

## Game name

Mine Sweep Battle = MSB

## Team members

6 Mihkel Roomet

34 Kaarel Koido

39 Muruganantham Jaisankar

## Summary

### *1. What is your aim?*

Your aim is to gather more points than the opposing players during a game of minesweeper.

### *2. How do you begin and what do you do?*

You get spawned in an open area onto a minesweeper board. You start clearing the board by shooting at tiles around you.

### *3. How does the game respond to your actions?*

The game reveals whether the tile you shot at was a bomb or not. If you guessed correctly, the tile will open. If not, you get stunned.

### *4. What changes in game over time or as you progress?*

The field opens up and you meet other players, whom you can also shoot at :)

### *5. What must you do to keep up with the game progress?*

Keep up the scoring and dodge an increasing number of enemy attacks.

### *6. How does the player fail and succeed?*

You can win the game by accumulating the most points of any player, by clearing tiles and killing competitors.

## Game Design canvas

| Mine Sweep Battle   |                 | Team 6-34-39        |   |
|---------------------|-----------------|---------------------|---|
| 1. Platform / Genre | 5. Pitch        | 8. Mechanics        | 11. Meta Game                             |
| 2. Target Group     | 6. Unique       | 9. Goal / Objective | 12. Storyline Synopsis / Settings / Theme |
| 3. Market Research  |                 |                     | 13. Visual Style                          |
| 4. Feature List     | 7. Monetization | 10. Challenge       | 14. 1 <sup>st</sup> Level Mockup          |

### 1. Platform / Genre

Platform: Windows - to make it easy to develop and accessible to a wide audience.

