

Lets Get Famous

Created By: Tony Rice

Remastered By: Daria Brown

OVERVIEW

"Let's Get Famous: The Video Game" takes the beloved board game created by Tony Rice and brings it into the digital realm, thanks to the remastering efforts of Daria Brown.

Set in the cutthroat world of celebrity culture, players embark on a journey to stardom as they navigate through various scenes and challenges on the game board. Currently 6 players can choose from 14 distinct characters, each with their own unique personalities and aspirations, including [Daria](#), [Raeann](#), [Tony](#), [Paige](#), [Sami](#), [Rami](#), [Tegan](#), [Alex](#), [Jace](#), [Logan](#), [Adam](#), [Sophie](#), [Bailey](#), and [Aileen](#). Each character is determined to claim the spotlight and ascend to A-list celebrity status.

The game features an array of gameplay [cards](#), offering diverse [challenges](#) and [opportunities](#) for players. Some cards require solo performances, testing individual skills and wit, while others allow players to enlist the help of fellow competitors or involve the entire group in hilarious and unpredictable scenarios.

Utilizing modern technology, "Let's Get Famous" blurs the lines between virtual and reality, allowing players to interact with the game using both traditional controllers and their smartphones. Whether strategizing on the big screen or engaging in secret missions via their devices, players must stay sharp and outshine the competition to emerge victorious.

As players progress through the game board, they'll encounter a series of obstacles, rivalries, and unexpected twists, all while striving to amass fame, fortune, and the adoration of fans. With its dynamic gameplay, vibrant cast of characters, and innovative integration of digital and traditional gaming elements, "Let's Get Famous: The Video Game" promises an exhilarating and unforgettable journey to celebrity superstardom.

GOALS

In GIMM 290 we are encouraged to create multiple goals to create a more interactive and miserable experience. For this game there are the objective to beat the game, to sabotage the other players, to socialize and drink, and to earn as many points as possible. The main goal for the game is obviously to make it to the end of the board game like most games. The next goal is completely based of preference, if you are trying to get the drunkest or if you are trying to be the most sober in the group,

CHARACTERS

Each character gets three distinct colors that match the person the character is based off, three game pieces that match the person the character is based off, an outfit that is most iconic for the person the character is based off, and a side job based on the character. These stats were wonderfully given to me by the people of the group who helped fill out forms to create a more specific understanding of each character. I required that there were at least 3 forms filled out for each individual. A lovely thank you to all those who helped create these characters, it was very helpful indeed!

TONY - The Fashion Icon

COLORS: **Black (#0A0203), Red (#56051A), Purple (#3A0D37)**

PIECES: *CANDALORA, CANDLE, CHALIS*

CLOTHES: *WHITE LACE VAMPIRE SHIRT, BLACK LEATHER PANTS, WHITE THIGH HIGH BUCKLE BOOTS, FUR*

SIDE JOB: *PIZZA GUY*

SKILLS:

LUCK: 2

TALENT: 3

NETWORK: 4

WEALTH: 1



56051A

Chocolate cosmos

0A0203

Smoky black

3A0D37

Dark purple



DARIA - The Game Designer



COLORS: *Purple (#A290CB), Green (#A9CC8E),
Pink (#FFC8D2)*

PIECES: *GAME CONTROLLER, LAVENDER, SUN*

CLOTHES: *BLACK CROPPED LONG SLEEVE TURTLENECK,
BROWN CARGO PANTS, DOCS, BROWN SASH BAG*

SIDE JOB: *BARTENDER*

SKILL:

LUCK: 4

TALENT: 3

NETWORK: 2

WEALTH: 1



RAEANN - The Actress

COLORS: *Green (#506600), Orange (#CC5500),
Yellow (#DEAB00)*

PIECES: PUZZLE PIECE, INCENSE STICK, SANDALS

CLOTHES: T-SHIRT OVER LONG SLEEVE, DARK MOM JEANS,
BIRKENSTOCKS, FUN SOCKS

SIDE JOB: ICE CREAM SCOOPER

SKILL:

