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Game Design
Prof. Morgan
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Game Design Document

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Title:

Royal Crush

Concept:

4 Players participate in attacking each other using a standard deck of cards in an attempt to gain points and become the royal ruler.

Game Flow:

The game preparations begin with shuffling a standard deck of cards (54 including the 2 jokers) and dealing a total of 7 cards to each player participating. The remaining cards can be placed in the middle for players who no longer have any cards during any point in the game. A roll of die will declare who goes first (the person with the highest total).

All Players start on the 0 mark on their ladder.

Once who goes first is decided, the player will declare a conquest by attacking another player of their choice. The victim of the conquest is the one who is attacked. Both the attacker and the victim may ask other players to join as allies. Allies(if present) put down 1 attack card. Attacker and victim then put down up to 1 attack card and 1 royal card. Once all cards are placed, the attacker and victim count down from 3 to 1 and flip all cards on their side. Players add up totals and decide which side wins the conquest.

Players on the winning side move one point up on the ladder. Players on the losing side move down one point on the ladder. If a player is already at the 0 spot on the ladder and they lost, they remain there. If there is a tie in points between players, the attacker and victim roll dice. The player with the higher total wins the conquest, along with any allies.

After a conquest, all players draw one card.

Cards Used during the conquest are discarded by placing them under the draw cards pile.

Key Words:

Attack Card: Cards in the deck that range from numbers 2-10.

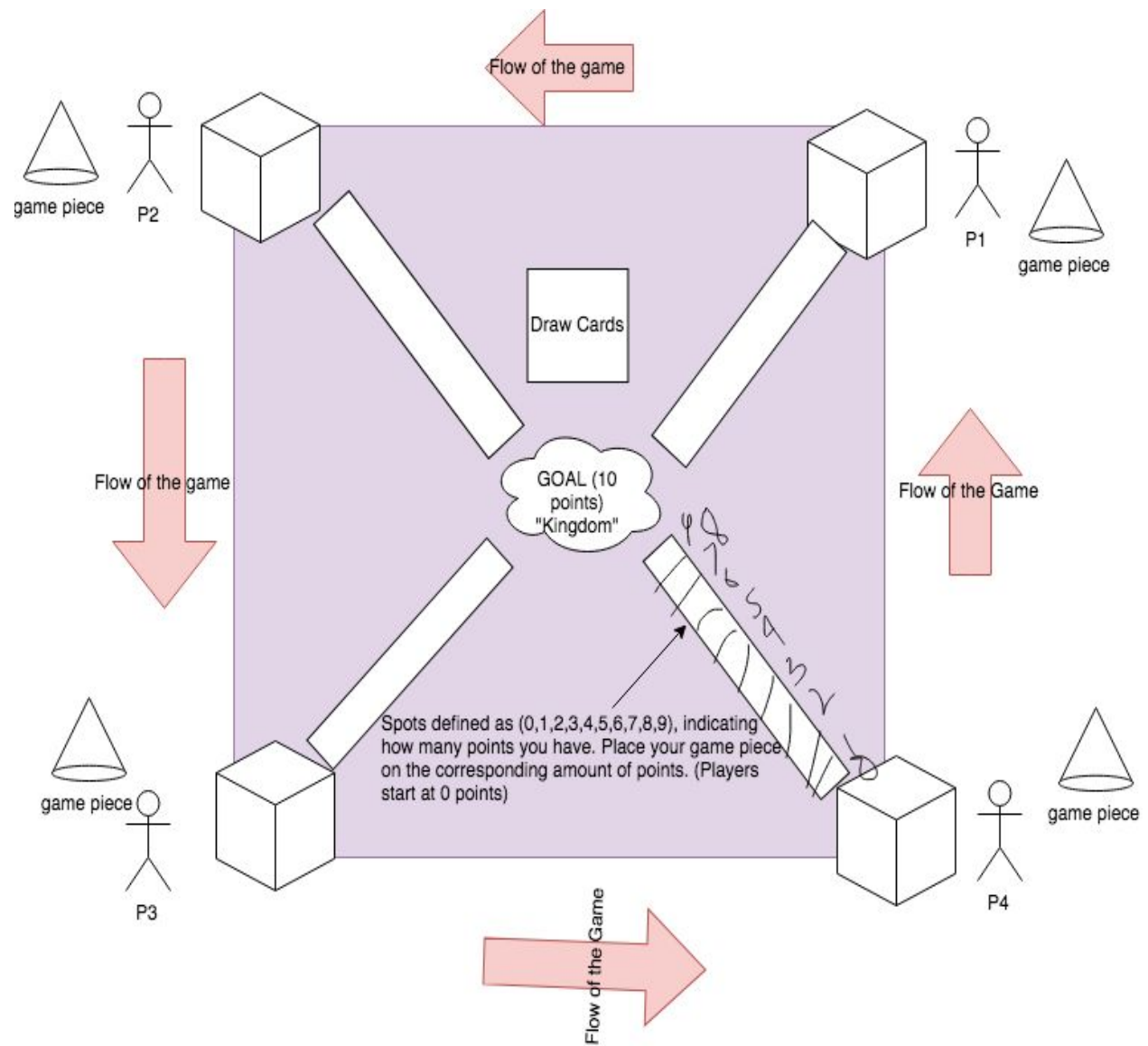
Royal Card: Face cards in the deck that have their own special abilities.

