



GAME DESIGN DOCUMENT

Say Don't Say



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1. Project Description

The goal of the project is to develop and enhance the current game features of *Say Don't Say*. The game was created during the COVID-19 pandemic since there was no available online version of *Taboo*. Taboo is a party, word guessing card game that requires teammate to guess the word on the card without saying the taboo word. As mentioned above, there is no playable online version of the game, so our team decided to create an online version of the game so it can be played anywhere and anytime.

2. Concept Overview

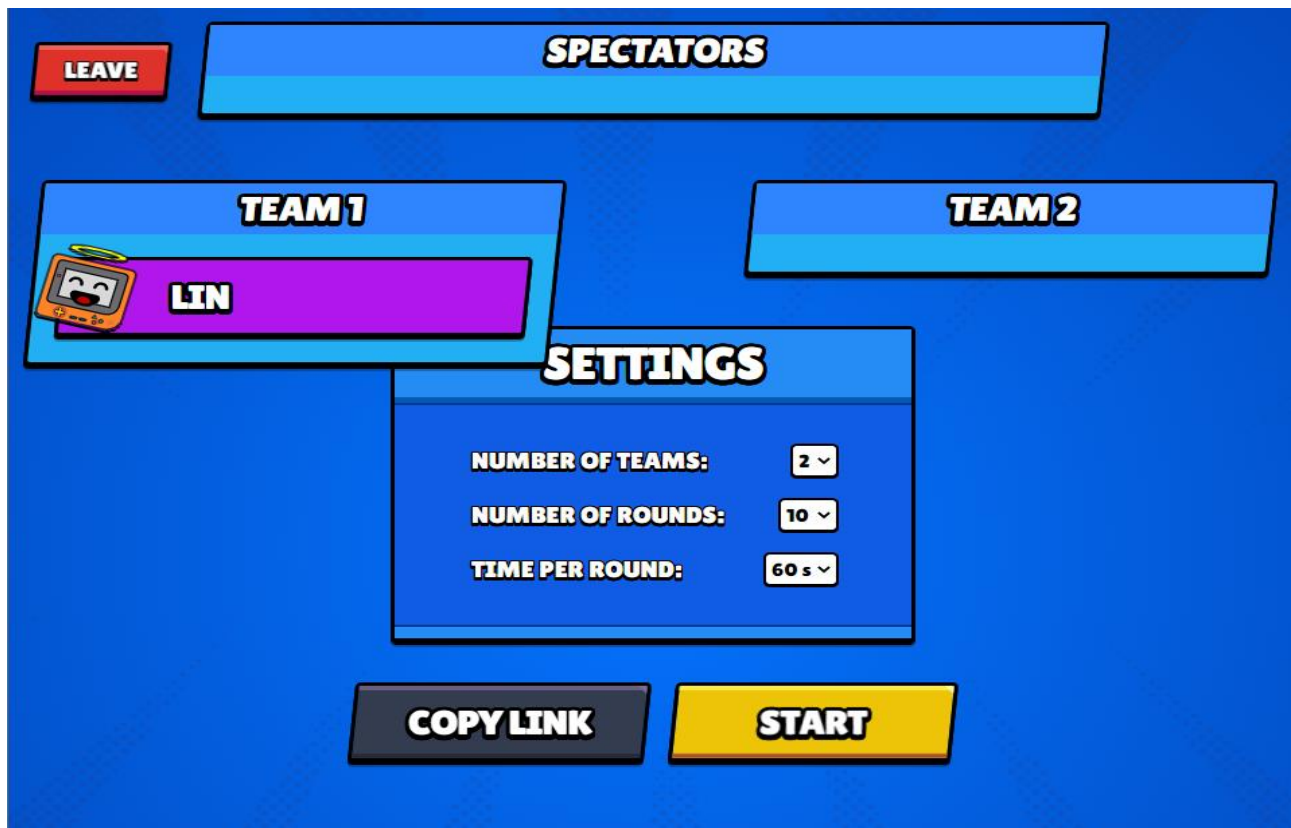
Genre: word, guessing party game

Target Audience:

- Age: 13+
- Gender: Male/Female

3. Character

The game does not have character in the traditional sense like other game genres. Each player could be considered a character and each player has a role that switches based on the turn. For instance, the game is turn based where the active player's role alternates between "hinter" and "guesser". The teams that are non-active will monitor if the forbidden word has been said. The game planned on supporting a maximum player count at 12 and maximum team count at 6.