LUCK: 2

TALENT: 1

NETWORK: 4

WEALTH: 3



RAMI - The Skater

COLORS: *Brown (#5A2B20), Orange (#EB7C33), Green (#25412F)*

PIECES: *STRAWBERRY, 8-BALL, CARABINER*

CLOTHES: *BAND TEE, BROWN PANTS, DOCS, BUTTON DOWN SHIRT, BEANIE*

SIDE JOB: *GROCERY STORE CLERK*

SKILL:

LUCK: 1

TALENT: 4

NETWORK: 3

WEALTH: 2



PAIGE - The Writer

COLORS: **Yellow (#FFFFC2), Blue (#B9F1ED), Pink (#FFBCD9)**

PIECES: YARN, TYPEWRITER, SUNFLOWER

CLOTHES: SUNFLOWER GLASSES, FLOWING

LACE WHITE DRESS, BROWN BOOTS,

CARDIGAN

SIDE JOB: FREELANCE CROCHET

SKILL:

LUCK: 3

TALENT: 2

NETWORK: 1

WEALTH: 4



SAMI - The Director

COLORS: **Red (#6B1011), Black (#1D1D1D),
Blue (#251670)**

PIECES: HEADPHONES, CD, FILM CAMERA

CLOTHES: RED HEADPHONES, BAND T, BLACK DICKIES,
MARY JANES, CORDUROY JACKET

SIDE JOB: RECORD SHOP

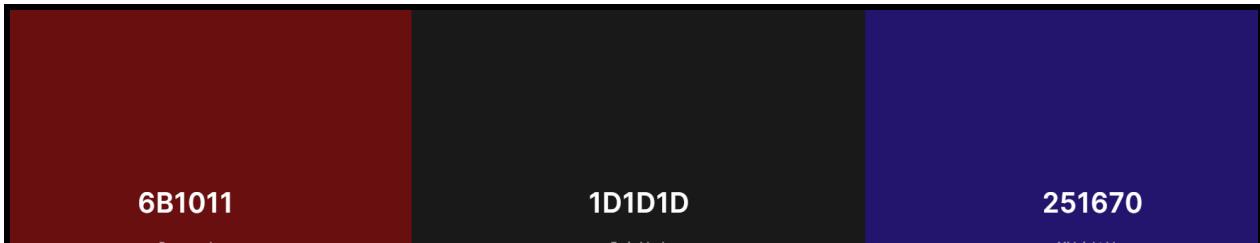
SKILL:

LUCK: 1

TALENT: 3

NETWORK: 4

WEALTH: 2



TEGAN - The Singer/Songwriter

COLORS: *Cream (#FFEDE6), White (#FFFFFD), Pink (#FFDBE0)*

PIECES: *PINK BOW, BROOCH, SILVER HAIR BRUSH*

CLOTHES: *PINK BOWS, WHITE LACE CORSET OVER BABY PINK DRESS, LACE TIGHTS, PINK MARY JANES, WHITE RUFFLED SOCKS*

SIDE JOB: *FLOWER SHOP*

SKILL:

LUCK: 4

TALENT: 1

NETWORK: 2

WEALTH: 3



FFEDE6

Seashell

FFFFFD

Baby powder

FFDBE0

Mimi Pink

ADAM - The Streamer

COLORS: *Brown (#8B4513), Red (#800000),*

Cream (#FFF8DC)

PIECES: *POKER CHIP, HEADSET, MARTINI GLASS*

CLOTHES: *HEADSET, BUTTON DOWN TAN SHIRT, BROWN KHAKIS PANTS, BROWN BOOTS, GLASSES*

SIDE JOB: *BARISTA*

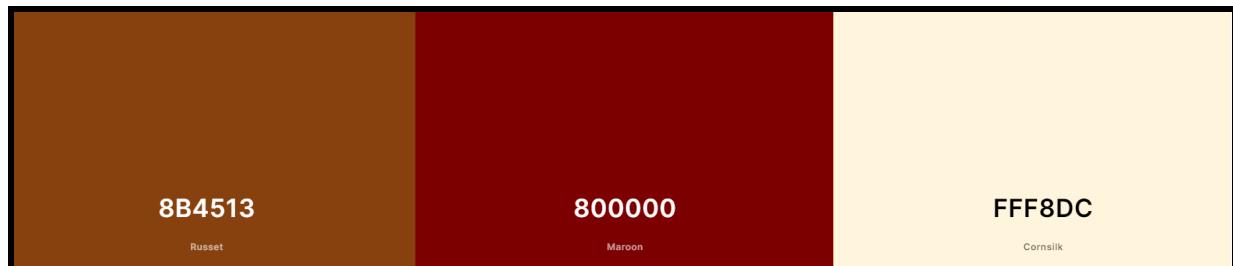
SKILL:

