Quick Feet

By Daniel Lin

Quick Feet is a strategy board game that integrates traditional platforming mechanics into a board game setting where two players compete to collect as many points as they can through a variety of stages, navigating the stage by managing their momentum using hands of cards that represent their movement abilities.
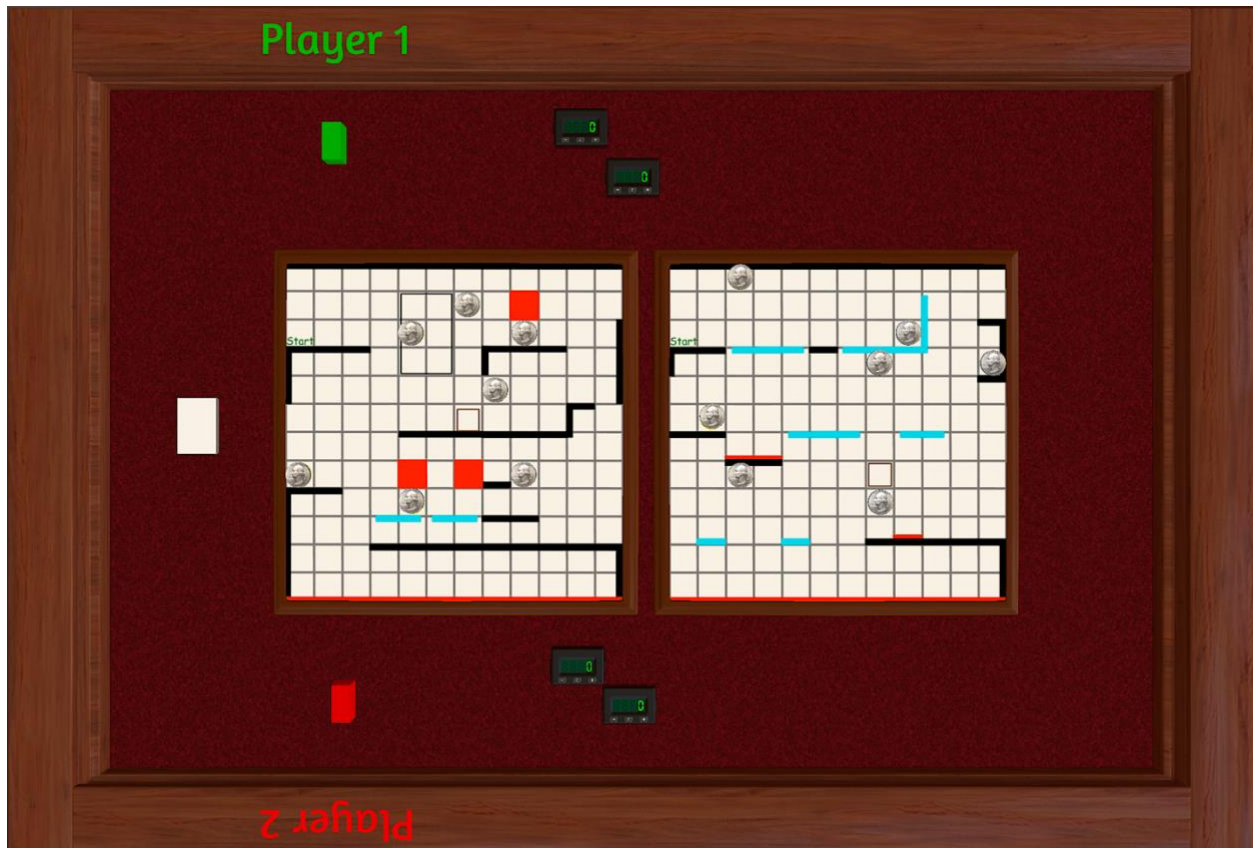

Figure 1 – Tabletop Simulator Prototype

Mechanics

Momentum:

- A player's movement happens at the end of their turn, moving forwards equal to their forwards M and horizontally equal to their upwards M.
    - While upwards M is negative, the player moves downwards instead.
    - Obstacles will hit players if they make contact through their movement.
    - Movement happens in the order of upwards, forwards, then downwards. For each point of M, move once in the first direction, then once in the next direction, and it continues in a cycle until all movement is counted. Players should be jumping and falling in an arc-shaped trajectory.
- Each player has one action per turn which can be used to walk, turn, jump, or play a card.