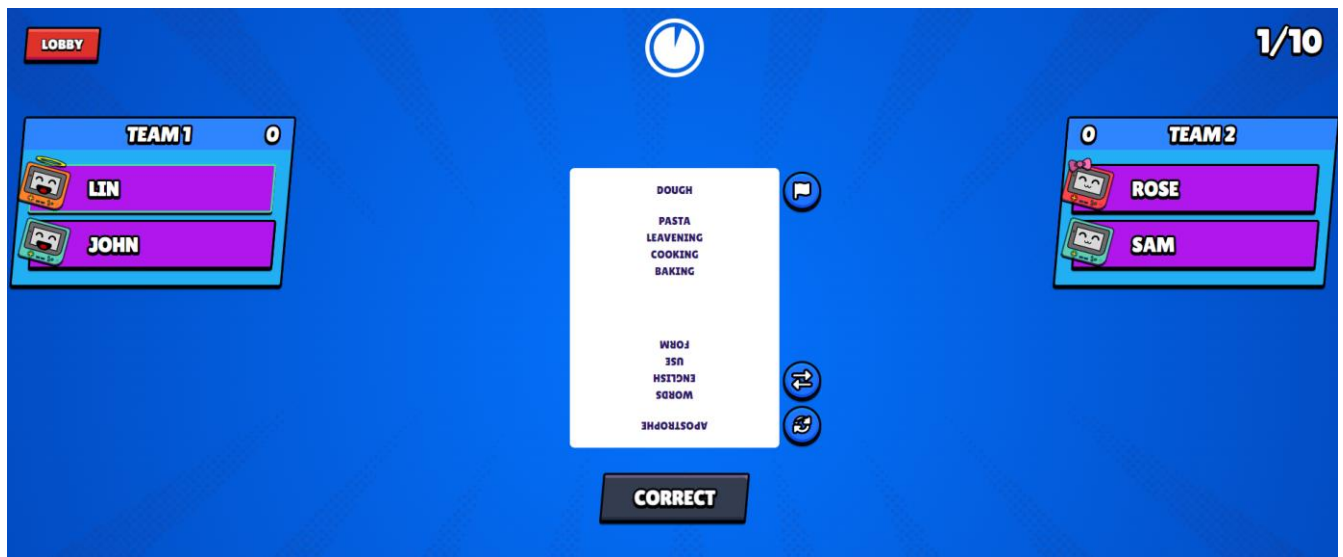
4. Gameplay

4.1. Goal

The main goal of the game is that the team must gather points by guessing the word correctly. The team with the highest number of points is the winner of the game.

