Millionaire Luck

Game's rules, setting, and gameplay is currently being design and are subjected to alteration in the development.

1. Overview

Millionaire Luck is a 2D 4-players multiplayer digital board game. Players take turn to moves in block decided by dice. The goal is to gain score or complete objective. Incorporating "question & choice answers" into one of a scoring system by both participating in or having players "battle" it out to steal scores. *This game design took a lot of inspiration from "100% Orange Juice"*

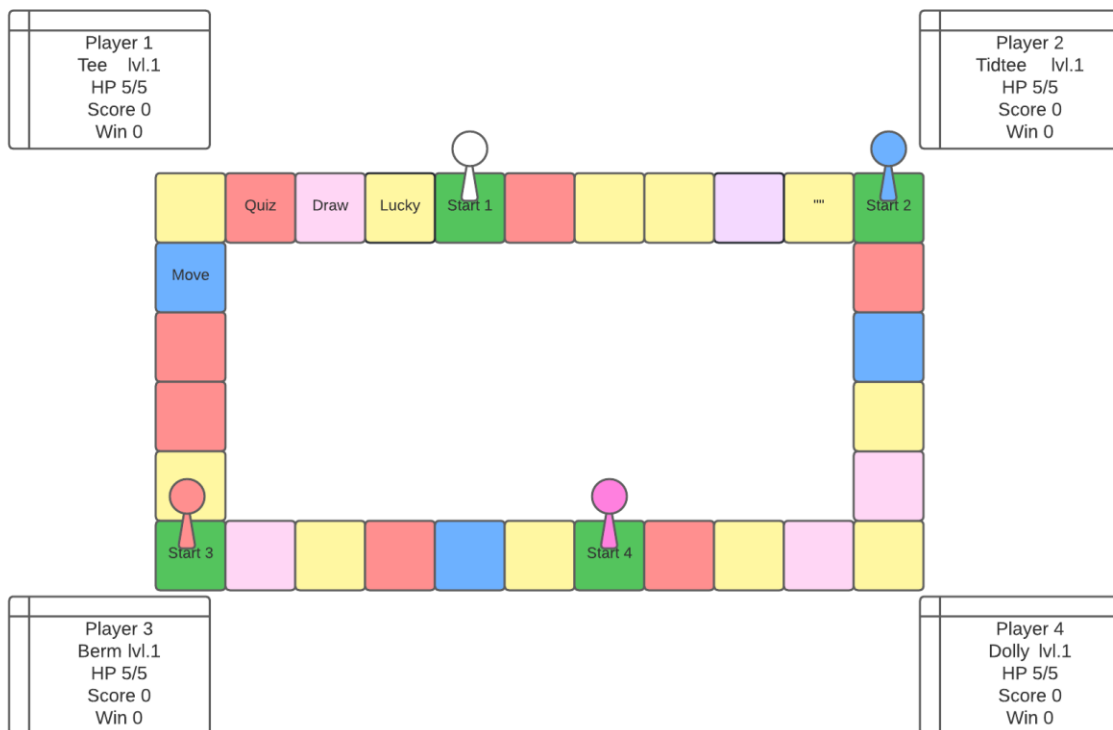*Figure 1: Draft of game interface*

1.1 Vision Statement

- **Easy to get into** figure out as they play, and one mouse gameplay

- **Differentiable questions** divide question into categories and difficulty
levels

- **"Luck can only go so far"** player can get score by good strategy, wit, and
so is good luck

1.2 Target Audiences

From age range of teen to adult, questions will require prior knowledge in the matter

of both general and specific subjects

2. Core Gameplay

2.1 **<u>Players</u>**

2.1.1 Overview

Players are represented by a human contestant avatar. Each player starts on

the **Starting Block**. With following attributes

Var	Name	Description
hp	Hit points, Health	• Have max amount, player need to roll dice equal or above to 5 when hp drop to 0. • *Lose hp from losing Quiz Battle*
score	Score	• Gain from **Quiz** and other sources *(Score Block, Quiz Battle, Round End)*

| win	Quiz round won	• Keep track of amount of Q**uizzes Battle** won
lvl	Level	• Gain from completing objective • Getting max level is the way to win game

