Chowtime Chaos

Pitch

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Overview

Pitch

Chowtime Chaos is a fast-paced sushi making game where the last player to put down ingredient cards claim the recipe card. The player with the greatest number of recipe cards wins.

Synopsis

Chowtime Chaos is an easy-to-pick-up tabletop card game where you battle it out to claim the most dishes! The last one to play the ingredient card takes it all! But be careful – for rotten ingredients…

Do you have what it takes to be the slyest one in your group, the one with the quickest hands, and walk away with the most points?

Story, Theme and Vision

Our users should have a fun, fast, simple chaotic game that is recognisable. With that said, sushi, our chosen design for our game, is a well-known globally renowned dish from Japan. Hence, there would be little confusion as what our games focus is.

Card and Token Types

Card Type	Card			Number of
Ingredient Card	Rice			40
	Kani			20
	Sakana			20
	Cucumber			20
	Ebi			20
	Tamago			20
	Wasabi			20
	Nori			40
	Total			200
			Compo-sition	
Recipe Card	Sushi	Kani	K R N	6
		Sakana	S R N	5
		Tamago	T R N	6
		Ebi	E R N	5
	Maki	Cucumber	C R N	5
		Salmon Mentai	T C S R	5
	Temaki	Tempura	E C R N	6
	Nigiri	Kani	K R W	4
		Sakana	S R W	4
		Ebi	E R W	4
	Total			50

Rules

1. Don't steal or trade cards with other players
2. No stacking of cards, play one card at a time
3. Players must have 5 cards in their hand at Round Start.
4. Players are to play Ingredient Cards as per the order stated by the current Recipe Card.
5. First person to play a finishing Recipe Card wins the round

Recommended Game Setup

Card Spaces

1. Ingredient Pile
2. Recipe Pile
3. Recipe Discard Pile
4. Ingredient Discard Pile
5. Recipe Play Space
6. Ingredient Play Pile

Gameplay Loop

- Start of Round
  First Card Management (Draw/Replenish) Stage
    1. At Game Start:
       Each player draws 5 cards each.
       During Game:
       Each player replenishes their hand up to 5 cards
       if they hold less than 5 cards.
- During Round
  Play Stage
    1. A player draws a Recipe Card from the Recipe
       Pile, counts down from 3 and plays it onto the
       Recipe Play Space.
    2. Players are to play a single Ingredient Card at a
       time as per the specified order of ingredients
       given by the Recipe Card, completing the recipe.
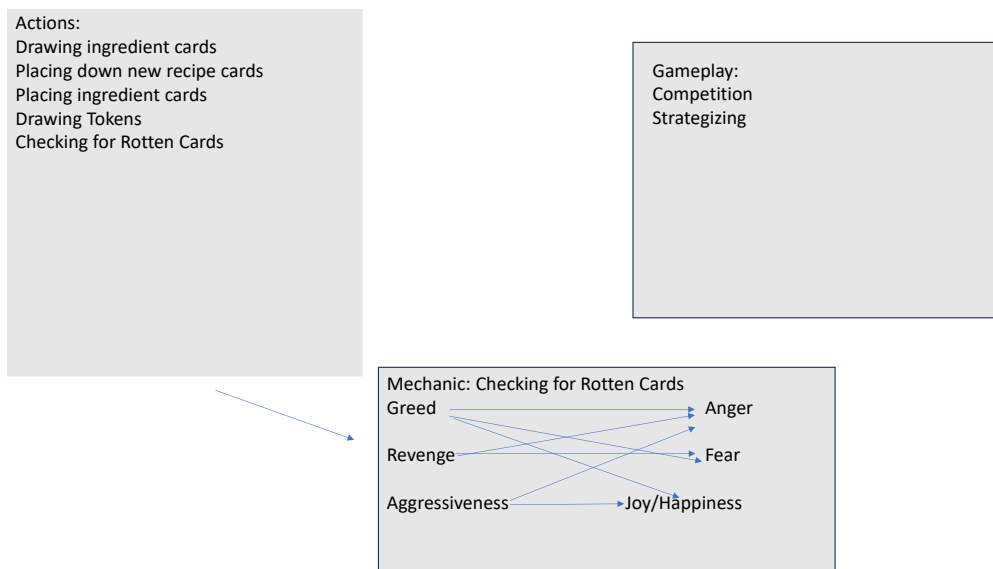   3. The first person to draw an Ingredient Card that
       completes the recipe is considered the winner of
       the recipe and collects both winning Recipe Card
       and all Ingredient Cards that were drawn for the
       recipe.
- After Round
  Second Card Management (Discard) Stage
    1. A player can then discard up to 2 cards and
       replenish their hand to 5 cards.

AGE Diagram

Actions:
Drawing ingredient cards
Placing down new recipe cards
Placing ingredient cards
Drawing Tokens
Checking for Rotten Cards

Gameplay:
Competition
Strategizing

Mechanic: Checking for Rotten Cards

Greed   Anger

Revenge   Fear

Aggressiveness   Joy/Happiness

Our goal is to have youth and young adults enjoy this fast-paced game that is easy to understand and can be played almost anywhere.

Since our game is portable and simple, our targeted audience should have no trouble introducing this game to their friends and family, increasing our targeted audience pool.

With one of our core elements of the game being competing between one another, aggression and greed would be the two main natures when playing this game. Aggression comes from the last-one-takes-all mentality/feature due to how a player wins rounds in Chowtime Chaos, and Revenge would come from player-on-player sabotage with rotten cards.

With our vision being simplicity, we feel like our actions are very standard for any card game with additional tokens for

point tracking, making our card game stand out. Hence our main gameplay boils down to just two main components competition between players and individual strategizing.

