

SM3601 Design Document

The Fat Warriors

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concept

Exercising is very important. But nowadays, people have no time to do exercise. Moreover, people need to pay more attention to the importance of a few minutes of exercise. We want to make a board game that mainly focuses on exercising. We want the players to spend 10 to 20 minutes doing exercises together. Our game is not only an exercise game. However, we also have some competitive and reaction games. Our game-winning condition is that the player who gets the highest points wins. It may be unfair to the less strong player. Nevertheless, our game goals are also focused on player participation. So that all the players can play and enjoy the game among all ages. After playing our game, we want all the players to learn to exercise and feel satisfaction.

Background Story

"A long time ago. There is a team of heroes. They fight with the biggest evil boss. And after a tough fight, they won. And the world is peaceful again. Ten years later, because of the quiet time, the hero is becoming lazier. They seldom exercise. Therefore, they are having obesity. Suddenly, dark clouds fill the sky. The world turns dark again. The dark, evil boss is coming back. These heroes need to save the world again. So, the hero must train again during the journey to the final boss."

concept art

Initial Concept art in middle age style



The image style then is changed to pixel art style in later stage.



Market (Target audience)

Our target audience is for younger people who play this game in the party. First, the time of playing game is around 10 minutes. It is suitable for the youngsters because they like playing more different games in the limited time instead of playing one game at the same time.

Also, the young people pursue the same thing with multiple functions. The young people could keep fits and be fun in this game which is suitable for the young people's pursuit also promoting fitness culture to them.

Competitive Analysis

	The Fat Warriors	Boardgains
Difficulty	The times of doing exercise are 6-10. It is more suitable for the everyone.	The times of doing exercises are 10-40. It does not suitable for everyone.
Diversity	Has more element like reaction, exercise and beating the monster	Only has doing exercises
Game box size	Smaller. Easy to bring	Bigger

Game description

The game can be played in a group of 3 to 4 people. The game has a total of five rounds. In each round, the player must draw a card from shuffled cards after each player has drawn one card. One round is over.

Our game has four different cards.

Monster cards: Each monster card has a different exercise set, and the amount of exercise is at the bottom of the card. The player who draws this card needs to follow the exercise. After the player finishes it, they will earn one point.



Reaction cards: Each reaction card has a different pose. When one player draws a reaction card, the player must follow the card's pose as fast as possible. The fastest player will earn one point.



Competition cards: Each competition card has a different set of exercises and time. This card also has two types. One is one on one. The second is team competition. The rule is simple. In the competition, there will be a fixed timer. Players need to do the most exercise. And the highest amount wins.



Function cards: Each player will get three different cards at the start of the game. Function cards are like chance cards for players.

"Strength Point"

Players will earn one extra point after finishing the Monster or Competition cards.

"Designate a player for 1v1."

Players can choose a player to compete in the competition cards.

"Reduce the number of exercises by half."

Players can reduce the number of exercises by half on the monster card.



The winning goal is the player with the highest points win.

Gameplay description

Firstly, the player needs to separate the function cards from other cards. Then, shuffling other cards such as monster cards, reaction cards, competition cards. Then, player need to use rock paper scissors to decide who are the first player. Then, the first player decided to who is the next player. Then, the player draws the shuffled card.

When all players draw the cards once, the first-round end and the next round start until the final round. Totally has 5 rounds. In the process, the player could use the function cards to help them winning the game easily.