- Walking only works on the ground and allows you to set your forwards momentum (M) to 1 whether it's higher or lower.
- Turning swaps the direction you are facing. You do not move forwards the turn you turn, but your M is preserved for next turn.
- Jumping sets upwards M to 1. If you have 0 forwards M, you can also choose to increase forwards M by 1 at the same time. You can only jump once until you land.
- While off the ground, gravity decreases upwards M by 1 each turn after movement.
  - If upwards M is lower than or equal to -2 when landing (falling for 2 turns), forward M is set to 0. If it's lower, players land gracefully, and their forwards M is preserved.
- Normally, players are 2 tiles tall.
  - While on the ground, and while upwards M is lower than 0, players crouch, making them 1 tile tall instead of 2. Unless the player is directly under a wall or obstacle, their upwards M is raised back up to 0 after their movement.
- While on the ground, if forwards M is equal to or greater than 3, friction reduces it by 1 each turn after movement.
  - If a player moves and hits a wall instead, they lose all their forward M.
- Players each have two counters (shown in fig. 1) to keep track of their forwards and upwards M.
- The way the boards are designed, the best way to navigate the board is often with at least 2 forward momentum which is only possible through proper use of cards.
- Players can only take up to 20 seconds per turn. To keep the game's momentum going, so to speak, players' turns are timed to help sell the feeling of speed and movement.
  - This pushes players more towards an RTS type mindset where it's more about making quick decisions and internalizing the game mechanics than trying to make the perfect move, fitting more in line with the feel of a traditional platformer.

Board:
- A variety of board layouts with tutorial stages to help players get a hold of game mechanics similar to how platformers try to teach their players.
- Two random boards will be used, and each player will spawn on opposite boards.
  - Players can pass to other boards where the boards are connected.
- There are a few different types of obstacles (which can be referenced in fig. 1):
  - Spikes (red areas) deal damage to the player and set their momentum to 1 in the opposite direction (in certain stages this may actually be beneficial).
  - Crates (brown boxes) block key passages but can be destroyed with certain cards.
  - Clouds (blue platforms) are just like walls except if players touch a cloud for two consecutive turns, that cloud disappears.

Resources:
- Coins are placed around the board. These coins are the game's main point system, but they also act as a sort of guide for players that point towards the best ways to navigate through the map.
  - When a player moves over a coin, they collect the coin, and the coin is removed from the map.
  - The coins being a limited resource is the main source of pressure in the game as players must compete between each other for them.
- Each player has 3 health that is reduced every time they hit spikes. If a player reaches 0 health, they are sent back to their spawn and must wait 3 turns before they can act again.
- Players start with 3 cards in hand and draw 1 card per turn with a max hand size of 6.
  - Cards are the only way for players to gain more than 1 forwards momentum, but they also provide other utilities like breaking crates and as well as some contextual effects that promote combo-ing cards together.

Card List

- Slide – Set Upwards M to -1, then +1 forwards M.
- Lunge – Set Upwards M to 1, then +1 forwards M.
- Double Jump – If in the air, jump an additional time. You can also choose to turn while still moving forwards this turn.
- Glide – Set Upwards M to 0.
- Wall Latch – If next to a wall or backboard, set all M to 0 and refresh your jump while you are on the wall.
- Super Jump – Set forwards M to 0 and upwards M to 2. This uses up your jump if you have one.
- Dash – Move forwards equal to your M, then +1 forwards M.
- Charge – If forwards M is at least 2, move forwards equal to your forwards M, breaking crates in the way. Avoid damage from obstacles.
- Bounce – If you are one tile away from an obstacle, jump in the opposite direction, then if it was a crate, break it.
- Ground Pound – Set forwards M to 0 and move downwards 3, stopping when hitting the floor and breaking crates in the way.