

## Debate Game

1. Player Experience: Enjoyable cut-throat competition
2. Premise: You're part of a debate against one to three other players and are determined to win by any means necessary
3. Objective: Either be the first to reach 100 points or reduce all your opponents to 0 points
4. Characters & Objects: Players – characters in a debate setting  
NPC – debate moderator who poses questions and keeps round time

### 5. Game Mechanics:

#### a) Procedures of Play

The computer poses a question and then initiates a timer for all players to respond.

The player can either select other characters in attempt to attack them or defend from them specifically, or select their own character to either make their own argument or defend against all attacks.

#### b) Rules of Play

Players start with 50 points.

Players must "lock in" their selection every round before the timer is up.

When the timer ends or all players have selected a move, the round results will take place in order with priority given to the order players locked in.

There will be five personal moves (each worth more points with respect to its position on the menu) and five attack moves (each demoting an

opposing player more points with its position on the menu), as well as the personal defend from all and the defend from specific player.

Moves will counter each other based upon their position on the menu. A personal move can be countered by any attack move lower than it on the menu. For example, the 2nd highest personal move can be countered by attack move 2 through 5, in order of severity. attack move 1 would fail. Attacks made against personal moves on the same tier would be considered a critical counter.

Players making the same move can combo each other based on who locked in first. For example, if two players make a personal level 1 selection, the player who locked in first would earn additional points. Two players performing the same attack against another player can also cause the attacked player to lose additional points.

If a player is attacked while defending, or if the attacking player launches an attack that doesn't counter the attacked players move, the attacker will lose points and the attacked will gain points with respect to the level of the moves made.

The rounds will continue until one player reaches 100 points or the remaining players fall to zero points.

## 6. Inspiration

I draw inspiration from the argument techniques (as well as logical fallacy) commonly seen in all forms of media that people may not be familiar with, or completely understand the meanings of. I also draw inspiration for game play from a long dead flash based game of the early 2000's called Get Tiffany, which was a sort of "rock, paper, scissors" style game that pitted up to four players against each other to win over a fictitious female character. I intend to look for ways to

modify that original premise to suit the game idea I have conceived to give it its flavor.