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Brainstorm Game Mechanism

**Phase 1:**

The game that I am currently thinking about designing will have multiple game mechanics as of right now. The first one being a resource mechanic. How will the player pick and choose between items to bring back, how will the player use the item when they have it, which resources will the player sell, and which resources will the player bring out with him again (guns, medicines, and tools). The second mechanic is how the player will progress in the level. The player could either sneak or go gun blazing through the level. The last mechanic is survival. Can the player survive each level, and will the player be able to build up their home base.

**Phase 2:**

Current Game State Variables

* The location of the player.
* The health of the player.
* The items of the player.
* The hunger of the player.
* The weapon of the player.
* The weapon of the enemy.
* The location of the enemy.
* What the player built.
* What buffs the player has.
* The location of the loot spawn. (Stretch goal)

**Phase 3:**

List of features

* Bartering system with in-game shop
* Inventory management
* Simple in-game economy
* Stealth system
* Multiple types of AI enemies
* Character hunger and health system
* Confined open-world type levels
* Base building
* Experience system

**Phase 4:**

The experience that I got from playing the board game was great. We set up the board game to be a simple run-through of the game. The design was a circle that the player started in and followed along. The first spot was the base. The player drew a card (item) to see what they could take out for the next square. The next square was the “level” the player drew an enemy card and a loot card. The enemy card allowed the player to use the item card against it to see who won (such as a gun). The loot card gave the player resources to use in the next stage.

The next stage was the shop. The player could use the loot card and trade it for something in the shop to use at the base for better armor, weapons, etc. Then the game goes in a circle until the player ends up with a better base than the other. I learned from this experience that I should add an experience system. The point is to incentivize the player to stay on the level longer and interact with the enemies instead of avoiding them.