

GEM HARVEST

GAME DESIGN DOCUMENT

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Abstract

The purpose of this document is to present our design and implementation strategy for our card game, *Gem Harvest*. In this document, you will find the gameplay instructions, general information about the game, the game's backstory, a list of game mechanics and features, and the graphical designs of the cards, game tokens, and packaging. We hope to define the success of our game prototype based on how appealing it is towards our target audience (young grade schoolers between ages 6-8), as well as playability and overall enjoyment. Once playtested, we hope to improve *Gem Harvest* by adding or adjusting game mechanics to adjust the game to the convenience of our users (target audience).

Gameplay

Background Information

General

- 2-6 Players
- Children ages 6 and up
- The target audience is: Early grade-school-aged children (Ages 6-9)
 - Short length of game and small learning curve makes it easy for younger children and those with learning disabilities to pay attention to, understand, and enjoy.
 - Easy for adults to enjoy with children, but the lack of intense strategy makes it unlikely that adults would play the game with other adults.
 - Includes elementary-level cognitive and mathematical concepts, such as: basic addition, collecting, and memory.

Genre

- Educational → Card Game → Collecting/Trading

Platform

- Table-top

Key Features

- Deception/Bluffing
 - A player can exaggerate about possessing a certain card, which can propagate another player into trading a valuable card to them.
 - A player can lie about not having a valuable card that someone else needs, which can deflect the likelihood of being traded with.
- Element of Surprise
 - Every time a player elects to trade with another player, there is a *risk* of trading into a TNT card. Receiving a TNT card from a exchange forces the player (who made the exchange) to discard all of the cards in their hand to the bottom of the stack of cards in the middle of the circle. A player (in most cases) will not expect to draw TNT card, but when they do, they will not expect it coming and will be surprised.
- Colorful/Valuable Art
 - The gems are designed to appear shiny, colorful, and give the gem tokens a visually appealing value to them. The shards (on the card) are designed to not be

as shiny and lustrous as the gems, which gives the idea of them possessing less value.

Contents of the Box

The game box includes:

- 5 gem chips (each representing a type of gem to collect)
- 15 gemstone piece cards
 - (3) Diamond, (3) Sapphire, (3) Ruby, (3) Amethyst, (3) Emerald
- 8 shard cards
- 2 TNT cards
- 3 gravel cards
- Game Rules Manual

Setting up the Game

- 1.) Remove the deck of cards and gemstone chips from the game box, and place them in the center of the circle.
- 2.) Shuffle the deck and then distribute 3 cards face down to each player. Instruct each player to keep their cards secret from the other players, then allow the players to look at their cards.
- 3.) Place the remaining deck of cards in the center of the circle.
- 4.) To keep track of each player's score, use a writing utensil and a notepad or a piece of paper.

Game Mechanics

Objective

- After all the gemstones have been claimed, the player(s) with the most points wins the game. Your objective is to *get more points than anybody else*.



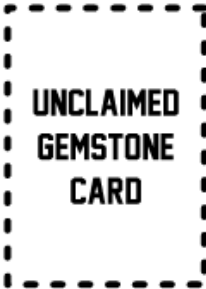

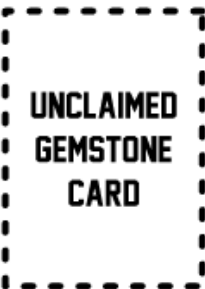
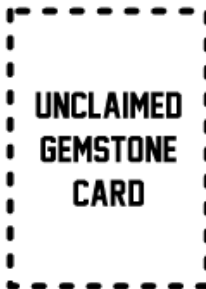
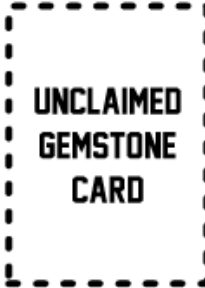
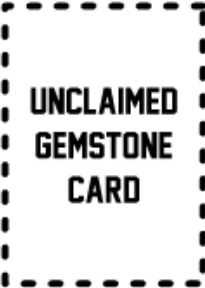

Rules

- You must have 3 cards in your hand at all times.
- Every person must go once around the circle before any player can go a second time. The order you choose to go in doesn't matter.
- You *cannot* skip your turn.
- You can only exchange *gemstone cards* or *shard cards* with other players.
 - If you have no gemstone or shard cards to exchange with another player, you must discard one of your cards to the stack of cards in the middle, and draw a new card from the top of it.

- To claim a gem, you must have one of the combinations in [A].
- Once a gem is claimed, nobody can receive points for a combination involving that same gem for the rest of the game.
- Once all gems have been claimed, the game is over.


[A] How to get points/Claiming a Gem

- To claim a gem, you need to have one of these combinations in your hand. You must show everyone that you have one of these combinations. Each combination is valued differently.

