

Survival Pit

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Game Story



The year is 2135, the world has been devastated by a massive nuclear war. After the bombs fell and the dust has settled, only one sport remains: Survival Pit! The Lord of the arena has chosen three “lucky” contestants to play his game. Their goal: to find three keys to unlock a trapdoor in the middle of the arena. They must encounter gruesome traps, overcome the ever-changing landscape of the arena, and evade the Lord’s Champions, in order to survive the deadliest game ever existed!

Concept art



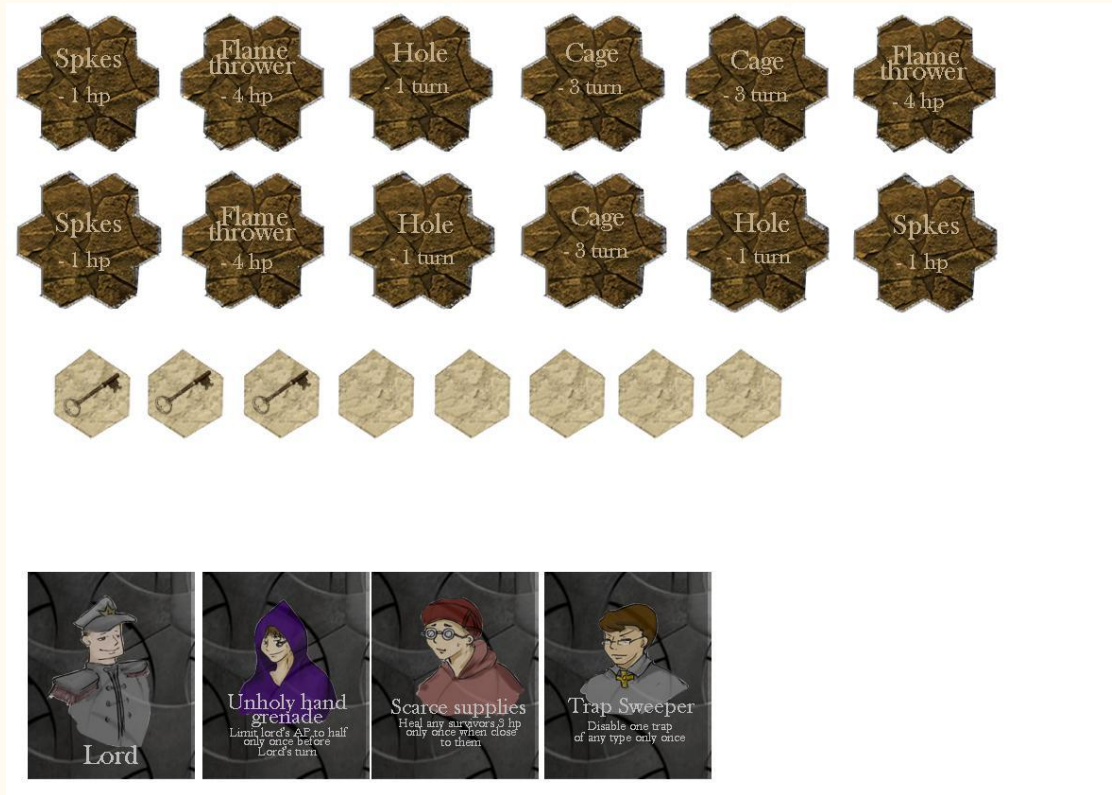
Concept art



Concept art



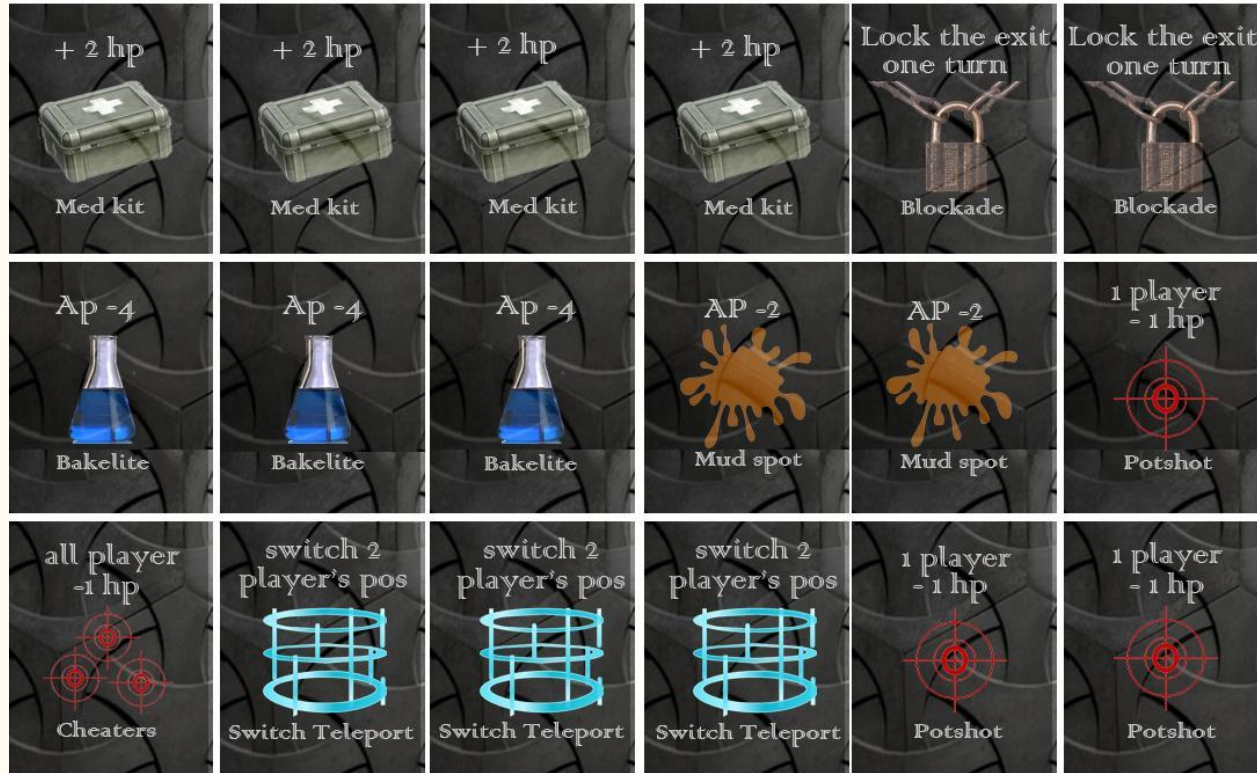
Game pieces design



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Game Walk Through

1. Each player selects a character card randomly.
2. The Lord sets up board using traps with keys under (Survivors don't look).
3. The Survivors go first (clockwise) → the Lord goes next.
4. The Survivors and Lord can use their Action Points (AP) and cards to proceed through the game.
5. When the first key is found, the Lord sends in the Champions to hunt the Survivors down (Cards, or touching the survivors).
6. When all three keys are found and two or more Survivors have left the map, the Survivors win the game.
7. If two or more players die, the Lord wins the game.

Self Critique

Positive

- Our game has unique game mechanics (1 vs 3).
- The board is open enough for players to make different strategies throughout the game.