Genre: Puzzle / Action

### 2. Target Group

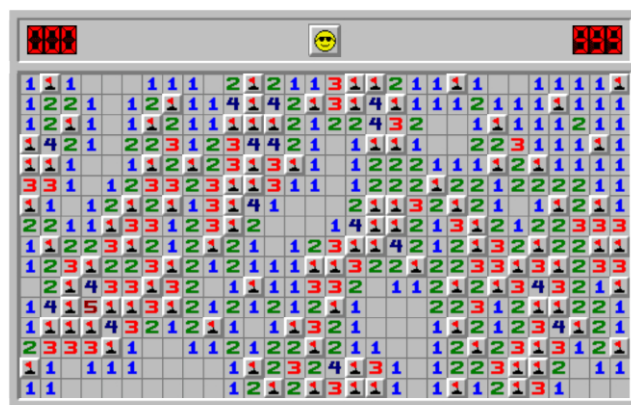
Gender: Male

Age: 13-23

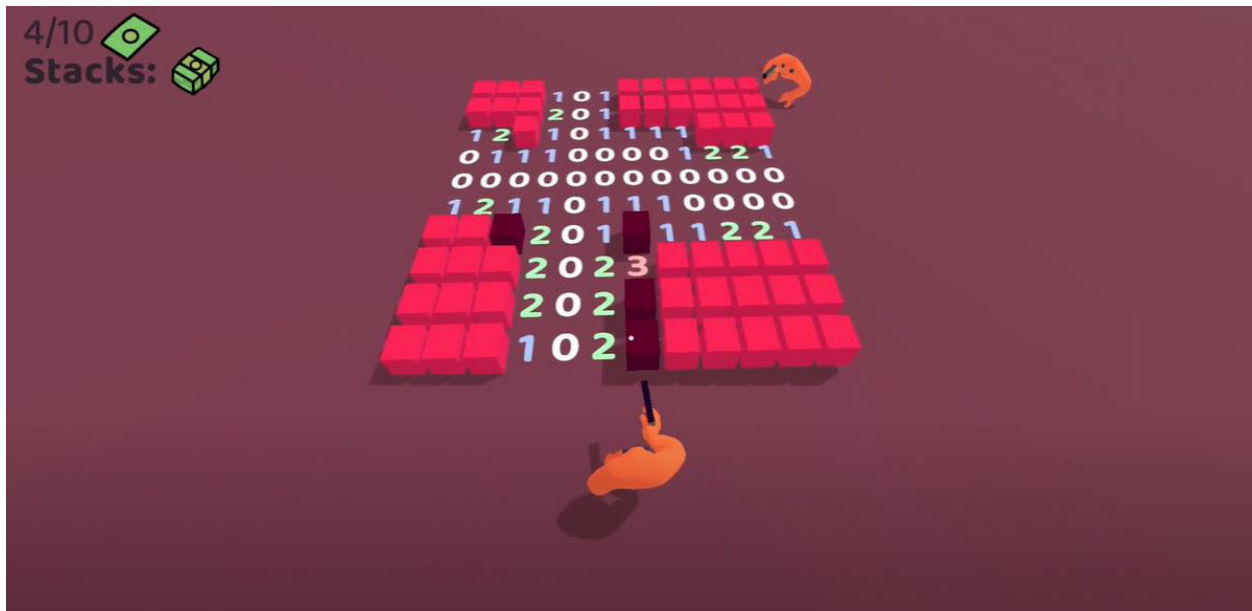
### 3. Market Research

Similar games:

1. Microsoft Minesweeper - the classic thing



2. Minesweeper With Friends - also multiplayer but cooperative



3. Minesweeper.io - also multiplayer and competitive but you can't move in the field nor kill other players



Our game is different from all the above in that it combines elements in a new way - you can move on the board like in Minesweeper With Friends, and compete for score like in Minesweeper.io. You can also kill other players and disarm bomb which none of these games allow you to do.

#### 4. Feature List

- 3 levels of AI
- 3 visual themes (classic, modern, dank)
- Game modes:
  - Classic competitive (against other real players)
  - Classic vs AI
  - Solo for speedrunning and testing
- 5 board sizes
  - Mini (30x16)
  - Small (50x30)
  - Medium (100x60)
  - Large (200x120)
  - Custom (anything you want, solo mode only)
- Various power-ups (damage buff, shield, speed boost)

#### 5. Pitch

Fight against other minesweepers and be the fastest one to win

#### 6. Unique

Our game combines elements of existing minesweeper games in a new way. There are also completely new features like the ability to kill competitors and completely clear bomb cells, as well as fun powerups.

USP: fast-paced PvP top-down platformer minesweeper

Elaboration on USP: Making minesweeper into a modern squishy party game that's fun for everyone (vibe a la Jackbox, Fall Guys).

## 7. Monetization

F2P

You can pay for cosmetic items in game.

## 8. Mechanics

Move with WASD

Aim with mouse

Left-click to shoot (which can clear empty cells and damage other players)

Right-click to clear bombs

## 9. Goal / Objective

Goal: Score more points than any other player during a game.

Points are scored by clearing cells and killing other players.

## 10. Challenge

Main skill: to be quick and precise with aiming using your mouse.

Learning board patterns and developing strategies for them (automatic process, should get going pretty quickly).

Battling other players (PvP skills - mindgames, reaction time, using your environment etc)

## 11. Meta Game

Bomb stealing / clear stealing - trying to prevent other players from scoring by shooting at the same areas as them and/or single targeting them (especially when you're ahead of everybody in score and there is only one person who could catch up).



*In football, you can play defensively, which makes it harder for both you and your opponent to score*

Based on performance in regular games players can earn credits which they can use to play bigger, more important-feeling games.



*In Mega Joker, you need to win something on the bottom in order to be able to play at the top*

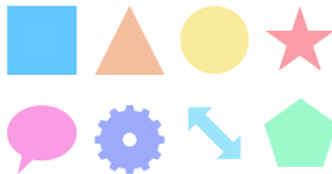
## 12. Storyline Synopsis / Settings / Theme

Story: None built-in. Each game played becomes a story (emergent gameplay)

Setting: Just a plain cartoony minefield, non-realistic, as always in minesweeper games



Theme: Basic geometric shapes



## 13. Visual Style

Multiple styles to choose from. In general non-cluttered, simple.