Game is split into round, each round each player perform 1 turn. Keep in mind that action interface can be access easily using only mouse, actions that are available to be performed are

| Action	Description
Move	• Roll the dice and move with respect to the number rolled
Quiz Battle	• Prompted when moving pass another player. *the player will also stay that block that battle happen* • Initiate a duel of quiz
Card	• Using cards in the hand. Can be done during turn, or before **Quiz Battle**
Stay at Checkpoint	• Prompted when passing **Starting Block** • Staying will go thru **Objective Check**

2.1.2 Player Action – **Move**

2.1.2.1 Throw the dice, and move for total of numbers on the dice (1-6)

2.1.2.2 Board can have intersection within the path, player can choose which path to go
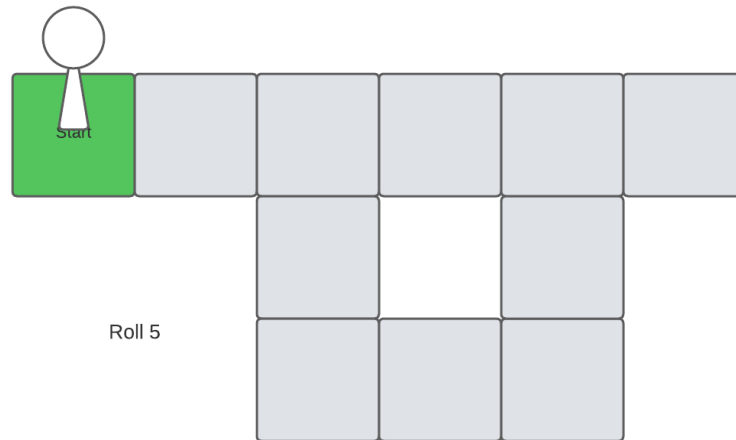
Figure 2: Roll 5
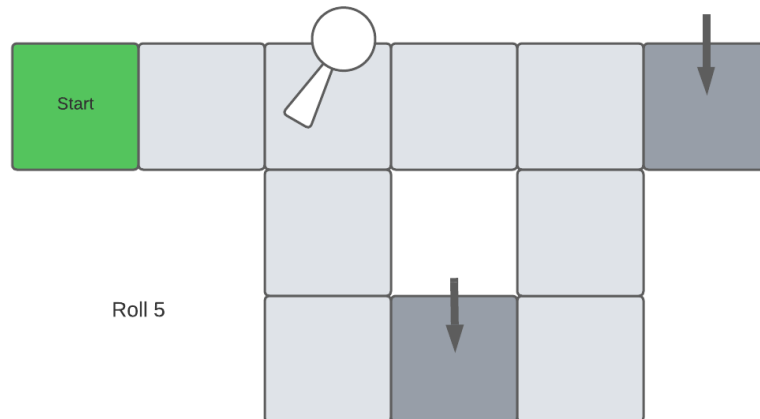
Figure 3: Approaching an intersection, showing choices possible

2.1.3 Player Action – **Stay at Checkpoint**

- Can only be performed while the player is passing their **Starting Block**

- Act to turn in quest/objective after completing them, to advance to next level. Player also regains +1 hp in that Block