LUCK: 1

TALENT: 3

NETWORK: 4

WEALTH: 2



SOPHIE - The Prima Ballerina

COLORS: **Blue (#56ABC8), Blue (#93D7F0),**

Cream (#FAFFEB)

PIECES: FAIRY WINGS, RECORD, POINTE SHOES

CLOTHES: HEADBAND, SWEATSHIRT, LEGGINGS, BOOTS,
WATER BOTTLE

SIDE JOB: DOG SITTER

SKILL:

LUCK: 2

TALENT: 4

NETWORK: 1

WEALTH: 3



AILEEN - The Comedian

COLORS: *Purple (#511877), Red*

(#4C1A29), Green (#0D422E)

PIECES: BOXING GLOVES, BIG RINGS,
WEIGHTS

CLOTHES: *WHITE SHIRT, DARK JEANS, BLACK
BOOTS, LEATHER JACKET*

SIDE JOB: *PERSONAL TRAINER*

SKILL:

LUCK: 2

TALENT: 4

NETWORK: 3

WEALTH: 1



4C1A29

Chocolate cosmos

2C0F3F

Russian violet

0D422E

British racing green

BAILEY - The DJ

COLORS: **Pink (#FF007F), Blue (#C9DDFF),**

Blue (#153B50)

PIECES: *MICROPHONE, DOLLAR SIGN, DJ STAND*

CLOTHES: *HOT SUNGLASSES, "YOUR MOM" BABY T,
LOW RISE JEANS, HEALS, BOA*

SIDE JOB: NURSE

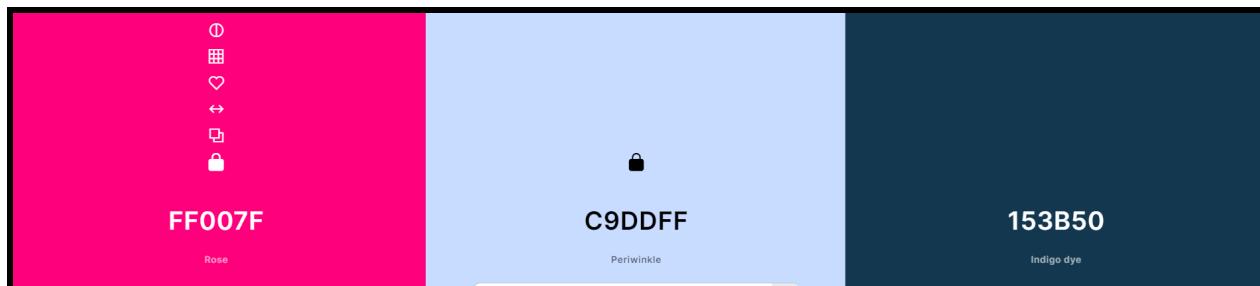
SKILL:

LUCK: 1

TALENT: 2

NETWORK: 3

WEALTH: 4



LOGAN - The Reality Tv Star

COLORS: *Orange (#FF8D1B), Blue (#87CEEB), Red (#FF3831)*

PIECES: STAR, STUFFED BEAR, SUNGLASSES

CLOTHES: ORANGE CAP, WHITE SHIRT, BLACK SKINNY JEANS, WHITE SNEAKERS, JEAN JACKET

SIDE JOB: SERVER

SKILL:

LUCK: 3

TALENT: 1

NETWORK: 4

WEALTH: 2



JACE - The Football Star

COLORS: **Blue (#000080)**, **Red (#800000)**, **Grey (#404040)**

PIECES: FOOTBALL, TRAFFIC CONE, LIGHTNING BOLT

CLOTHES: JERSEY, BROWN KHAKIS, BLACK SNEAKERS, FOOTBALL

SIDE JOB: PE TEACHER

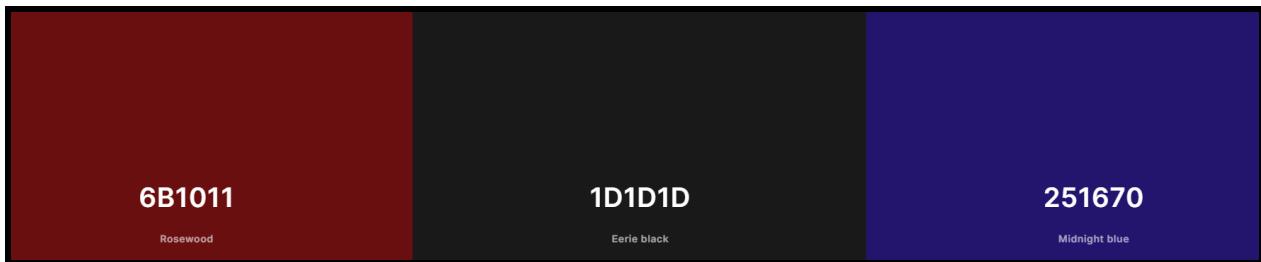
SKILL:

LUCK: 2

TALENT: 3

NETWORK: 1

WEALTH: 4



ALEX - The Golfer

COLORS: *Khaki (#C3B091), White (#FFFFFF),*

Red (#A52A2A)

PIECES: *GOLF CLUB, TENT, RED SOLO CUP*

CLOTHES: *POLO SHIRT, BRIGHT SWIM SHORTS, SANDALS,
GOLD CLUB*

SIDE JOB: ACCOUNTANT

SKILL:

LUCK: 4

TALENT: 1

NETWORK: 3

WEALTH: 2



C3B091

Khaki

FFFFFF

White

A52A2A

Auburn

SKILLS

In Lets Get Famous, players aren't just defined by their playing strategy; they also bring a diverse set of skills to the table. As individuals with unique careers and backgrounds, each player possesses a distinct combination of abilities that can greatly influence their success in the game. This is a nod to the real world that most people are more likely to succeed due to circumstances. Some players are going to be harder to play than others; Bailey has the lowest scoring probability which means she will have to work extra hard to work and might want to create alliances with other players. While Daria is the highest scoring probability player which means she might need to watch her back, because other players might want to sabotage her!

The strengths of skills are highly theoretical based on what is assumed to be more useful within a game. Chances of winning and probabilities will vary as development and gameplay persists.

Luck:

Ranges from 1 to 5, affecting the likelihood of getting better cards.

Luck 1: 50/50 chance

Luck 2: 45/55 chance

Luck 3: 40/60 chance

Luck 4: 35/65 chance

Luck 5: 30/70 chance

Characters With Highest Luck States:

Daria

Tegan

Alex

Cards That Effect Luck Stats:

Lucky Girl Syndrome: + 1 Luck

Black Cat Attack: - 1 Luck

Wealth:

Ranges from 1 to 5, the starting coins for each player.

Wealth 1: 100 coins

Wealth 2: 200 coins

Wealth 3: 300 coins

Wealth 4: 400 coins

Wealth 5: 500 coins

Characters With Highest Wealth States:

Sami

Paige

Bailey

Jace

Cards That Effect Luck Stats: - N?A?

Lucky Girl Syndrome: + 1 Luck

Black Cat Attack: - 1 Luck

Network:

Ranges from 1 to 5, affecting movement during activities.

Network 1: Moves 1x the card number

Network 2: Moves 1.25x the card number

Network 3: Moves 1.5x the card number

Network 4: Moves 1.75x the card number

Network 5: Moves 2.0x the card number

Characters With Highest Network States:

Adam

Tony

Logan

Raeann

Cards That Effect Network Stats:

A List Agency: + 1 Network

A as been: - 1 Network

Talent:

Ranges from 1 to 5, affecting the amount of coins earned.