- -Joker: Cross sides in the conquest (along with the attack card you placed).
Attack Power = 0
- Jack: Attack Power = # of opponents x 3.
- Queen: Attack Power = an ally's highest attack power card.
- King: All royal cards during this conquest have no effect, Kings also cancel each other. Attack Power = 5
- Ace: Attack Power = opponent's highest attack power card. If you won using this card (attacker or victim), the next turn is yours!

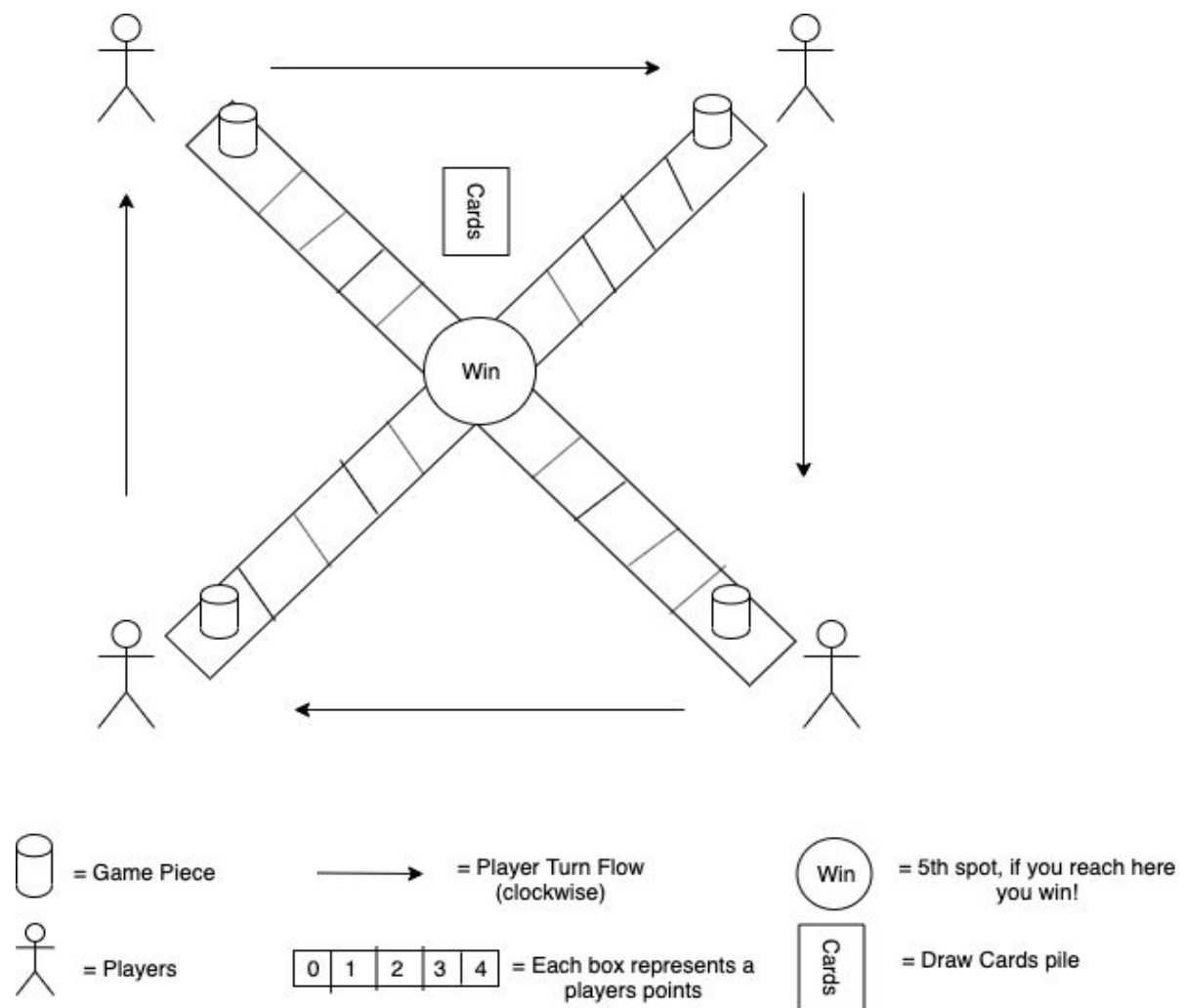
Note: If you place a Joker without allies, one side of the conquest will have no participants. All players included during this conquest wins!