2.1.4 Player Action – **Card**

- Performing this action activate the card effect and end their turn

2.1.5 Player Knock Out (KO)

- When hp drop to 0, the next turn of that player, they need to roll dice with value of 5 or up to be revive and back into the game
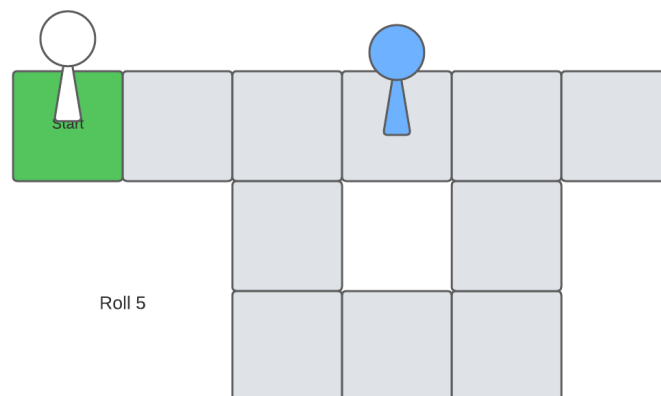
2.1.6 **Quiz Battle**

Quiz Battle can occur in conditions, such as, stopping at **Battle Block**, and Player Action – **Quiz Battle**

2.1.6.1 Player Action – **Quiz Battle**

- After moving, if passing another player. Pop-up will occur to ask if they want to initiate battle with that player
- Deciding to battle mean player will stop at that block

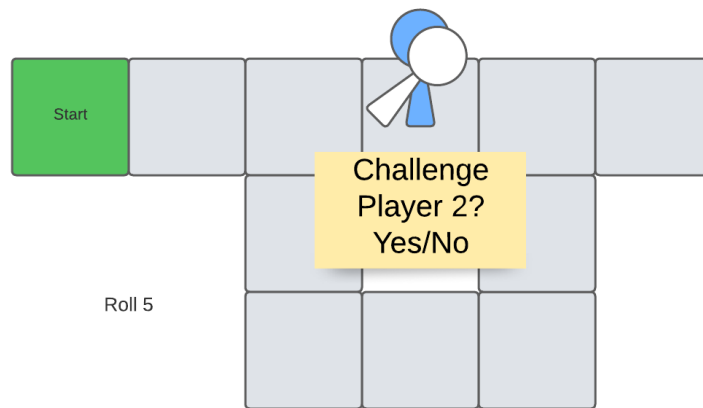*Figure 4: Rolled 5, another player ahead in upper path*

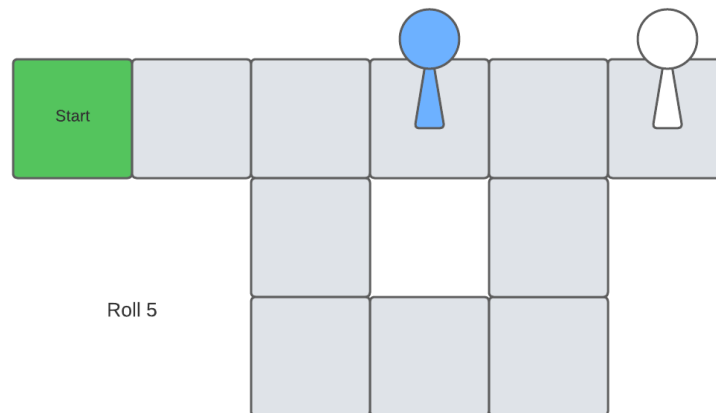*Figure 5: Choosing the upper path*

Figure 6: Choosing No

2.1.6.2   Getting into **Quiz Battle**

- Getting into battle will first let each players choose their card to play if they have a card. And after that, they will both take turn to roll their dice in a back-and-forth attack and defend. The players in the battle take turn to attack for at least one turn each

