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CMPU 314: Projects in Digital Media
Final Project: Cabo 2D
Due May 27, 2021

Game Description

**All features may not be fully implemented/may differ slightly from description*

- a. Aesthetics and Scenario: Describe the player's emotions or other aesthetic objectives of your game. Also describe the context or setting in which the imaginary world of the game exists.

Aesthetic Objectives: Challenge

Setting: 2D Virtual tabletop

Context: Cabo is a 2D multiplayer card game with challenging aesthetics. This memory-based game requires players to remember not only their own cards, but also their enemies' cards (once discovered) and the scores/actions associated with those cards.

- b. Preliminary Dynamics: Describe the activities and processes that occur in the game.
 - i. Collection, Trading
 - ii. Describe the ones above with card actions/in-game attributes
 1. Collection:
 - a. Collect four starting cards: "Draw Cards" button
 - b. "Draw from Pile" or "Draw from Deck" button to draw one card
 - c. "Play Action" or "Switch Card" button, may result in collection of another card from other players
 2. Trading:
 - a. "Draw from Pile" or "Draw from Deck" button
 - b. "Flip Your Card" or "Flip Enemy Card" button, you give your card away
 - c. "Play Action" button, may result in switching cards with another player
 3. Prediction:
 - a. "Play Action" button, may result in seeing your or another player's card which can help you predict enemy actions
 - b. "Flip Your Card" or "Flip Enemy Card" button, pressing this button means you have seen a card that may be played/kept/traded in the future (e.g. If you know player 2 has a Joker, worth 0 points, you predict that player 2 will keep it/make actions to keep it).
- c. Preliminary Mechanics: Describe each of the following, as applicable: goals of the game; actions the player can take to achieve game goals; resources available to the player; impediments to achieving game goals

Goals:

- Call “Cabo” correctly (with the least amount of card points) and attain the -5 additional points.
- Lose all or most of your cards by flipping them out.
- Avoid taking additional cards/flipping correctly
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Actions Taken:

- Trading higher pointed cards for lower pointed ones via deck or other player’s cards
- Flipping out your or another player’s card
- Learning/Keeping track of your/another player’s card values

Resources Available:

- Cards
- Deck
- Pile
- Rules
- Scoreboard

Impediments:

- Required and limited to one card draw (either from pile or deck) per round/turn
- All cards drawn from the deck must either be played or switched out with one of your cards
- All cards drawn from pile must be switched out with one of your cards
- Incorrect flipping of your card or anyone else’s card and looking at a card without the correct action results in an additional face-downed card being added to your card area
- “Cabo” must be called at the start of your turn before you draw any cards
- Point penalty for calling cabo incorrectly is +15 to your cards total
- All cards in any areas can be accessed by another player*
 - *Only the card on top of the pile/deck can be accessed*
- Card location cannot change*
 - * E.g. You flip out a card from your area and now only have 3 cards. All three cards must stay in their previous position, no location re-arrangement allowed.*