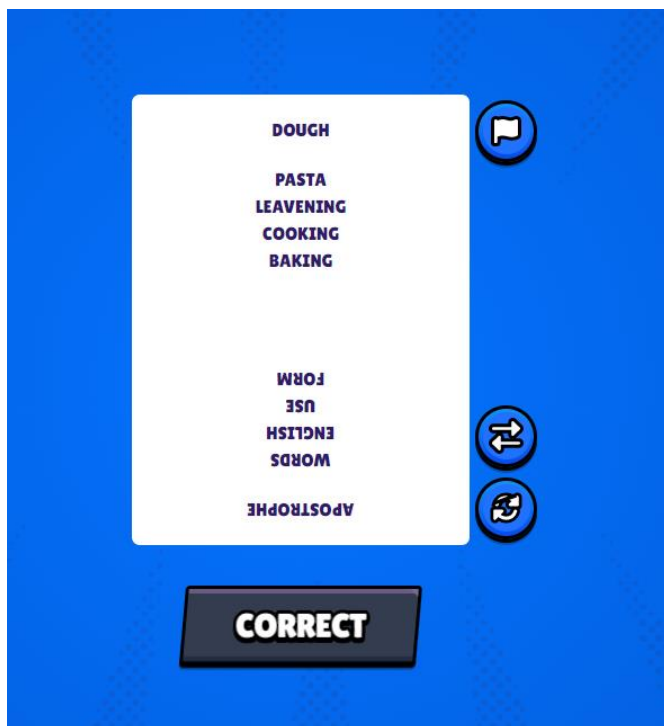
4.2. Game Mechanic

The active player is forced to race against the clock to get as many points as possible in a given time. The game setting default timer is set to one minute. By the end of the time or if the active team chooses to end the turn, the active status is then passed on to the next team. When all teams have the chance to guess the words, a round has been completed. The game is set to end at the end of the 10th round.



4.3. User Skills

The game is entirely skill based and it is based on the player's communication skills. The player must be able to effectively communicate the word across to his or her teammates without saying any of the forbidden (taboo) words. In addition to effective communication, a player must be able to cooperate and strategize with his or her teammate to gather as many points as possible.



4.4. Items

The only item that the game requires is the word cards. The card contains the word that the guesser must guess and the words that the hinter must not say.

4.5. Progression

The default game will consist of 10 rounds. Each round the team will have a chance to earn point by guessing the correct word. After the end of the 10th round, the game ends and the winning team will be displayed on a result page. The players can choose to start a new game after the result page has been displayed. The points will be reset, and each team will start at 0 point.

4.6. Deciding the Winner

At the end of the 10th round, a winner will be decided by tallying up all the points and the teams with the most points win the game. In the case of multiple teams tying in score, these teams will all be considered winners. This player can start another game to decide the final winner!

5. Technology

Platform:

The game will initially be playable with any web browser including Google Chrome, Mozilla Firefox, and Safari. In the future, the game will support mobile browsers.

Front-End:

The front end of the game will be developed using Next.js as the framework. The software state will be managed by Jotai, a state management library for React.

Back-End:

Firebase will be used to synchronize the states. We will be using the Firebase Firestore as a database for the game cards. The game room state can be managed by the Firebase Realtime Database.

6. Marketing & Funding

6.1. Demographic

The game will be targeted toward male and female age 13 and up. The primary audience will be young adults, but anybody can enjoy the game. This is a casual game where any player can pick up the game easily. The player must be able to describe the word without saying certain words. This is an idea game for those who want to play word games anywhere in the world if there is a connection.

6.2. Platforms & Monetization

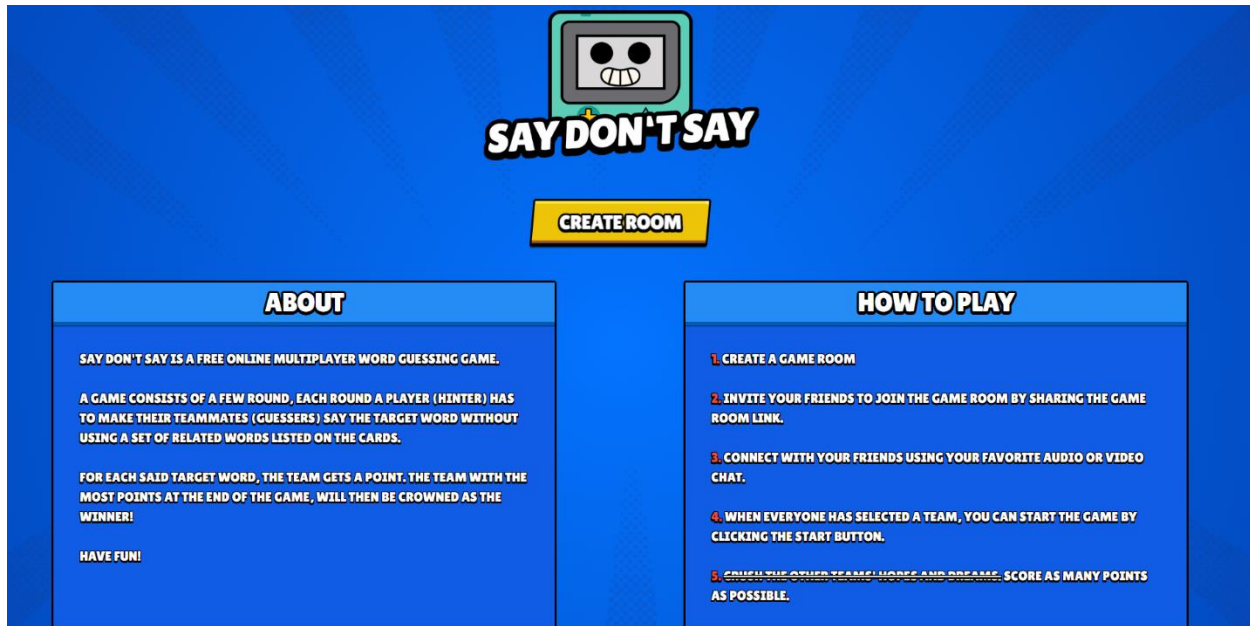
The game will be completely free without ads. The player can play the game by searching for the game name on the web.