Card 1	Card 2	Card 3	Point value
	+	 + 	1 PT
	+	 + 	2 PTS
	+	 + 	3 PTS

- In your combination hand, all of the gemstone piece cards must be of the same gemstone type and not a combination of other gemstones. (See example on the next page).

This does not work!	x3 Emerald Pieces = 3 PTS, Emerald is claimed by the player who threw down this combination.
	

- Once you have a combination, pick up the same gemstone chip that you got the combination for. That gem is now CLAIMED. In the example above, the player picks up ( - Emerald).
- Combination Tip:** Be careful when using shard cards, you cannot make a combination of any sort using 3 shard cards.
 - The point value for a combination is based off how many gemstone piece cards you have in the combo.

[B] Player's Turn

On a player's turn, they must either:

- Exchange one of their cards with a card from another player
 - The player must exchange one of their *gem piece cards* or *shard cards* with another card from another player (of the exchanger's choosing). No other card besides those two types of cards can be given to player you take a card from.
- Exchange cards with the stack of cards in the middle.
 - A player must place one of their cards (of their choosing) facedown at the bottom of the pile, and then draw a card from top of the pile.

Note: If a player does not have a gem piece card or a shard card, they are only limited to the option of exchanging cards with the stack in the middle.

[C] TNT Detonation



When a player ends up the TNT card in the exchange with another player, the TNT detonates. As a result, the player (who made the exchange and wound up) with it must discard all of their cards to the bottom of the stack of cards. They will then draw 3 new cards from the top of the stack.

TNT does not detonate if drawn from the pile of cards in the middle.

[D] Gravel



A gravel card serves no other purpose than to occupy space. It's in a player's best interest to exchange this card with the stack in the middle in order to possibly get a card worth of value that can be used in a combination.




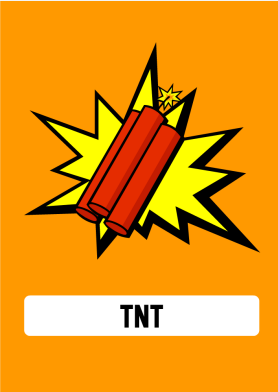
Game Flow

- At the start of the game, each player will have 3 cards. As the game progresses, cards will be moving (through exchanges) at a fast rate. What's different about this revised version of the game compared to the previous version is that we eliminated the amount of gravel cards and implemented an exchange clause to allow for more gem piece cards to be in circulation. As a result, this should make the game quicker as the probabilities of obtaining a gem piece card are higher.
- Another speed factor we put into the game was the different types of combinations a player can make. If a player wants to win fast, they will be more likely to go after the easy combinations, whereas a conservative player might be willing to wait for more gemstone pieces to make a more valuable combination.

Game Art

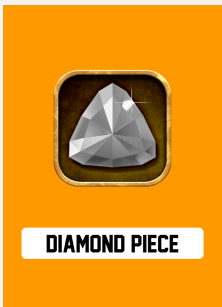
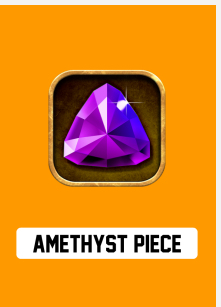
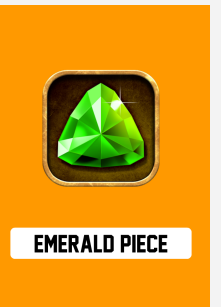
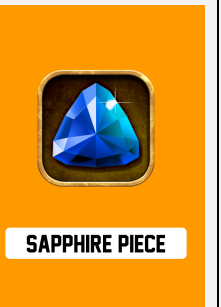
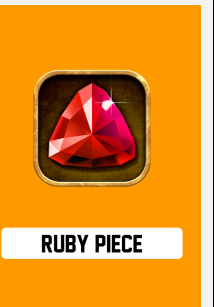
These are our current designs for the Gem Harvest prototype currently being developed. The images in this section include the designs of the cards, gem tokens, and game packaging. We went with a colorful and cartoon-like design feel to appeal to our target audience.

Miscellaneous Cards -- (2.5 in x 3.5 in)

<i>Back of Card</i>	<i>Shard</i>	<i>Gravel</i>	<i>TNT</i>
Quantity: 28 (total cards)	Quantity: 8	Quantity: 3	Quantity: 2
	 SHARD	 GRAVEL	 TNT

Gemstone Cards -- (2.5 in x 3.5 in)

Quantity: 3 (of each card)

<i>Diamond</i>	<i>Amethyst</i>	<i>Emerald</i>	<i>Sapphire</i>	<i>Ruby</i>
 DIAMOND PIECE	 AMETHYST PIECE	 EMERALD PIECE	 SAPPHIRE PIECE	 RUBY PIECE

Box (Outside) Design -- (4.0 in x 6.0 in)

Quantity: 1 (of each side)



Box (Interior) Packaging Design -- (4.0 in x 6.0 in)