One would be reminiscent of the original classic minesweeper to cater to people with experience with it.



*Win 95 has a similar style to the old classic minesweeper*



Another would be cartoony, modern, more colorful.



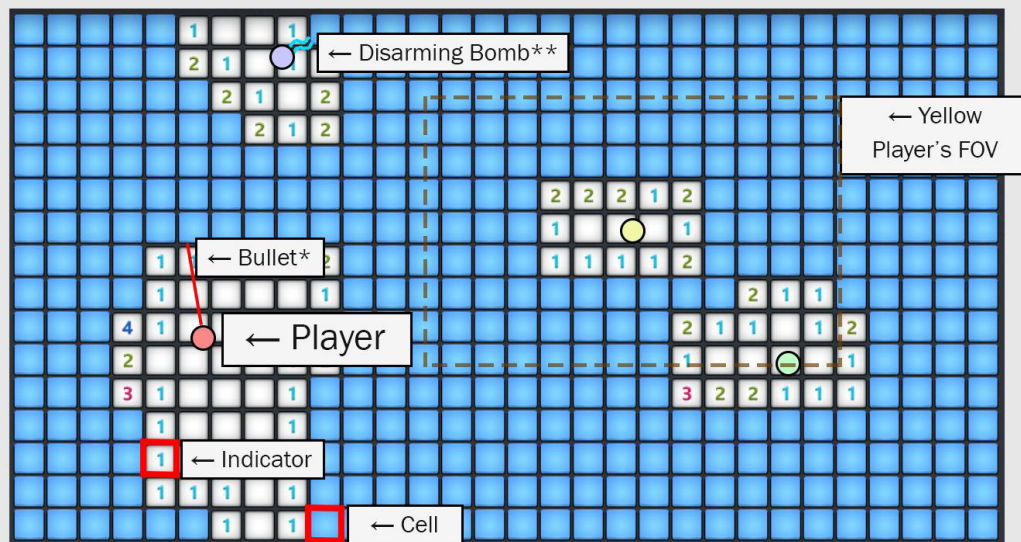
*Candy Crush is an example of a game that has a modern cartoony-bubbly art style*

#### 14. 1<sup>st</sup> Level Mockup

The first “level” to be created is a mini-size board (30x16).

Move using WASD. Aim with mouse (to shoot bullets and disarm bombs).

Standard minesweeper rules apply. Nearby indicators get refreshed after bomb clear.



\*Left-Click to shoot a bullet. Clears cell. Stuns player if bomb.

Bullets can also damage other players. Killed player will respawn in random location.

\*\*Right-Click to disarm bomb. Clears cell. Stuns player if not bomb.



## List of tasks for your minimal viable product (MVP)

- 1) Working mini-size gameboard (30x16)
  - a) Static locations of bomb cells and clear cells
  - b) Static starting location
  - c) Working indicators that also auto-refresh on bomb clear
- 2) Player object
- 3) Player controls
  - a) Player movement (WASD)
  - b) Player can shoot (left-click)
  - c) Disarming a mine (right-click)
- 4) Working camera centered around player
- 5) Working score indicator

## Bonus task: paper prototype

1. *Summary of your game idea (~one line)*

Players compete in clearing a minesweeper board and killing each other in order to achieve the highest score.

2. *Why - State your intention*

Does multiplayer work, is it fun? What are the strategies players will use? What should the scoring system be like exactly?

3. *Where - Determine the scope*

One board = one round of play.