6.3. Localization

The game will be initially released in English. Depending on the popularity of the game, later updates can be made to add more languages.

7. How to Play (Use Case)

Note: This is a simulated game scenario with only two players. In a real game, players would need a minimum of 4 players. Two on each team. Each team will have one guess and one hinter.



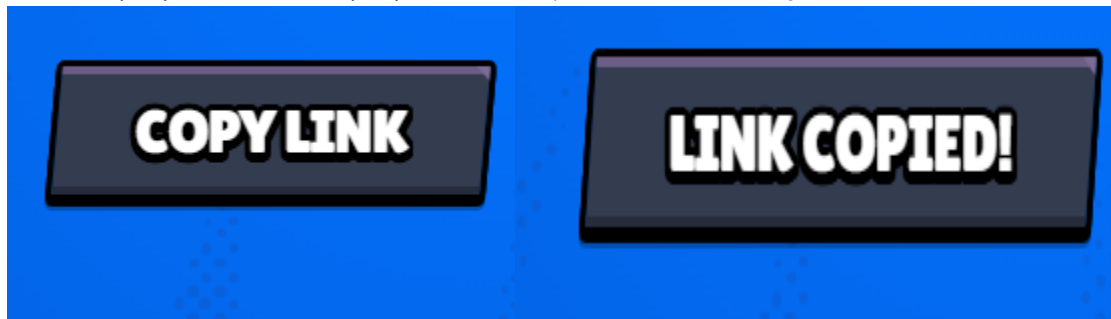
7.1 The player can choose the “Generate Room” button to create a room to host the game.



7.2 The player is given the option to customize their avatar. The player must type a nickname and press the start button to enter the room lobby.



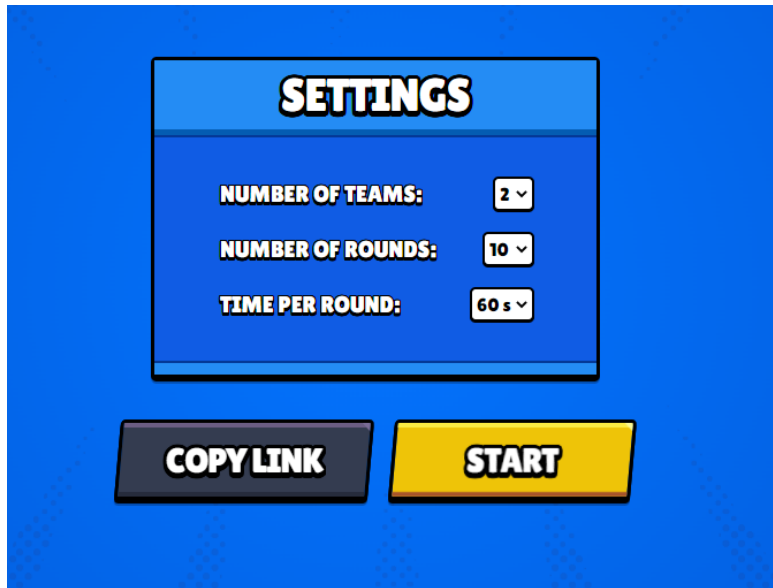
7.3 The player will be displayed in the Spectators and can join a team.