Attacker rolls an attack, Defender rolls a defend, **if attack meet or exceed defend, the attack hit with the value from 1 to** $attack - defend$**,**
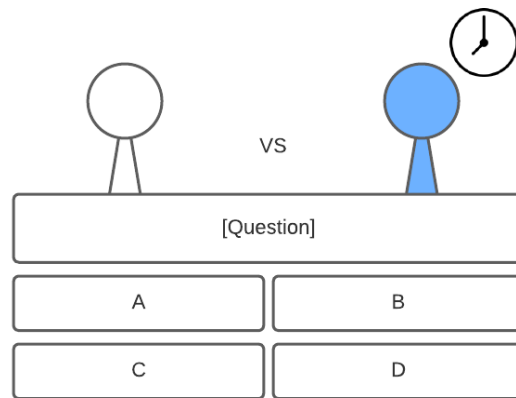
ex. Player 1 attack with roll 4, Player 2 defended with 4, result in Player 1 hit Player 2 with valve 1
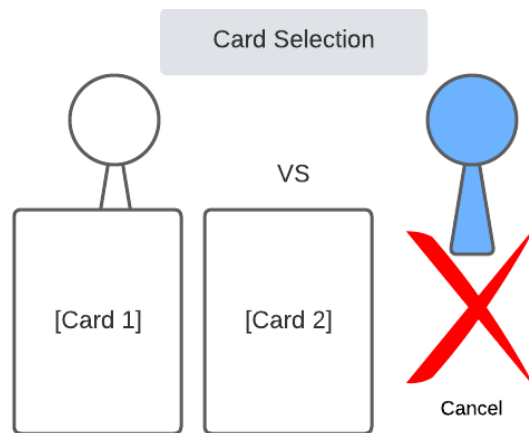
Figure 7: Card Selection before dice
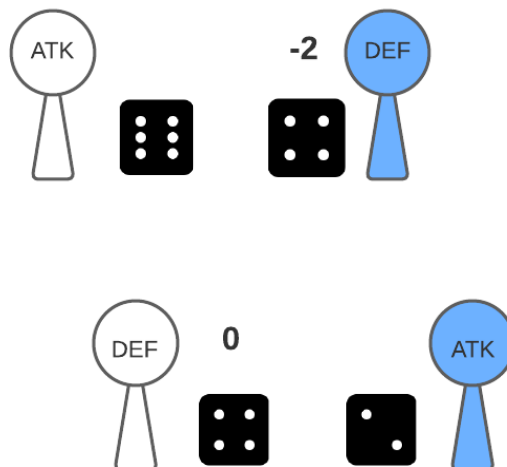
- After both sides decided, they may be put into a timed quiz. Each of them may/may not receive a question depending on the value of the hit, and question may be different

After Quiz Battle Process

- If the answer is right, the contestant walks away with no damage done, likewise if the answer is wrong, that contestant take hp damage equal to the hit value.
- If the hit was fatal (result in KO), the other contestant steal half of the contestant **score and +2 Wins**
- If both the hits were fatal, no one get anything
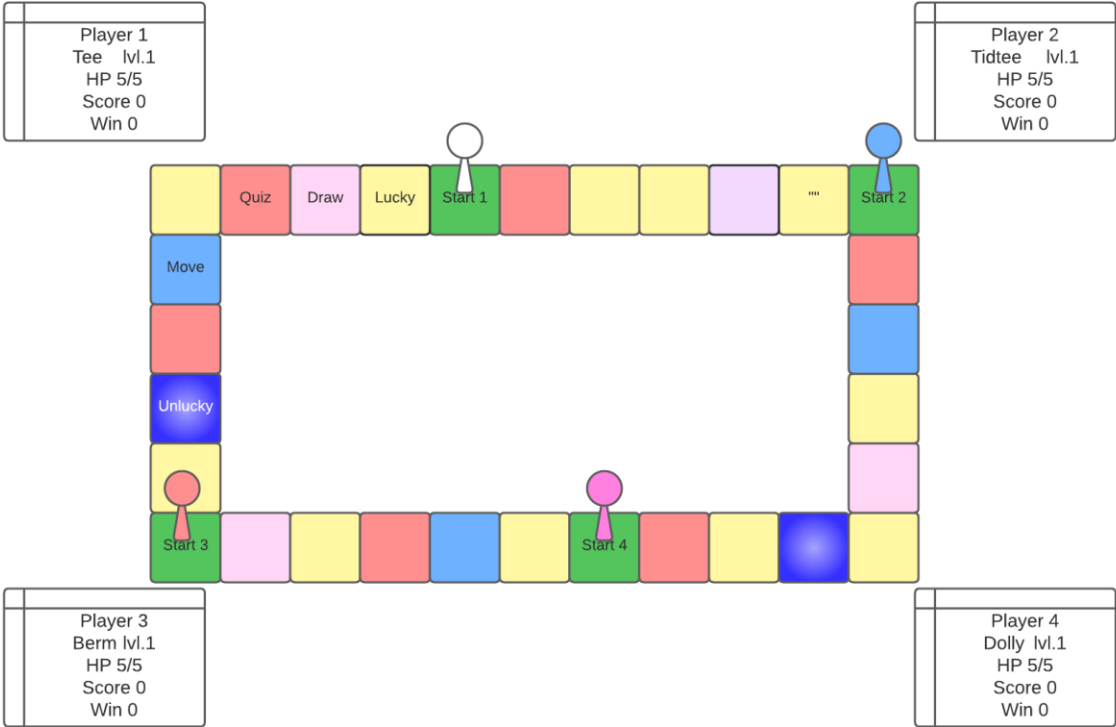
2.2   **Winning the match**