- Limited random chance by having a lot of decisions for players to choose.
 - AP -> movements and actions
 - Trap effects and key areas
- Our game mechanics suggest cooperation
 - Players who found a key would better move around on board to help other players.

Self Critique

Negative

- We had a basic idea of the game, but did not decide on our theme
- Difficult to develop the game without a clear concept
- We changed game mechanics by the end, and the game is quite unbalanced
- Rules are too complicated to follow
- The beginning of the game was too plain for the Lord player (simply placing obstacles)

Self Critique- team workflow

Negative

- Difficulties on deciding group meeting time.
- Although we had conflicts with different ideas, we voted on fair terms to conclude whatever topic we were on.
- Difficulties with time management (“outta time”, ey?).

Positive

- We were prepared for our meetings.
- We all participated on providing ideas.

Self Critique - team dynamics

Negative

- We did not have definite roles.
- We did not spend enough time for this project.

Positive

- We had efficient ways of communication
- We managed to get sufficient amount of playtests outside of class.
- We respected each other's opinions.

Future work

- Add more cards to the both lord cards and survival cards.
- Create different game mechanics fits the theme.
 - Different obstacles and traps
 - Different layout of map (hidden attack method maybe)
- Balancing is the most important work!
- Continue with balancing!
 - Cards
 - Character's abilities
 - Between lord's attack and survivors' defence.