TITLE   G.N.B.G.

ID   G.N.B.G. is a simple dice game. Roll the dice strategically and aim for a total of 23.

THEME	GENRE
Casino style mini game	Betting and dice game

KEY PILLARS

Simple	Luck and Skill involved	Dice Game

VISUAL STYLE

2D Cartoonish casino style

MUSIC & SOUND STYLE

Realistic sound effects

No music but casino ambiance on background

STORY

No story — this designed to be a mini game inside bigger games. It can be a casino game after several adjustments

MAIN AIM   Reach the given maximum bet amount under several play session to win

MAIN MECH TO ACHIEVE AIM

5 dice rolls are made. After that player can adjust the dice numbers under certain rules (given below). Main objective is to reach 23. 22 and 24, 21 and 25 are also some lesser win conditions.

Player may choose to: double a dice, divide an even dice or replace a dice with 7. These all can be used only one per session and only one can be apply to any dice slot (e.g. you can not double a dice replaced with 7)

ENABLERS / BLOCKERS

ACTIVE

Doubling a dice number

Dividing an even dice number

Changing a dice with 7

PASSIVE

Luck

Player risk-taking tolerance

CORE LOOP

WIN CONDITION(S) Total sum of players money reaches 3.000 - game win condition

Reaching 23 - total win - 4 times the bet amount is won

Reaching 22 or 24 - narrow win -2 times the bet amount is won

Reaching 21 or 25– near win - the bet amount is won

LOSE CONDITION(S) Total sum of players money reaches 0 - game lose condition

Failing to reach either 21,22,23,24,25 - session lose condition

FEATURES

Dice game with some tactical decision making

Mini game

Can be fitted to casino needs

Stripping from betting elements it can be arithmetic learning game for children

AUDIENCE	PLATFORM	TEAM	PERSONAL DEV GOAL
+7	Desktop — WEB	Solo Effort	Create game mechanics, UI and ambiance. All art are from outside.