Marketing

General Strategy

Our game is a fast-paced game that is in the space of the popular card game UNO. Our game features infinite replay ability and unlimited fun. We cater to the youth and young adults who want a quick game with their family, friends, classmates or colleagues.

Promotional Strategies

Following the footsteps of UNO and Cards Against Humanity, we felt that lesser is more while taking a stance with marketing. We will go forwards with minimal promotion, but every promotional material made by PoissonParler will be designed in a brutalist and bold manner, as to leave an impact on our targeted audience so whenever they think of a card game that's easy to pick up, they also think of, or are reminded of, us.

Game Balancing

We used a weighted but opinionated algorithm system (subjective ratios derived from objective weightages) as well as playtesting to efficiently balance our game.

C5		=SUMPRODUCT(MAP(SPLIT(B5, ","), LAMBDA(compitem, VLOOKUP(compitem, $A$18:$D$26, 4, FALSE))))					
	A	B	C	D	E	F	G
1	**Ingredient Allocation**	200					
2	**Recipe Allocation**	50					
3							
4	**Recipe Cards**	**Composition**	*Intermediary Calculation*	**Objective Weightage**	**Calculated Cards (Objective)**	**Calculated Cards (Adjusted)**	
5	**Kani Sushi**	Kani,Rice,Nori	50.00%	10%	5.208	6	
6	**Sakana Sushi**	Sakana,Rice,Nori	50.00%	10%	5.208	5	
7	**Tamago Sushi**	Tamago,Rice,Nori	50.00%	10%	5.208	6	
8	**Ebi Sushi**	Ebi,Rice,Nori	50.00%	10%	5.208	5	
9	**Cucumber Maki**	Cucumber,Rice,Nori	50.00%	10%	5.208	5	
10	**Salmon Mentai Maki**	Tamago,Cucumber,Sakana,Rice	50.00%	10%	5.208	5	
11	Tempura Temaki	Ebi,Cucumber,Rice,Nori	60.00%	13%	6.250	6	
12	**Kani Nigiri**	Kani,Rice,Wasabi	40.00%	8%	4.167	4	
13	**Sakana Nigiri**	Sakana,Rice,Wasabi	40.00%	8%	4.167	4	
14	**Ebi Nigiri**	Ebi,Rice,Wasabi	40.00%	8%	4.167	4	
15		Total	480.00%	100%	50.000	50	
16							
17	**Ingredient Cards**	**Appearances**	**Objective Weightage**	**Subjective Weightage**	**Calculated Total Cards**	**Playable Cards**	**Rotten Cards**
18	Rice	10	31.25%	20.00%	40	38	2
19	Nori	6	18.75%	20.00%	40	38	2
20	Cucumber	3	9.38%	10.00%	20	18	2
21	Kani	2	6.25%	10.00%	20	18	2
22	Sakana	3	9.38%	10.00%	20	18	2
23	Ebi	3	9.38%	10.00%	20	18	2
24	Tamago	2	6.25%	10.00%	20	18	2
25	Wasabi	3	9.38%	10.00%	20	18	2
26	Total	32	100.00%	100.00%	200	184	16
27							

The weightage calculations for the Recipe Cards are as follows:

1. Intermediary Calculation: Sum the products of the Subjective Weightages for each of the comprised ingredients in the recipe.
   Additionally total the intermediary calculations.
2. Objective Weightage: For each recipe card, find the divide its' Intermediary Calculation with the sum of all the Recipe Cards' Intermediary Calculations to

get a percentage that signifies the logical weightage that should be given to the recipe.

The weightage calculations for the Ingredient Cards are as follows:

1. Calculate each appearance of the Ingredient Card from the compositions of all Recipe Cards. Additionally total all ingredient appearances ("Total Appearances").
2. Objective Weightage: Divide Ingredients' Appearance by the "Total Appearances".
3. Subjective Weightage (Final Weightage): Based on the Objective Weightage + Tweaks from playtest findings.

Note: Playable/Rotten Ingredient Card Allocation is not algorithmically chosen.

Art Style and Direction

Inspired by the 2020 Uno Minima deck, we wanted a minimalistic design and prioritise using unique pictograms over text on the cards itself. The use of pictograms allows for an ease of identification and a better use of unconscious recognition (System 1 Thinking) than having to process text to recognise a card. (System 2 Thinking)

Light Scheme

Primary	On Primary	Primary Container	On Primary Container
Secondary	On Secondary	Secondary Container	On Secondary Container
Tertiary	On Tertiary	Tertiary Container	On Tertiary Container
Error	On Error	Error Container	On Error Container
Background	On Background	Surface	On Surface
Outline		Surface-Variant	On Surface-Variant

(Tokens: Primary: 776D8A; Secondary: DBE3E5, Tertiary: D3C09A; Neutral: 938f94)

Colours were used to separate Recipe and Ingredient cards. The colour palette generated using the Material Design 3 Colour System, and was based on a purple and yellow sushi plate of which held sushi that was eaten by a team member.

Purple (Primary) is in use to signify Ingredient Cards.

Yellow (Secondary) is in use to signify Recipe Cards.

Light Blue (Tertiary) is in use to signify the Quick Reference Cards.

The tokens have been designed to resemble the patterned plates found in conveyor belt sushi chains.

Reference Card

1. Draw cards to a total of 5 in hand.
2. Reveal the recipe card.
3. Players simultaneously play 1 card at a time.
4. First to complete the recipe wins. card.
5. Winner takes 1 token, or discards 2 if recipe had a rotten ingredient
6. Discard unwanted cards up to 2 times.

Chowtime Chaos