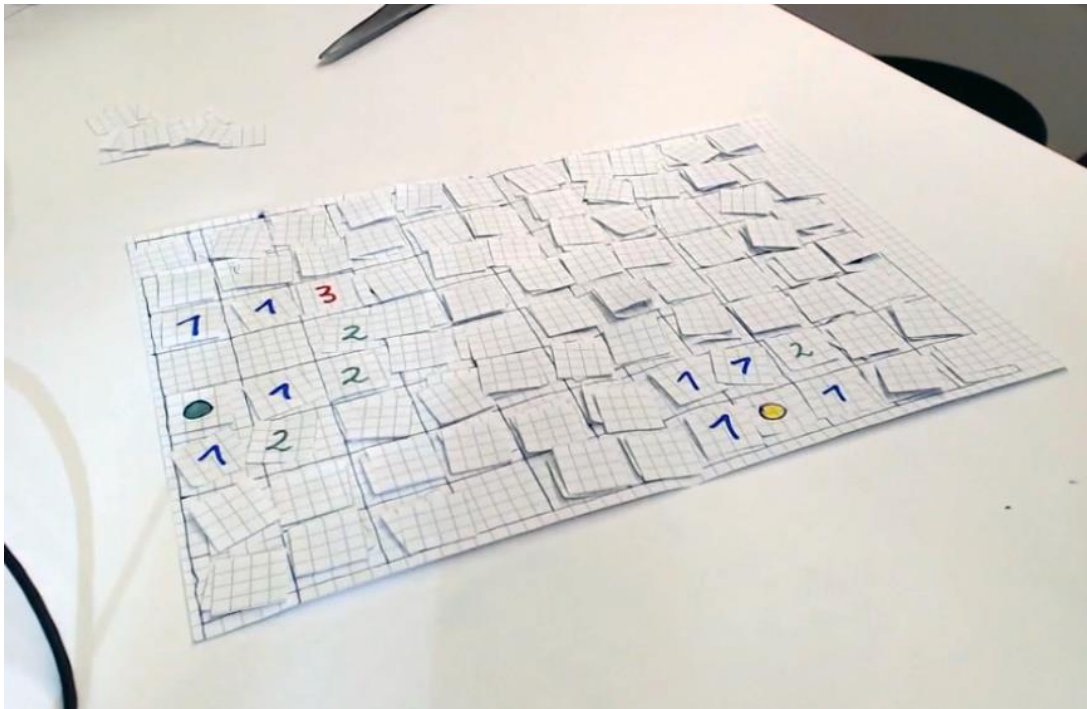
4. *What - Specify a purpose*

Abstraction of (real-time) player actions.