Player may win when they reach the max **lvl** there is in the game, which can be achieve by completing objectives which can either be **Score needed** or **Number of Win** where it is the condition that player may proceed to next level

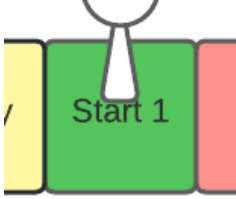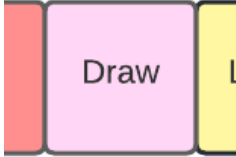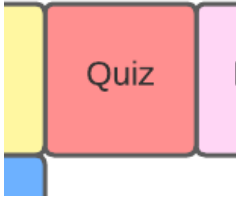| Level	Score needed	Number of Win
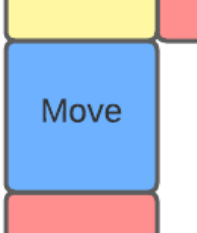
1	10	
2	30	2
3	60	5
4	100	9
5	150	14

3. Environment

3.1.1 Types of Blocks

Characteristic/color	Name	Description/Effect
Start 1	**Starting Block**	- Primary Block for starting position and order of each contestant - Player can turn in their objective at their **Starting Block**
Lucky	**Luck Block**	- Player rolls their dice and get **score** += $$Total\ Roll \times (1 + \frac{round\ number}{5})$$
Draw	**Draw Block**	- Player gets a random card
Quiz	**Quiz Block/ Battle Block**	- Force player into **Quiz Battle** with NPC - Winning grant 1 win and score += $10 \times round\ number$
Move	**Move Block**	- Enable one more Player Action – **Move** to be perform in that turn

	Unlucky Block	- Player rolls their dice and lose $$score += Total\ Roll \times (1 + \frac{round\ number}{2})$$

- All calculation are just estimates, need rebalance

3.1.2 Cards

Cards are split into 2 types, **Quiz Card** which can be activated before **Quiz Battle**, and **Activate Card** which can be activated while not in the phase of Quiz Battle (include before)

Card Name	Activate Condition	Description/Effect
Half: Half	Quiz Card	If this unit go into Quiz Battle, reduce the choice to half amount
Burnout Attack	Quiz Card	+1 attack and -1 defend
Help ME!	Quiz Card	Force all the other contestants to help you by asking them what they answer

SPRINT!	Activate Card	Use 2 dice to move this round

3.1.3 <u>Questions</u>

Question should be split into their category and into difficulty level from 1 to 5 (this is in relation to the list of different of value that dice can give). But, we may use only 3 level of difficulty depending on questions, so that the questions are more vary in player experience.

4. System and Features

4.1 <u>**To be implemented**</u>

4.1.1 Online Multiplayer

- https://docs-multiplayer.unity3d.com/

5. Tools

5.1 Unity