7.4 To send invites to other players, a player can click the Copy Link button to copy the URL. After the link is copied, the button will turn into Link Copied.



7.5 After joining a team, the player can start the game. If a player does not want to play, they can stay in the Spectator Area.



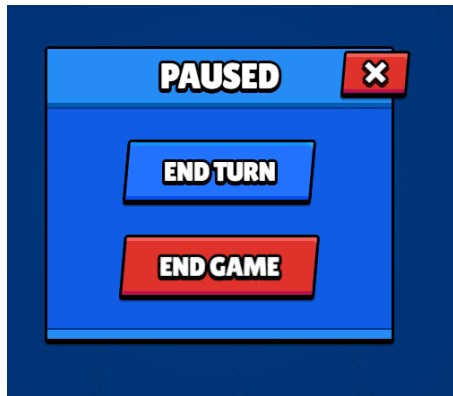
7.6 The game can be customized to meet the players needs by using the setting area to change the number of teams, number of rounds, and time per round.



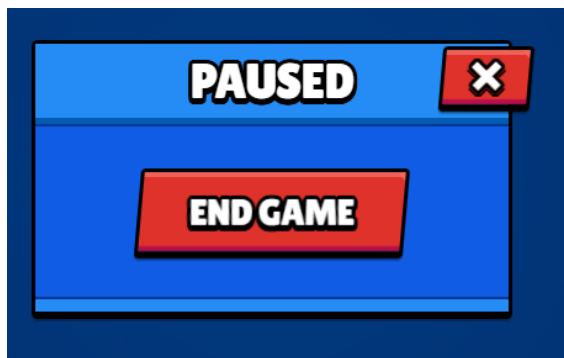
7.7 A player can click the start button to start the game.