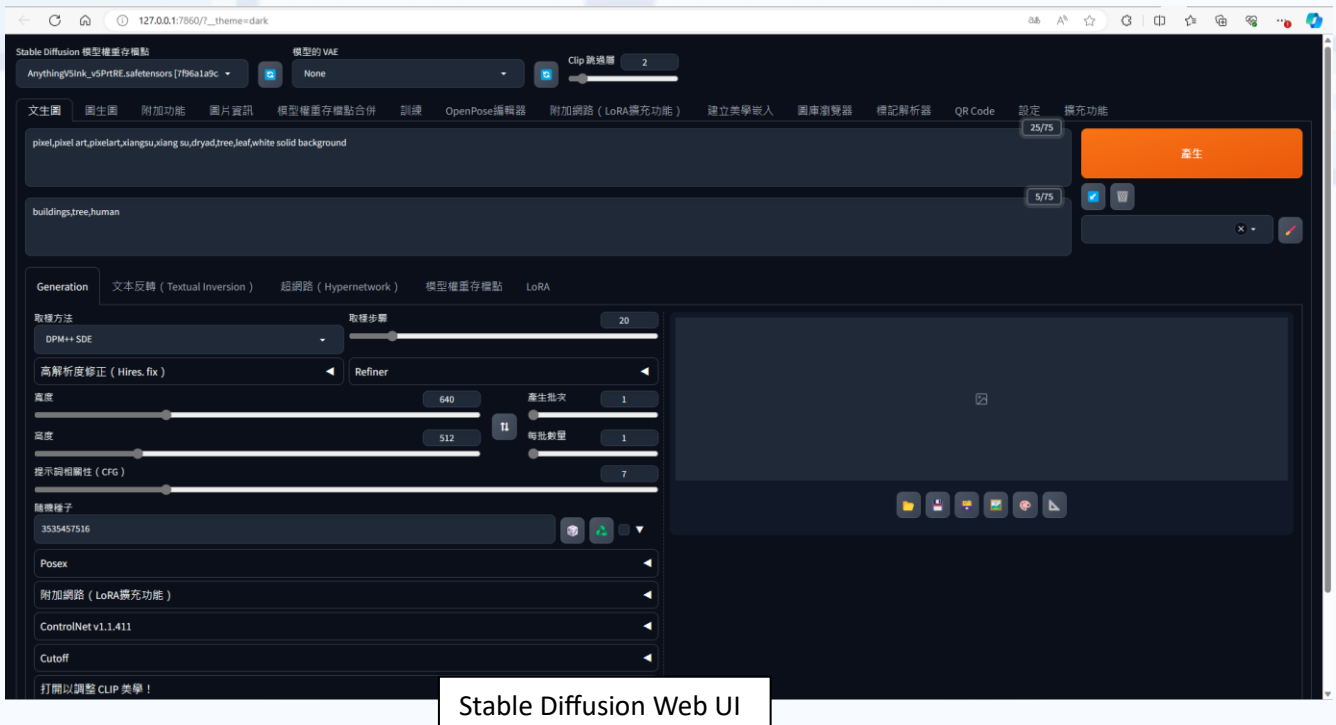
Game assets list

Some game elements are generated by Stable Diffusion Web UI (AUTOMATIC1111) with LoRA 2D Pixel Toolkit

Lora: <https://civitai.com/models/165876?modelVersionId=186677>



Base model: <https://civitai.com/models/9409/or-anything-v5ink>



Card Back

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,Card
Negative prompt: buildings,animal,tree
Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 309710304, Size: 512x704, Model hash: 7f96a1a9ca, Clip skip: 2, AddNet Enabled: True, AddNet Module 1: LoRA, AddNet Model 1: pixel sprites(c1c30e7eac72), AddNet Weight A 1: 1, AddNet Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0





Wolf

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,wolf, solid background

Negative prompt: buildings,animal,tree

Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 309710304, Size: 512x704,

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Slime

parameters

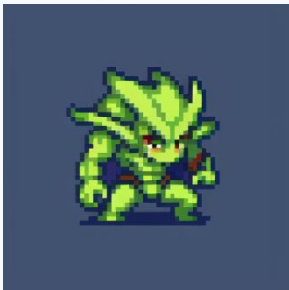
pixel,pixel art,pixelart,xiangsu,xiang su,slime,solid background

Negative prompt: buildings,animal,tree,human

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Goblin

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,goblin,green skin,solid background

Negative prompt: buildings,animal,tree,human

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Wolf King

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,wolf king,solid background

Negative prompt: buildings,animal,tree,human

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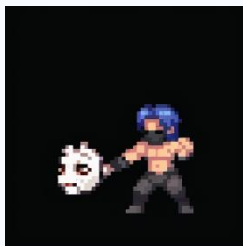




Vampire

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,bat,bat wings,solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Thief

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,thief,mask,black cloth,solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Creeper

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,creature,creeper,bomb,solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Creeper

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,dragon,solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0





Sword

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,two sword,solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Napping

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,napping,white solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Golem

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,creature,golem,white solid background
Negative prompt: buildings,tree,human
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LoRA, AddNet Model 1: pixel sprites(c1c30e7eac72), AddNet Weight A 1: 1, AddNet
Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Dryad

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,dryad,tree,leaf,white solid background
Negative prompt: buildings,tree,human
Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 3535457516, Size: 640x512,
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LoRA, AddNet Model 1: pixel sprites(c1c30e7eac72), AddNet Weight A 1: 1, AddNet
Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0