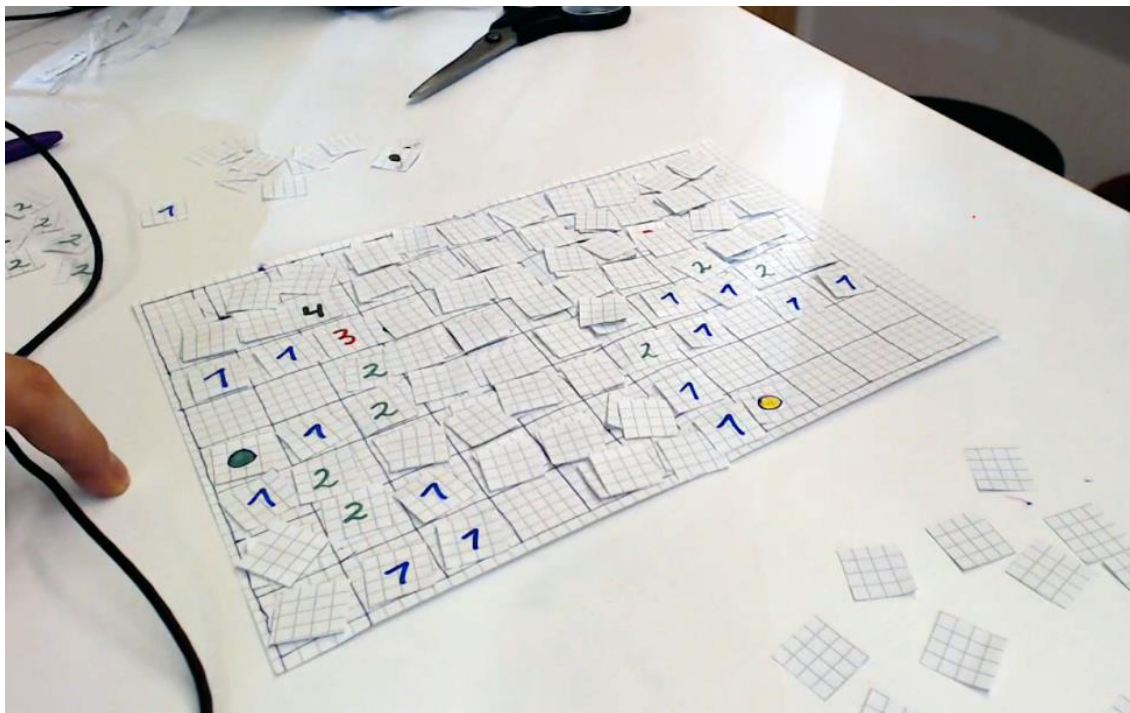
5. *When - Choose the time scale*

Slower - turn-based.

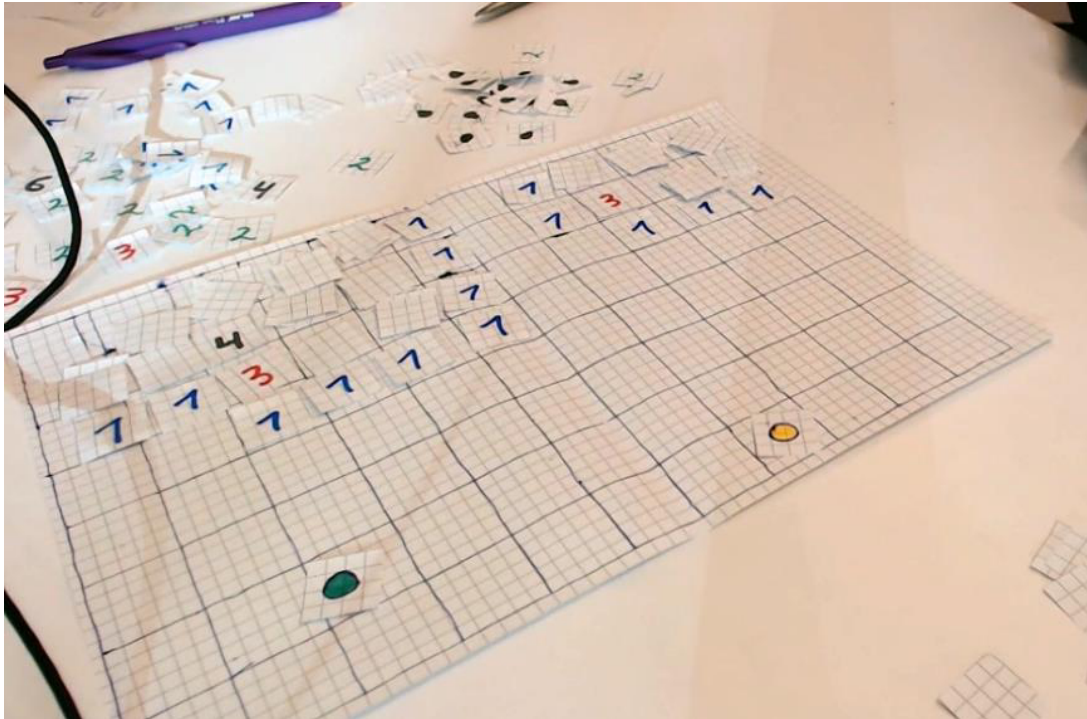
Photos:



*Game start*



*Mid-game*



*Late game*

Video of us trying out the prototype (2 min long): <https://youtu.be/mnrqORLLczk>