All team's view

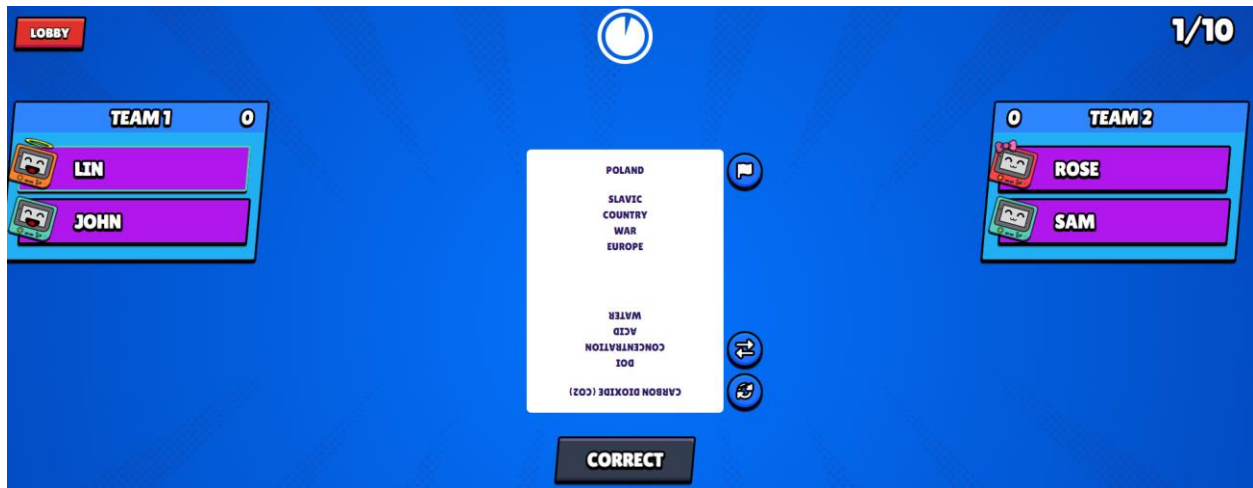


Hinter team's view

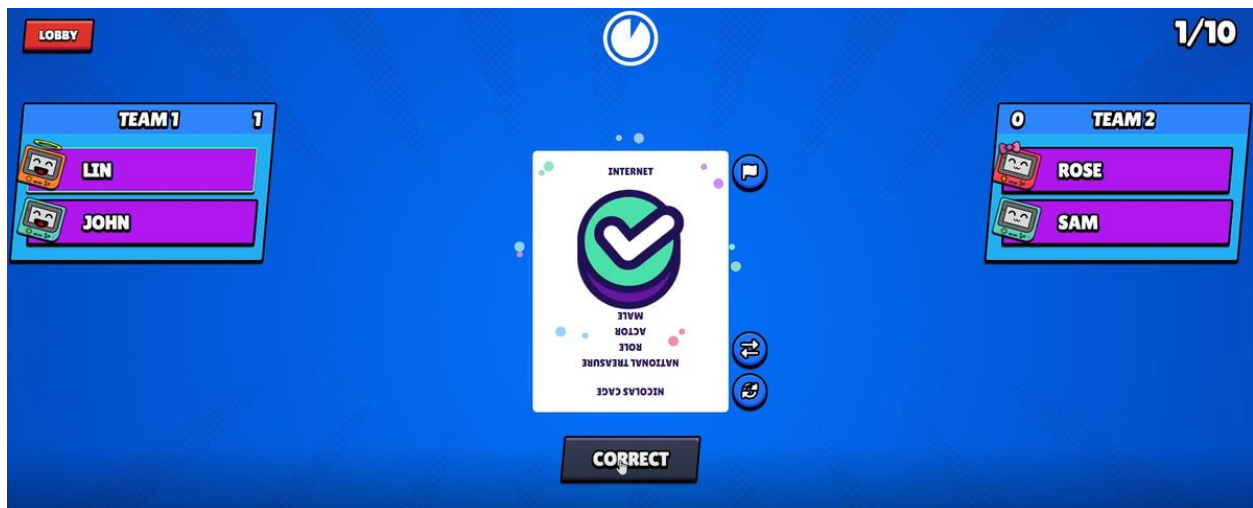


Non-hinter team's view

7.8 The timer icon displays the amount of time left in the turn. If the timer completely disappears, then the turn has ended. The timer icon can be pressed to pause the game, along with the options to end your turn and end the game if you are on the hinter team. The team can only end the game.

