

ICS 168

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Game Design Document

Overall Vision for the Game:

The game that we're going to make is a party game that allows a group of people to enjoy their party. People will use a single device to play this game, they don't need internet connection when they're playing the game. This game is similar to games like Monopoly, in which every player in the game can enjoy the game content one by one. They have to roll a dice to decide their moving steps and colored their current block. This game is simple, interesting and competitive. People are easy to get familiar with the rules and start playing.

Target Audience:

Target audience of this game would be young people, mostly teenagers who usually attend parties and are interested in playing party games. Both males and females can enjoy this game. This game also requires strategy to decide which abilities they'll use at which time so that people who are good at strategy will perform better in this game.

Platform:

This game can be played through PC in offline mode, players will use mouse click to take actions inside the game. The benefit of using offline PC mode is that internet connection and delay won't be a problem that will affect user experience. What's more, it encouraged people to meet each other face to face so that people will have closer relationships. Maybe this game will

also be published with a mobile device version but due to technology limitations we only planned to have a PC version.

Genre:

A group of squids are gathered together and trying to mark their territories. Players will act as squids and try to color as many blocks as they could. Players use dice to decide their moving steps and color the current blocks they're standing on.

[Peiyi Li's Progress]

Core Gameplay:

Core game mechanics:

The player would be moving on the board, collecting abilities and using strategies to counter other players. We might add a small portion of puzzle solving as mini games to our game.

Goals:

The goal is to become the last player to survive. Players could form alliances with each other but there will be betrayals since there will only be one winner. So, be careful watching your teammates.

Components:

- Points
- Puzzles
- ...

- More to add while game forms

Controls:

More to add while game forms

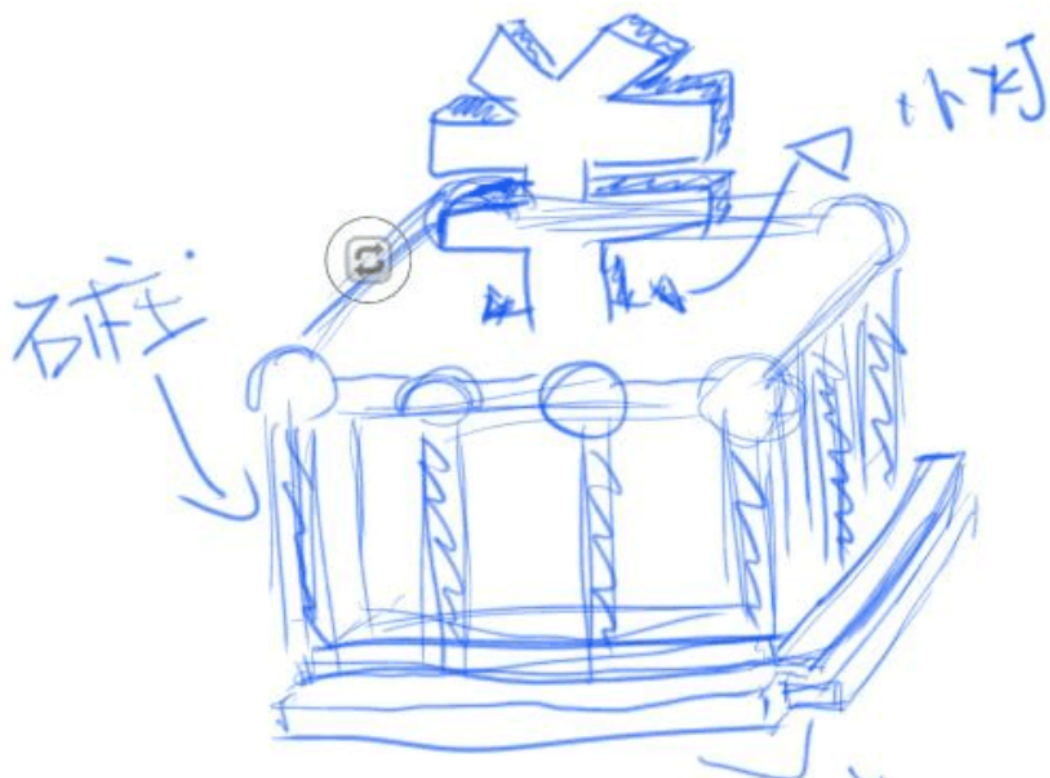
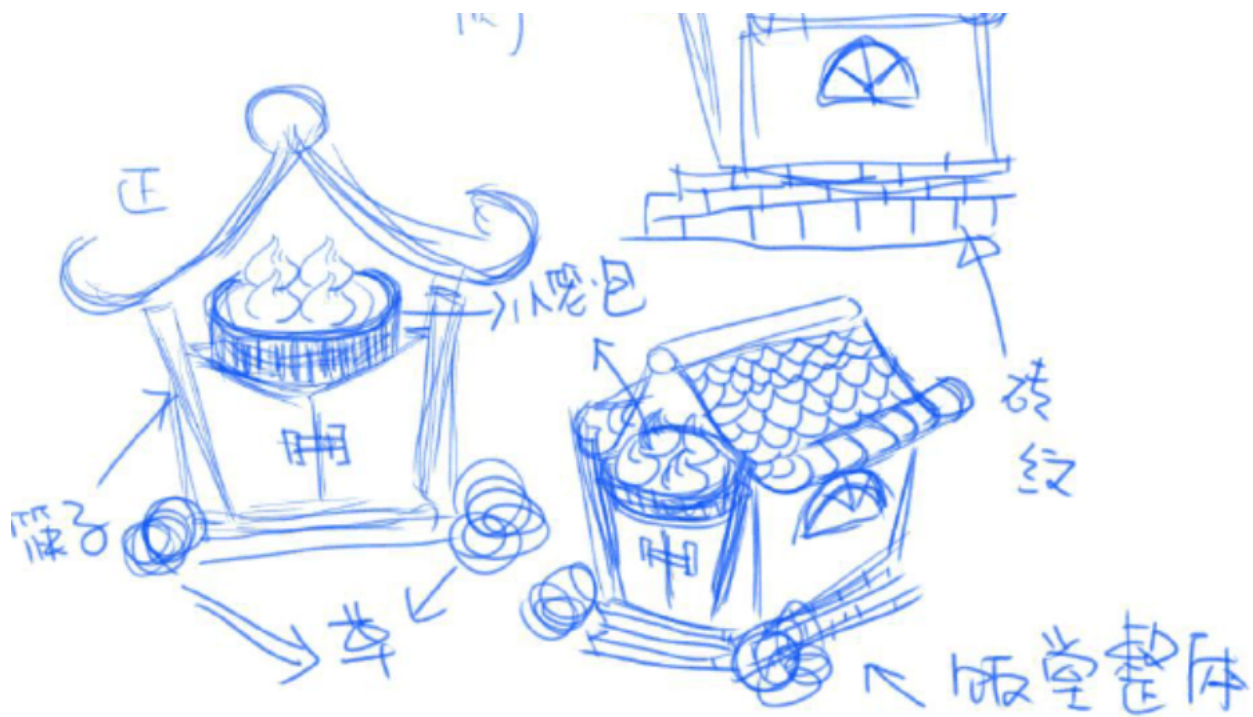
User experience:

At the start of the game, players would follow the typical monopoly way for moving. Players roll dice to proceed the game. Options will be chosen by players as the game proceeds. Different options will lead to different consequences. As you could gain benefits through the options or do some pranks to other players.

[Pengda Zhang's Progress]





Visual Style:

Basically, we want to design our game in a 3D world(if it is applicable) and it will be based on the platform of a school as the background, and for more explorative game play experience, we want to make several gates as the portal that travel to the future school. We still struggle on how we can reach such a goal. We now want to make 3 maps and one make the building older and the second make the building as normal, for the future one, we want to build it with light and laser to give a sense of the future.



Characters and Storyline (if applicable):

1. Following the main game system of the classic millionaire series, we changed the scene into the 3D mode of the Q version. Let players feel a new visual experience, conform to the development trend of the game industry.
2. The main players of the game are college students. The game map scene is designed and transformed independently according to the scenery of several universities, which can meet the game psychology of young people. In the process of the game, the players get the fun of conquering campus life.
3. In addition, the operation of the game is simple and fast, easy to learn, can let players quickly into the fun of the game.

	芭拉拉 (Bralla)
	卓克林 (Chockling)
	汉娜 (Hanna)
	普林斯顿特 (President)

[Hongchen Song's progress]