Talent 1: Earns 1x the set amount of coins

Talent 2: Earns 1.25x the set amount of coins

Talent 3: Earns 1.50x the set amount of coins

Talent 4: Earns 1.75x the set amount of coins

Talent 5: Earns 2.0x the set amount of coins

Characters With Highest Talent States:

Aileen

Rami

Sophie

Cards That Effect Talent Stats::

Workshop: + 1 Talent

Injury: - 1 Talent

DIFFICULTY

Difficulty and skills go hand in hand. If you want a longer game that will make you drink more and spend more time with your friend, you are gonna wanna play with harder characters. If you want an easier, faster game you are gonna wanna choose the easier characters. The reason why skills are so important is because you have more advantages within the game, maybe not so against each other but you still have a full game probability rather than against each other. While in the future we may have other size boards for a harder or easier game we only have the options for characters currently.

EASIEST CHARACTERS INCLUDE:

Daria

Tony

Aileen

Alex

MEDIUM CHARACTERS INCLUDE:

Tegan

Logan

Rami

Sophie

Paige

HARDEST CHARACTERS INCLUDE:

ADAM

JACE

RAEANN

SAMI

BAILEY

However, playing with characters in different levels is most likely how the party is gonna go. We encourage switching up the characters you play to challenge yourself and learn new ways to play. Difficulties will also fluctuate depending on the skills you encounter throughout the game so there is no true exact science to who will really win. There is also no current data since the game is currently in development so we have no information depending on if the probabilities are correct yet, however we do have a calculator to see the odds of each player you choose. [GetFamousProbability.html](#)

CARDS

Each player will have a total of 100 cards of their own! 10 Cards will be Production cards, 10 Cards will Share the Spotlight Cards, 10 Cards will be Solo Star Cards - These cards will not change depending on the individual's skill level. There will be a consistent 10% draw for any of these cards unless a player lands specifically on an activity space.

Wild Card

Wild cards allow the player to gain or lose game tokens based on the card that they pick, this card has no change in position or drinking penalty

- **Lucky Penny:** This card offers a stroke of luck to the player, granting them 50 game tokens.
- **Misfortune Strikes:** In contrast, this card brings about misfortune, causing the player to lose 70 game tokens.
- **Double or Nothing:** With this card, players take a gamble by flipping a coin. If it lands heads, they gain a significant 100 tokens, but if it lands tails,

they lose 50 tokens.

- **Idol Immunity:** This card allows the player to skirt the consequences of the next scandal card drawn. It grants them immunity from the negative effects of a scandal, symbolizing the ability to bend or break the rules without facing repercussions.
- **Red Carpet Companion:** Always showing up on the carpet together! The player who picked this card gets to choose a player to be their "red carpet companion." Whenever the player who picked this card takes a drink, their chosen companion must also take a drink.
- **Celebrity Endorsement:** The player who chooses this can grant a player immunity from any negative card at any given time.
- **Diss Track:** A player can use this card to send anyone back to the start there is only one of these cards in the whole deck
- **Roll Again:** Player Gets to Roll again
- **Rehab:** player must skip a turn as they recover. They should also go chug a glass of water
- **Reverse Order:** Player reverses the direction of play
- **Rule Change:** Players can temporarily modify a rule of the game in their favor. Players will have a button on their screen to call out a player who didn't follow the rules.
- **Choose the Next Activity:** Player selects the next game or activity for the group when an activity card is grabbed.
- **Freaky Friday:** Players must temporarily swap roles with another player until another freaky friday is drawn.
- **Pick a Penalty:** Players choose a drinking penalty for themselves or another player.
- **Plot Twist:** The game takes an unexpected turn, with each player swapping their game tokens with the player to their right.
- **Fortune Teller:** The player visits a fortune teller who predicts their future, granting them either 100 game tokens for good fortune or causing them to lose 50 game tokens due to a bad omen.
- **Cosmic Intervention:** The player receives aid from the cosmos, allowing them to draw two additional cards and choose one to play immediately.