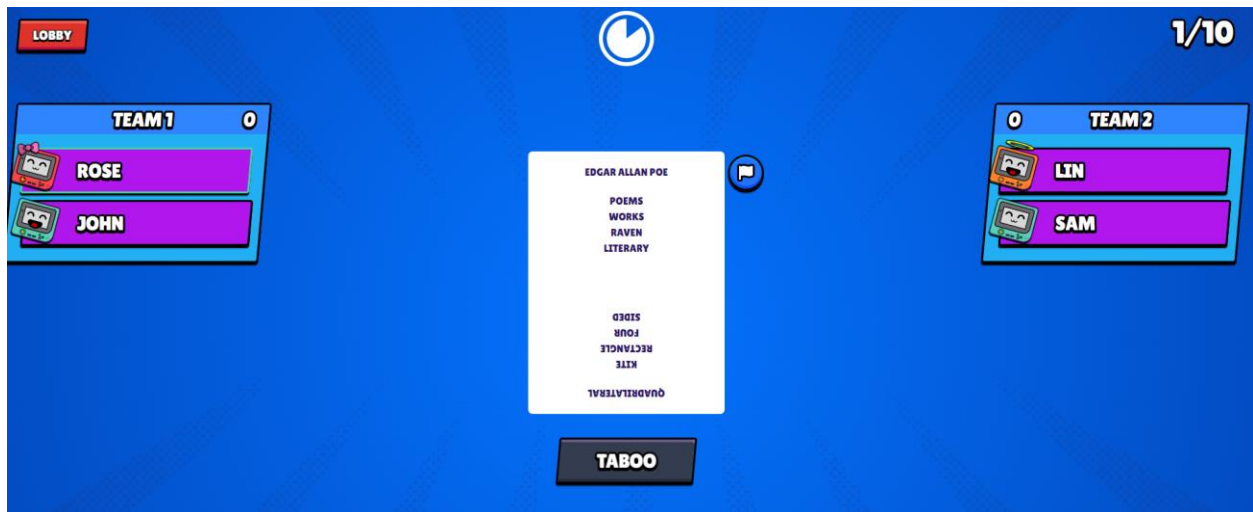


7.9 The Hinder, in this case, Team 1 needs to provide hints for his or her teammate to guess the word at the top of the card.

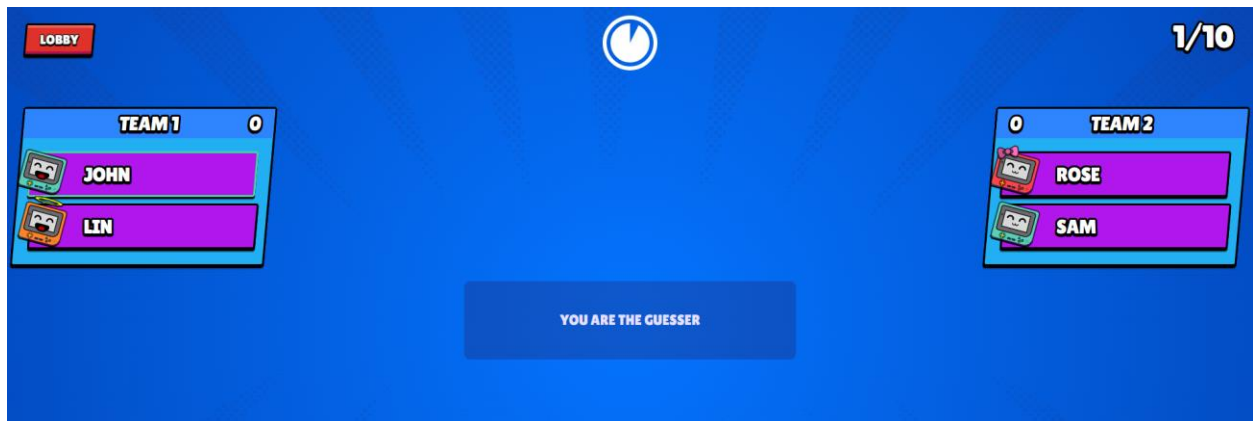


7.10 After the Hinder was successful in getting his or her teammate to guess the word, the Guesser can click the “Correct” button to add point to the team.

