

Be The No. 1

Dzhan Hasan, Xiaobo Chen, Tanmay Yadav, Shouhui Zeng, Thomas Gatenby

1 Introduction

In Be The No. 1 you play as university student which wants to accumulate 30 credits by completing courses. Each player gets identity card randomly such as, physical education talent, math talent, computer science talent, economics and so on. Each talent progress faster on their specialized classes. Furthermore each student can do unethical things such as bullying, cheating, bribing etc. and to do these things they have to roll a dice and acquire a minimum number to activate the event. different identities need different numbers to activate the special event. if the special event fails then the player who wants to activate it will be punished. The game is divided into day and night cycle where players can do different things at different cycles which will cost them energy. There are 2 decks one is for course cards and for special events which will be triggered each round. There will be $x + 2$ course cards (x is for players). Course cards includes sports, maths, advanced maths, music and so on. Fundamental courses should be completed before doing advanced courses. Different courses require different durations to complete for example math requires 2 days, advanced maths requires 4 days. The players can become study partners during night time where they can assist each other or teach them wrong things to make lose progress.

Target Audience: People who are interested in competition, high-achiever, role-playing

2 Gameplay Mechanics

Drawing Event Card, Drawing a Course Card, Bullying, Cheating, Bribing, Enrolling new courses, Assisting Classmates, Betraying Classmates, Rolling a dice and activating special action and Moving Pieces on Progress bar

3 Gameplay Patterns

Resource Management, Energy, Randomness, Luck, Betrayal, Surprise, Dice, Card, Abilities, Course, Score, Cycle, Turn-Based and Negotiation

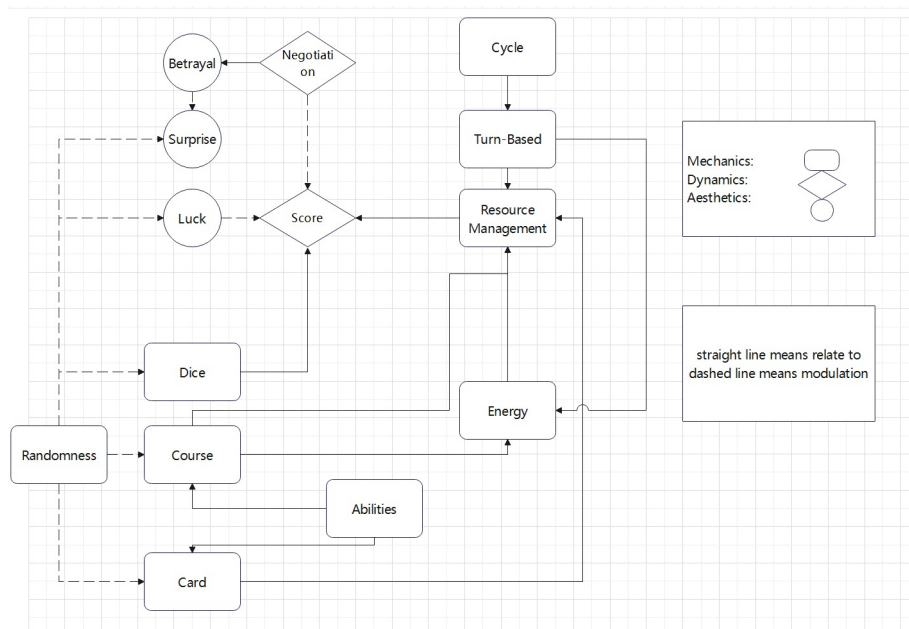


Figure 1: MDA Model

4 Competitors

4.1 Catan

Catan is about dominating the island by getting resources and building settlements and make other players lose resources. Our game is about dominating the campus and make other player lose progress by blackmailing, bribing, bullying and betraying. (Klaus Teuber, 1995)

4.2 Monopoly

Our game and Monopoly share the same special events cards to change the dynamics of the game which could generate surprise to the gameplay experience. But our game does better in terms of balance between luck and strategy. (Hasbro, 1991)

4.3 Werewolf

Compared to Werewolf, there is shared betrayal mechanic where you can trust others to gain benefits but also are likely to get betrayed to get punishment. However, betrayal mechanic is not the fundamental mechanic of our game compared to Werewolf. (Bezier Games, 1986)

5 Unique Selling Point

Our game simulates student life and makes it more fun by adding unethical actions which would be inappropriate to do in real life

6 Planned Process For Developing the Prototype and Playtest

We will use photoshop to design cards, progress bar and identity cards. Victory points will be represented by tokens. After the playtest the players will be given a questionnaire for feedback about fun parts, duration, mechanics, balance etc.

7 References

Catan, Klaus Teuber (1995)
Monopoly, Hasbro (1991)
Werewolf, Bezier Games (1986)