- **Teleportation:** The player mysteriously teleports to a random space on the game board, gaining or losing 50 game tokens based on the space they land on.
- **Midnight Snack:** The player gains 50 game tokens by indulging in a midnight snack, but they must skip their next turn due to sleepiness.
- **Master Negotiator:** The player can negotiate a trade with another player, exchanging game tokens or wild cards, or spaces to their advantage.
- **Time Warp:** The player triggers a time warp, causing all players to randomly swap positions on the game board. Tokens and effects are unaffected.
- **Copycat:** The player mimics the action of the player who drew the previous card, gaining or losing tokens accordingly.
- **Secret Alliance:** The player forms a secret alliance with another player, allowing them to share the consequences or gains of any wild cards drawn for the next three turns.
- **Stunt Double:** The player activates a cloning machine, creating a duplicate of themselves. Allowing the player to have another player that they get to play after their original turn. However if the stunt double gets sent to the start it disappears. All tokens, wild cards, and benefits are shared except if they are singular.
- **Cosmic Intervention:** The player calls upon cosmic forces to intervene, allowing them to reroll their last dice roll and take the better result.
- **Mirror Mirror:** The player's actions reflect back on them, causing them to gain or lose tokens equal to the total tokens of the player sitting opposite to them. Based on their past choices
- **Friendship Bracelet:** The player forms a bond with another player, granting them both immunity from the next negative card drawn.
- **Jackpot:** The player hits the jackpot, receiving 150 game tokens from the bank.
- **Time Out:** The player sends another player to a "time-out," causing them to skip their next turn.
- **Grand Theft:** The player steals 40% of game tokens from another player of their choice.

- Kiss or Consequence: The player spins the bottle. If it points to another player, they must either blow a kiss to the player who spun or face a consequence, such as losing 40 game tokens.
- Accent Challenge: The player must speak in a specific accent chosen by the group for the next three turns. If they break character or refuse, they must take a drink.
- Rapid Fire: The player must answer rapid-fire questions from the group for one minute. If they hesitate or fail to answer, they must take a drink.

Skill Card

Skill cards are the cards that alter a player's game play experience by adding or removing ticks on their skill sheet. Each player has at least one of each int the deck

- **Workshop:** The player who chooses this card gets a free “workshop” that grants them an extra Talent tick. + 1 *Talent*
- **Injury:** The player who chooses this card will get “injured” in their respected field taking away a Talent tick. + 1 *Talent*
- **A List Agency:** Players get recruited by an A list Agency that grants them an extra Network tick. + 1 Network
- **A Has Been:** Celebrities lose their hype from time to time, unfortunately a has been will take a Network Tick away. + 1 Network
- **Lucky Girl Syndrome:** Find a penny on the street? Land your next big deal? Lucky girl syndrome adds a Luck tick. + 1 Luck
- **Black Cat Attack:** Stumbled across a black cat, this cat takes away a luck tick - 1 Luck

Scandal Card

Scandal cards are cards that make a player move back a few spaces depending on the intensity of the scandal card.

- **Caught Red-Handed:** Players must move back 3 spaces for being caught cheating. It represents the fallout from dishonest actions, highlighting the risks and consequences of deceitful behavior.
- **Paparazzi Alert:** This card forces players to move back 2 spaces due to a scandalous photo leak. It underscores the invasion of privacy and the damaging impact of media exposure on reputation.
- **Love Triangle:** Players are penalized by moving back 4 spaces due to a romantic entanglement. It reflects the complications and drama that arise from romantic relationships, potentially causing distractions and setbacks in the game.
- **Public Outburst:** This card requires players to move back 5 spaces for causing a scene. It demonstrates the repercussions of losing control or acting impulsively in public settings, leading to embarrassment and reputational damage.

Award Card

Award cards are cards that make a player move forward a few spaces depending on the intensity of the award card.

Canceled Card

The player has been canceled. Player must move back to the start.

- **Canceled Culture:** Players must return to start for an offensive social

media post. It highlights the consequences of insensitive or controversial behavior in the age of social media, resulting in public backlash and cancellation.