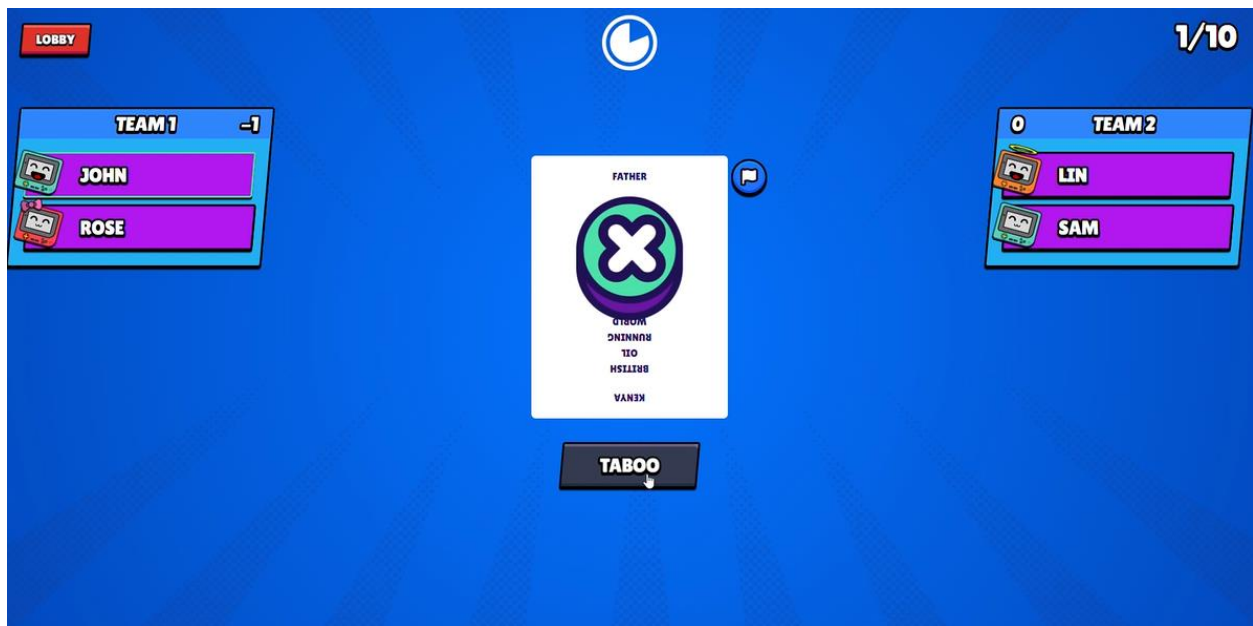
Opposing team below:



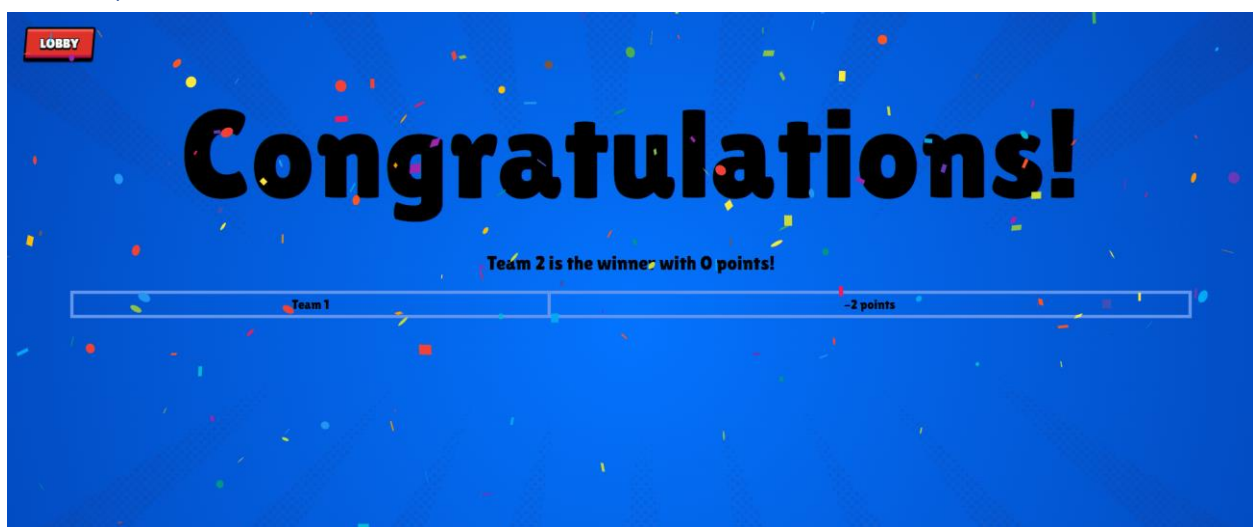
7.11 When the Guesser Team is providing hints, the Opposing Team will be shown the image above.



7.12 The Teammate of the Hinder, also known as the Guesser, will be shown the image above. The image indicates that they are now Guesser.



7.13 If the Hinder said the Taboo! Word, the Opposing Team can click the “Taboo” button to deduct point from the Guesser Team.



7.14 When all rounds have been completed, all the points have been tallied and the result page will be displayed.