Attack Power: The value your card holds when points are added. For example, a 4's attack power is a 4!

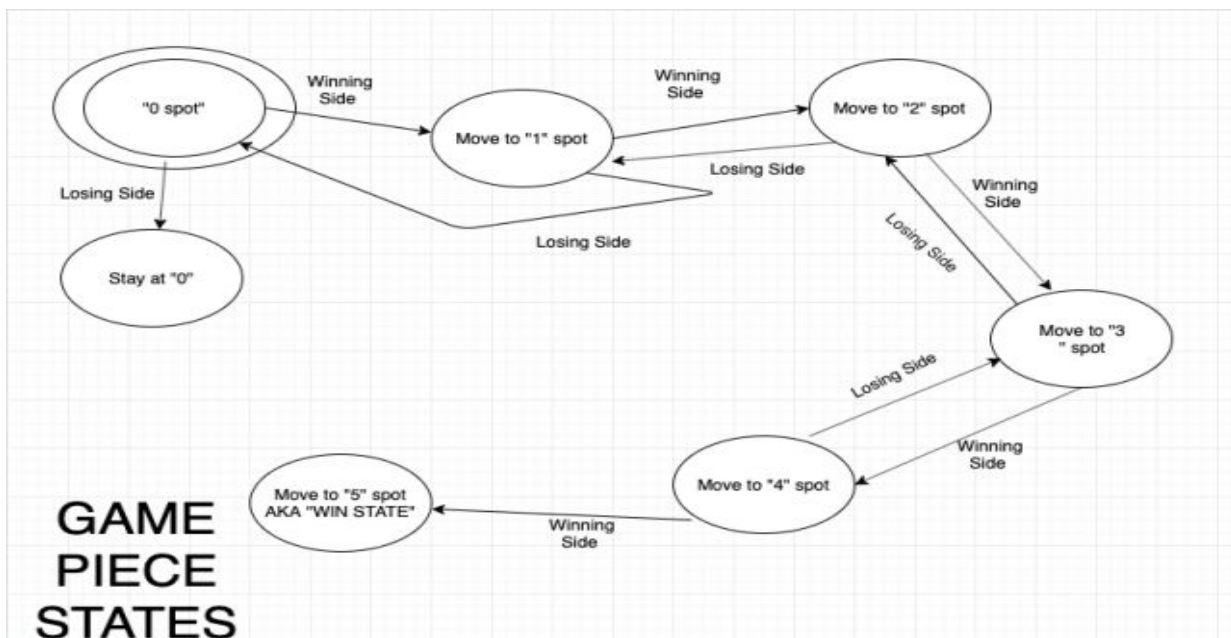
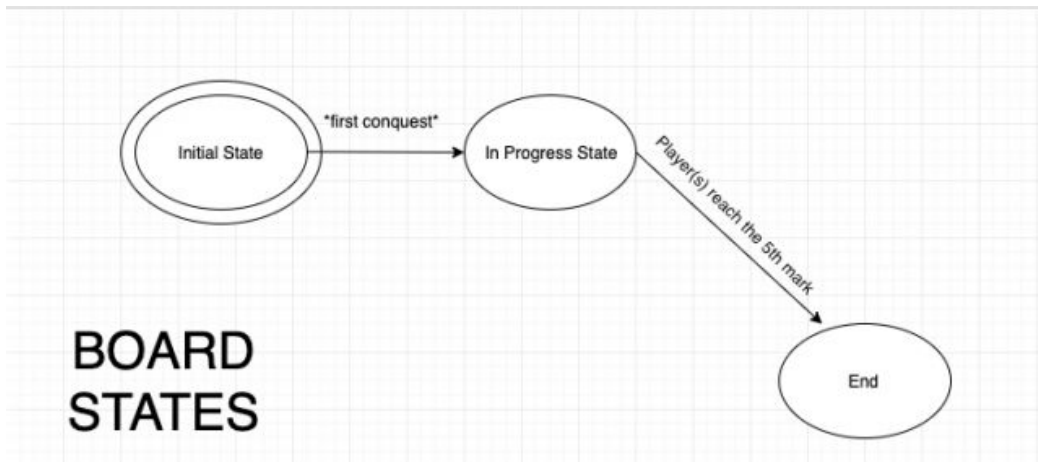
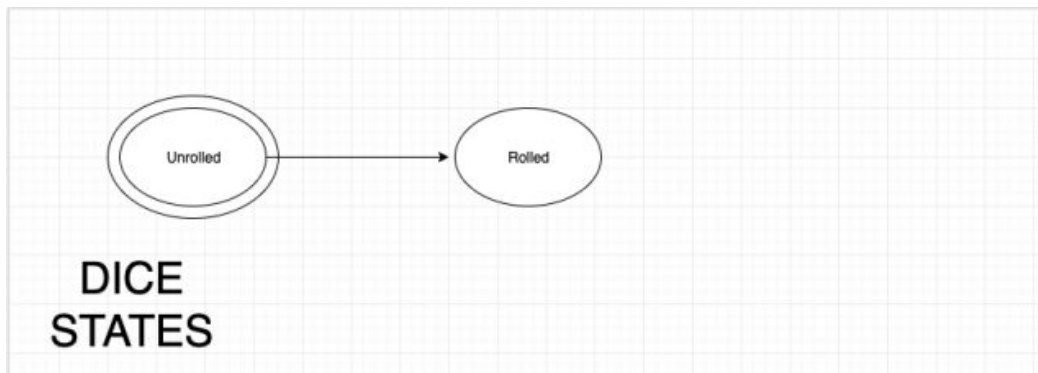
Original Game Space Diagram