Combat

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,combating,white solid background
Negative prompt: buildings,tree,human
Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 3878438076, Size: 640x512,
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LoRA, AddNet Model 1: pixel sprites(c1c30e7eac72), AddNet Weight A 1: 1, AddNet
Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Fat warrior

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,fat warrior,white solid background
Negative prompt: buildings,tree,human
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Burger

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,fastfood,white solid background
Negative prompt: buildings,tree,human
Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 3678534947, Size: 640x512,
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Weight B 1: 1, Version: v1.6.0-2-g4afaaf8a0



Background

parameters

pixel,pixel art,pixelart,xiangsu,xiang su,sky,trees,ground,grass
Negative prompt: buildings,tree,human
Steps: 20, Sampler: DPM++ SDE, CFG scale: 7, Seed: 1748255964, Size: 640x512,
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Design Process

Initial game design

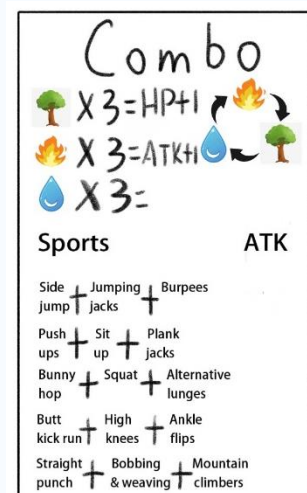
- MAP + Timeline
When player steps on certain grids on the map, they will trigger monster spawn or events.
For Timeline, each round the timeline will move forward and after 5 round, it will reach boss level.
- Shop System
Shop system allow players to purchase weapons and potions.
- Turned-based combat system
When player steps on certain grids on the map, they will trigger monster spawn or events.
Every 5 round player must fight a mini boss, in 15th round, Players have to fight a big boss.

But there are some problems when we do playtest with classmates. For example, the game Lack of meaningful decision because the choices are too straightforward, they have no hard decision do. Also the game is Quite boring since he game have 15 rounds so may make player feel boring, the game process is quite repetitive. Furthermore, The game is lack of interaction since player fight their own in first 2 stage, even when they collab to fight the final boss, they still do not have much interaction.

Second version game design

Changelog

- Objective changed
ojective of the game is now focusing score, score can obtain from quest and events.
- Added quest system
When the game starts, there will be global quest which all player can see. In first round, players can get a personal quest and they can get new personal quest when they finish previous one.
- Removed MAP
Removed map system so user now can choose either fight monster or events each round, events may get more rewards but have more risk to get some penalties.
- Added Reaction based combat system
Attack cards now are element based, different combination of element can deals additional damage or gets others effect like regenerate HP.



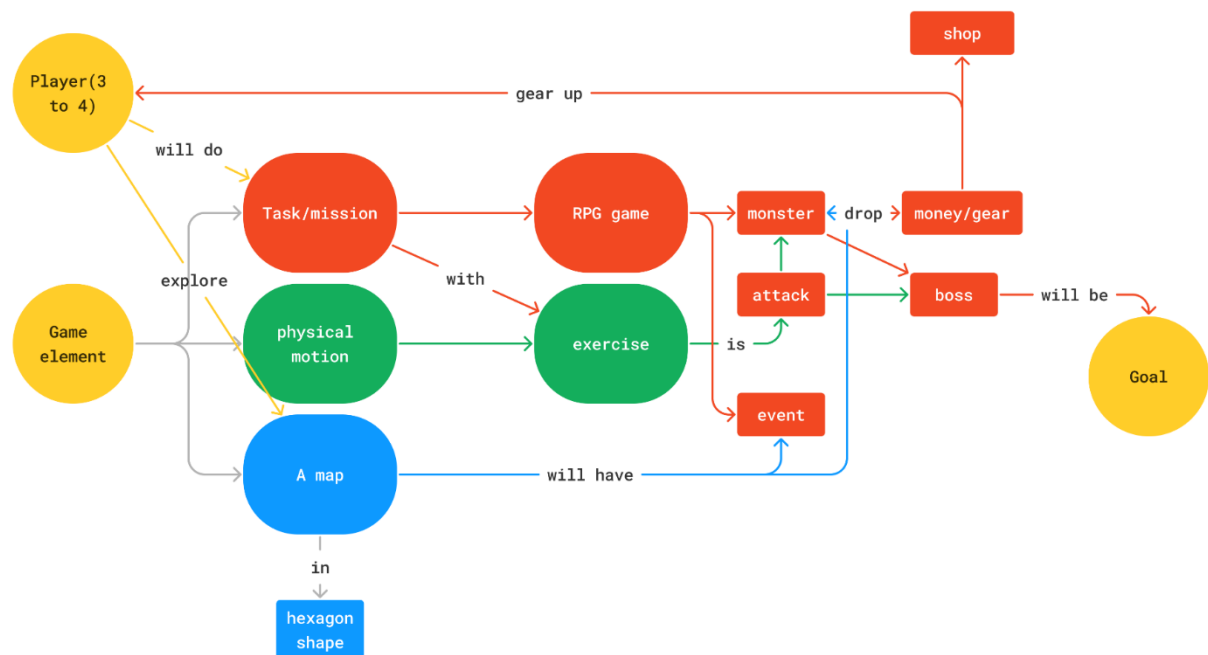
We face some difficulties when we try to do players with people in creative media that we not known. The process of calculating damage is too complex, since there are many factors that affect a player's damage such as amount of exercise, weapon, monster abilities and reaction. They sometimes got confused when calculating damage and get calculate error.