- **Back to Square One:** This card forces players to move to the beginning for a career-ending scandal. It signifies the downfall and loss of progress resulting from a major professional setback or controversy.
- **Fall from Grace:** Players must restart due to a major public controversy. It symbolizes the complete collapse of one's reputation and standing in the public eye, requiring a fresh start from square one.
- **Revoked Fame:** Players return to start for a series of poor choices. It represents the cumulative impact of successive mistakes or errors in judgment, leading to a loss of fame and recognition.

Solo Star Card

Solo star cards are cards that make the individual who chooses these cards have to complete a physical activity, there is an option to skip the activity with the cost of a sip, shot, or chug.

- **Blind Karaoke:** A single player must face the rest of the group and sing a song that the group chooses. If they are unable to sing the correct song/words the other players will press the red button. This will last for a minute. If completed the player will receive compensation for that painful experience. If not they must drink.
- **Resume proof:** A player must do a dare version of two truths and a lie. Each one is based on in person activities. Other players will look at your list and vote which ones are the truth. If the majority vote for the right prompts the player must take a drink. If the player gets by they will get tokens. However, before submission there is a proof button that can only be pressed once. If pressed the player has to act out what they are good at

- or defend themselves as best they can.
- **Vages:** The player embarks on a treasure hunt, rolling a dice. A player will pick a number then roll the dice if the dice is correct they will get 1000 coins if they are wrong they look at 300 coins, they have a chance to win the 300 back if they say higher or lower, if they lose that they lose 300 more coins.

Share the Spotlight Card

Share the spotlight cards are cards that the player must choose from 1 to 4 other players to participate with them, there is an option to skip the activity with the cost of a sip, shot, or chug

- **Red Carpet Challenge:** The player takes a photo of another player. 3 Players will draw red carpet outfits for the player in the photo. The other 3 players will be the judges voting gold, silver, and bronze. Points will be awarded regarding.
- **Superman Challenge:** The player must choose from a list of strength challenges and choose two players to complete the challenge. Another player will tap the images of the players who fail the challenge. It's over when there is a winner and the losers take a drink.

Production Card

Everyone must participate in the activities, some cards will make an individual who fails or refuses to drink, others will make the entire production to drink if one or more individuals fails. Games such as never have i ever, trivia, truth or dare, etc.

- **Fame or Shame:** The player selects a game mode where everyone competes to gain or lose fame points based on their actions within the game. Those who refuse to participate must take a drink
- **Pop Culture Trivia Night:** The player hosts a virtual trivia night featuring questions about celebrities, movies, and pop culture. Refusal to participate

in answering questions results in taking a drink. Top three will be rewarded accordingly.

- **Charity Drive:** Three players organize a charity drive, each one writes who they would be donating to, persuading the rest to donate their money to their drive. The player who wins gets to move ahead the amount of spaces other players voted for.
- **Talk Show BullSh*T:** Four players will be given a series of prompts regarding interviews. There will be four imposter questions players will randomly receive that they must act like it is the original question. Then those four vote on the best answers, However the two other players will be talk show hosts and have the ability to call out a player for lying. Each talk show host gets two bull sh*ts.

SPACES

Activity Space

When landing on an activity space a player will pull from a deck of cards. This deck of cards only consists of the Production, Share the spotlight, and Solo Star Card. Each type of Card will have a 33% chance to be pulled and the changes will change as cards get pulled.

Wild Space

When landing on a Wild space a player will pull from a deck of cards. This deck will consist of all the card within the deck - with a 90% chance of pulling

ACTIVITY

WHY LET'S GET FAMOUS?

Diverse Characters: The game offers a wide range of characters with unique personalities, backgrounds, and skills. This diversity allows for varied gameplay experiences and encourages players to explore different strategies.

Strategic Depth: The inclusion of skills such as Luck, Wealth, Network, and Talent adds strategic depth to the game. Players must consider their character's strengths and weaknesses when making decisions, leading to engaging gameplay and replay value.

Integration of Digital and Traditional Elements: The game's integration of both traditional gaming elements and modern technology, such as smartphones, offers players flexibility in how they interact with the game. This innovative approach enhances the overall gaming experience.

Dynamic Gameplay: The variety of cards, spaces, and activities ensure that gameplay remains dynamic and unpredictable. Whether it's participating in solo challenges, collaborating with other players, or engaging in group activities, there's always something exciting happening on the game board.