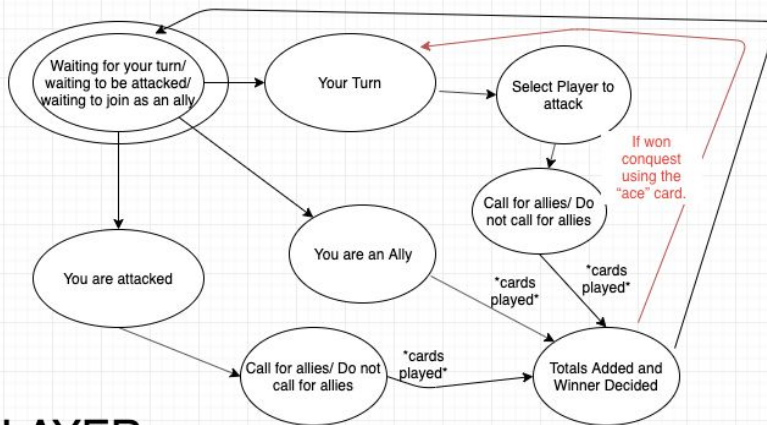


Revised Game Space Diagram

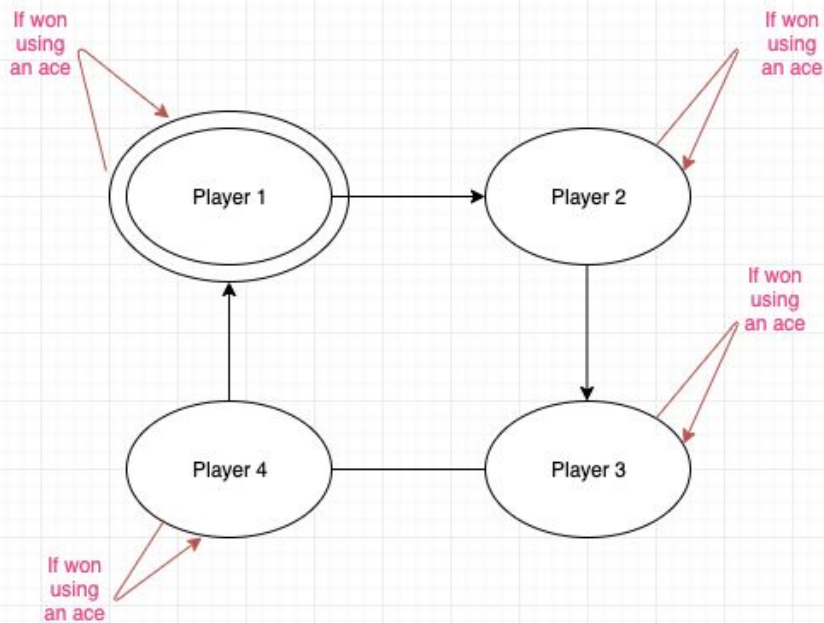