Last version game design

Changelog

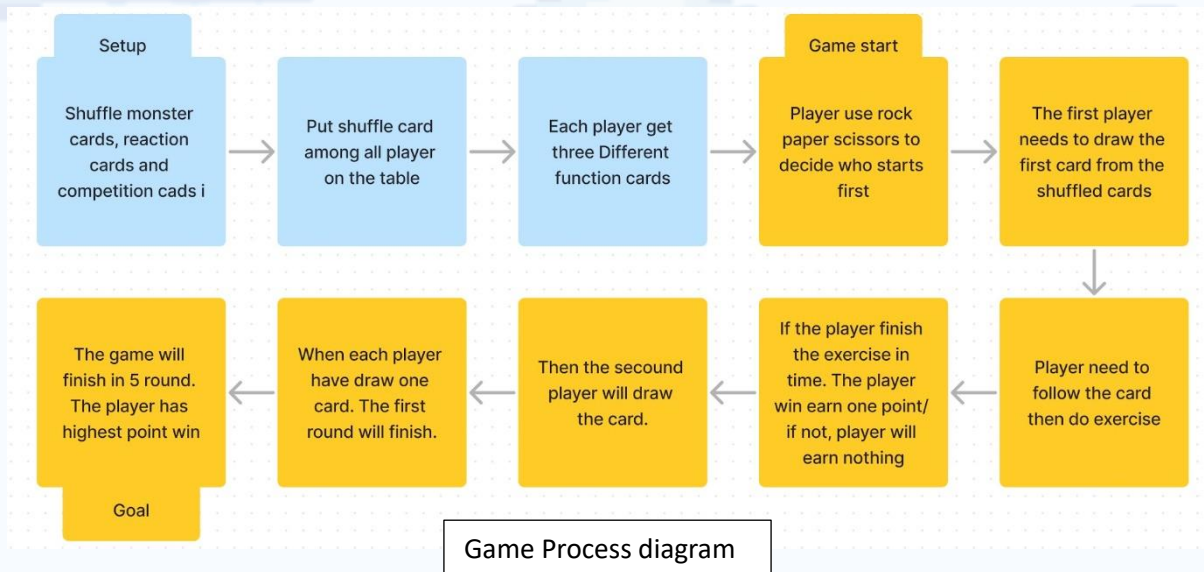
- Simplified game system
Simplified most combat system so that players no need to calculate damage. Removed many functions since we want the game more focused on exercise.
- Add more interaction
Added reaction card where player have to do some post and first one could get score, they can do competition with others.
- Artwork design
Game artwork now in pixel styles to match the retro game style

In the playtest with friends in Creative Media, we get a fairly positive feedback, the game simplified a lot so it is easy to play and quite fun, the only drawbacks is the time limit of competition card is too long, they suggest the timelimit become 10s.



Game idea mind map





Game Guidebook design Figma document

<https://www.figma.com/file/38OJqBr87bS83VnleQ78qC/Untitled?type=design&node-id=0%3A1&mode=design&t=sw7YKDmaEPSb1JV-1>

Game box and card design Figma document

<https://www.figma.com/file/98J8nEWSyEpRc6YnRscLQd/3601?type=design&node-id=0%3A1&mode=design&t=kzu24Dhm3oLHP9QN-1>

