navigate the board, using dice rolls in an effort to amass the most wealth and property out of all the other players.
        + Initial Release: 1935
        + Sales Figures: Over 250 million sold
        + Platforms: Physical, PC, Mac, Xbox, PlayStation
        + Other Editions: Over 15+
      * Life – Players assume the roles of a male or female character, then proceed to start a family, job or college while racing to the end.
        + Initial Release: 1960
        + Sales Figures: Unknown
        + Platform: Physical, PC, Mac, iOS, Android, Xbox, PlayStation
        + Other Editions: Over 15+
   5. Feature Comparison
      * Both games rely on the roll of the die, banking system and property purchasing, but our version features several different aspects. The ability to form a partnership, with the variety of trait card would add interesting twists on each game.
   6. Sales Expectations
      * Q1 - 10
      * Q2 - 15
      * Q3 - 20
      * Q4 – 25
      * 70 Global Sales
      * 50 North American Sales, 20 European Sales
3. **Legal Analysis**
   1. There are several trademarked company logos used within the game, so usage agreements would have to be made with each of the companies involved. Some form of approval would probably need to be arranged in order to use a similar board as Monopoly.
4. **Gameplay** 
   1. Players will roll the die to determine the playing order. Once they do, they will then go in order and select their starting trait card, then the game begins. Each turn the players roll a die, move their piece along the board and then follow the action that corresponds to the place they landed on.
   2. Players will navigate the board one by one and in the process will earn resources. They can potentially draw cards for extra rewards and they can also buy property.
   3. Interface
      * Simple interface that will feature the key presses to perform an action in the game.
   4. Rules
      * All players will roll the dice and the order is determined from highest to lowest, with the highest going first.
      * After deciding the order, each player will randomly pick one Player Trait card from the stack and that determines their starting resources.
      * Players must follow the instructions present on a card.
      * Each player is responsible for keeping track of their own resources.
      * Players are only allowed to purchase towers when they land on a property space.
      * Players can only purchase exclusive rights to a phone provider when the draw a related card.
      * If they decline either a tower or provider, then other players can place bids.
      * Players cannot own two Phone Producers.
      * Players can only draw from the active stack of cards; no cards are drawn from the discard pile.
      * After all active cards have been used, the discard pile is recycled, reshuffled and placed back in play.
      * If a player’s funds reach the negative, then they are eliminated from the game.
      * All remaining players in the game are permitted to place a bid on the towers owned by a recently eliminated player.
      * Players must pay taxes if they land on a board space that is owned by another player.
      * Players are only permitted to form a partnership with another player if they draw a card that permits them to do so.
      * If a player lands on the ‘Go to Court’ space, they are forced to revoke ownership to half their towers and pay a small fine.
      * If a player lands on a gift spot they must roll the die, if they roll a 1-3 then they receive $1000, if they roll a 3-6 then they will receive $2000.
      * The winner is determined by whoever reaches a goal, that all players agreed too.
   5. There is no set winning scenario, before each game all players in the game can decide on what will result in someone winning the game.
   6. The game can potentially be played alongside a partner, someone has to draw a card to be permitted to do so. When they form a partnership, they will receive a percentage of their partners income during a turn.
5. **Game Characters**
   1. The game does not feature any game characters as players only select a game piece prior to the game.
6. **Story**
   1. The game does not feature a story.
7. **The Game World**
   1. The game does not have a world.
8. **Media List**
   1. Environment - Blank board layout
   2. Animation – Dice Roll
   3. Sound Effects – Dice hitting board
9. **Technical Spec**
   1. No new technology will be created for this game.
   2. The game will be made using the preexisting Unity engine.
   3. We’ve never used this engine, so we don’t know if the engine will be able to fully support the board game.
   4. Development Platform and Tools
      * Unity Engine, Windows, MacOS
      * Any PC or Mac
   5. The game will be delivered over the internet, with no intentions of providing the game at a brick and mortar location.
   6. Unity Engine Specs
      * Windows 7 SP1+, 8, 10, 64-bit versions only; macOS 10.11+
      * Server versions of Windows & OS X are not tested.
      * **CPU**: SSE2 instruction set support.
      * **GPU**: Graphics card with DX10 (shader model 4.0) capabilities.
      * Mac computer running minimum macOS 10.12.6 and XCode 9.0 or higher.