Social Interaction: With its focus on multiplayer gameplay and social activities, "Let's Get Famous" encourages social interaction and collaboration among players. This aspect enhances the game's appeal for parties, gatherings, or game nights.

Overall, "Let's Get Famous: The Video Game" seems to offer a compelling mix of strategy, social interaction, and entertainment, making it a promising choice for players looking for an engaging gaming and social experience.

DESIGN

ACTION PLAN

Phase 1: Conceptualization and Planning (4 weeks)

February 26, 2024 - March 25, 2024

Review Game Concept:

Review the detailed game concept and gather all necessary information.

Define the core mechanics, features, and gameplay loop.

Design Document:

Create a detailed design document outlining characters, skills, cards, spaces, etc.

Plan out the user interface (UI) and user experience (UX) design.

Phase 2: Asset Gathering (6 weeks)

March 25, 2024 - May 6, 2024

Acquire or Create Assets:

Obtain or create character models, animations, environment assets, and UI elements.

Design or commission artwork for cards, game board, cutscenes, and mini-games.

Audio Assets:

Compile audio assets such as music, sound effects, and voice lines.

Phase 3: Setting Up Unity Project (2 weeks)

March 25, 2024 - May 20, 2024

Unity Setup:

Set up a new Unity project with the appropriate settings.

Import assets into Unity and organize them within the project.

Scene Setup:

Create a basic scene structure including the game board, UI elements, and placeholders for cutscenes and mini-games.

Phase 4: Core Mechanics Implementation (10 weeks)

May 20, 2024 - July 29, 2024

Gameplay Mechanics:

Implement movement mechanics, card mechanics, and player interactions.

Develop the logic for activities, including pulling cards, resolving card effects, and handling player actions.

Character Skills:

Implement the character selection system and ensure each character's skills are properly reflected in gameplay.

Phase 5: Additional Features (8 weeks)

July 29, 2024 - September 23, 2024

Cutscenes:

Design and implement cutscenes using Unity's animation and timeline tools.

Mini-games:

Design and implement mini-games with unique mechanics and gameplay loops.

Multiplayer Functionality:

Implement networking code for multiplayer functionality.

Connect to mobile devices for multiplayer gameplay.

Phase 6: Testing and Balancing (6 weeks)

September 23, 2024 - November 4, 2024

Playtesting:

Conduct extensive playtesting to identify bugs, gameplay issues, and balance concerns.

Test the game on different platforms and devices to ensure compatibility and performance.

Balancing:

Fine-tune gameplay mechanics, card effects, and character skills based on playtest feedback.

Phase 7: Polishing and Optimization (4 weeks)

November 4, 2024 - December 2, 2024

Visual Polish:

Polish the game's visuals, animations, and UI for a more polished and immersive experience.

Performance Optimization:

Optimize the game's performance for smooth gameplay on various devices.

Phase 8: Finalization and Release (2 weeks)

December 2, 2024 - December 16, 2024

QA Testing:

Perform final QA testing and bug fixing to ensure a stable build.

Distribution and Marketing:

Package the game for distribution on desired platforms (e.g., Steam, App Store).

Prepare marketing materials such as trailers, screenshots, and promotional assets.

Release the game and promote it through social media, forums, and other channels.

Overall Timeline:

Conceptualization and Planning: 4 weeks

Asset Gathering: 6 weeks

Setting Up Unity Project: 2 weeks

Core Mechanics Implementation: 10 weeks

Additional Features: 8 weeks

Testing and Balancing: 6 weeks

Polishing and Optimization: 4 weeks

Finalization and Release: 2 weeks

Total Estimated Time: 42 weeks (approximately 10.5 months)

This action plan provides a detailed breakdown of the development process, including timelines for each phase. However, keep in mind that the actual duration may vary based on factors such as your development speed, the complexity of the game mechanics, and unforeseen challenges during development. Regularly reassess progress and adjust timelines as needed to ensure the project stays on track.

I AM NO WAY A PROFESSIONAL AND THIS IS PURELY TO CREATE DISCIPLINE