State Diagrams



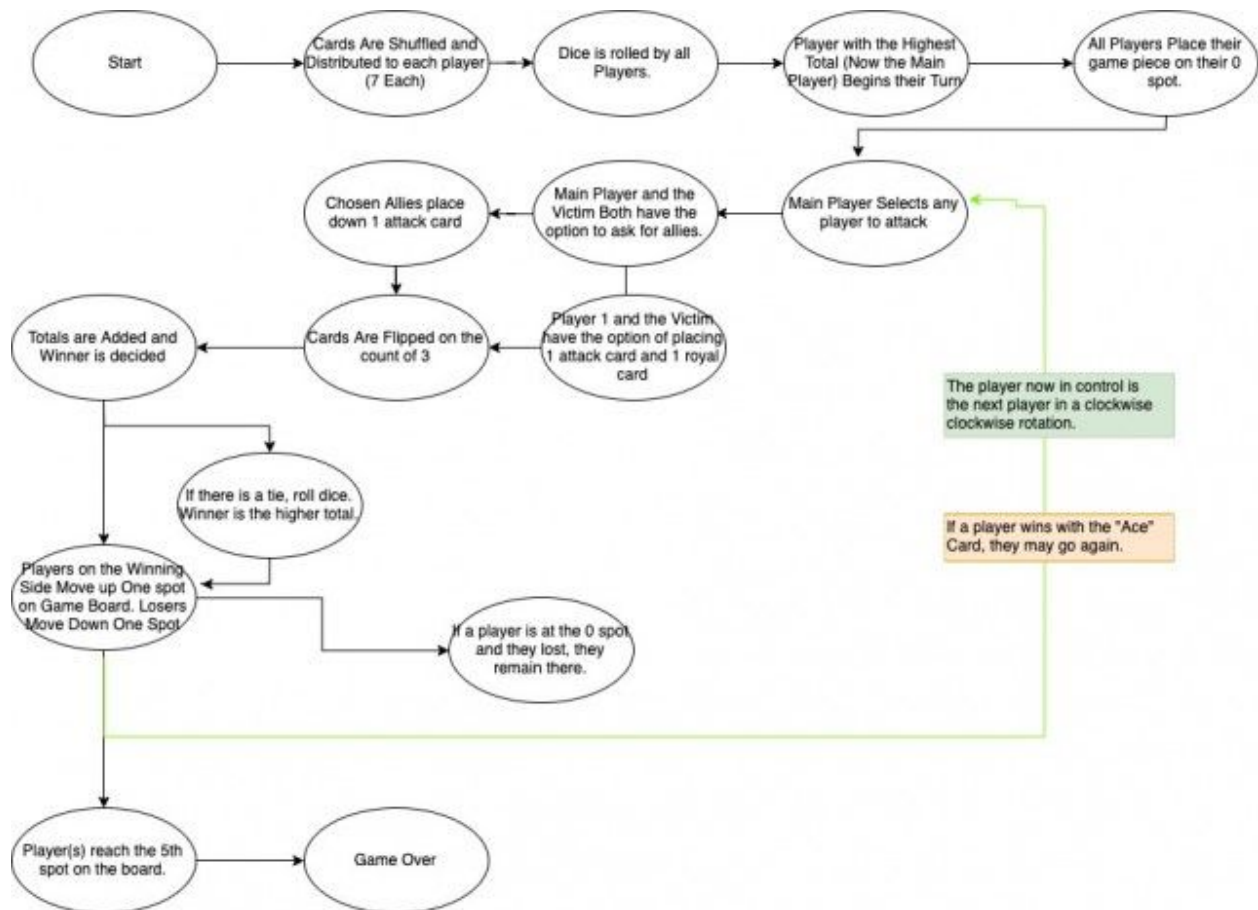


PLAYER STATES

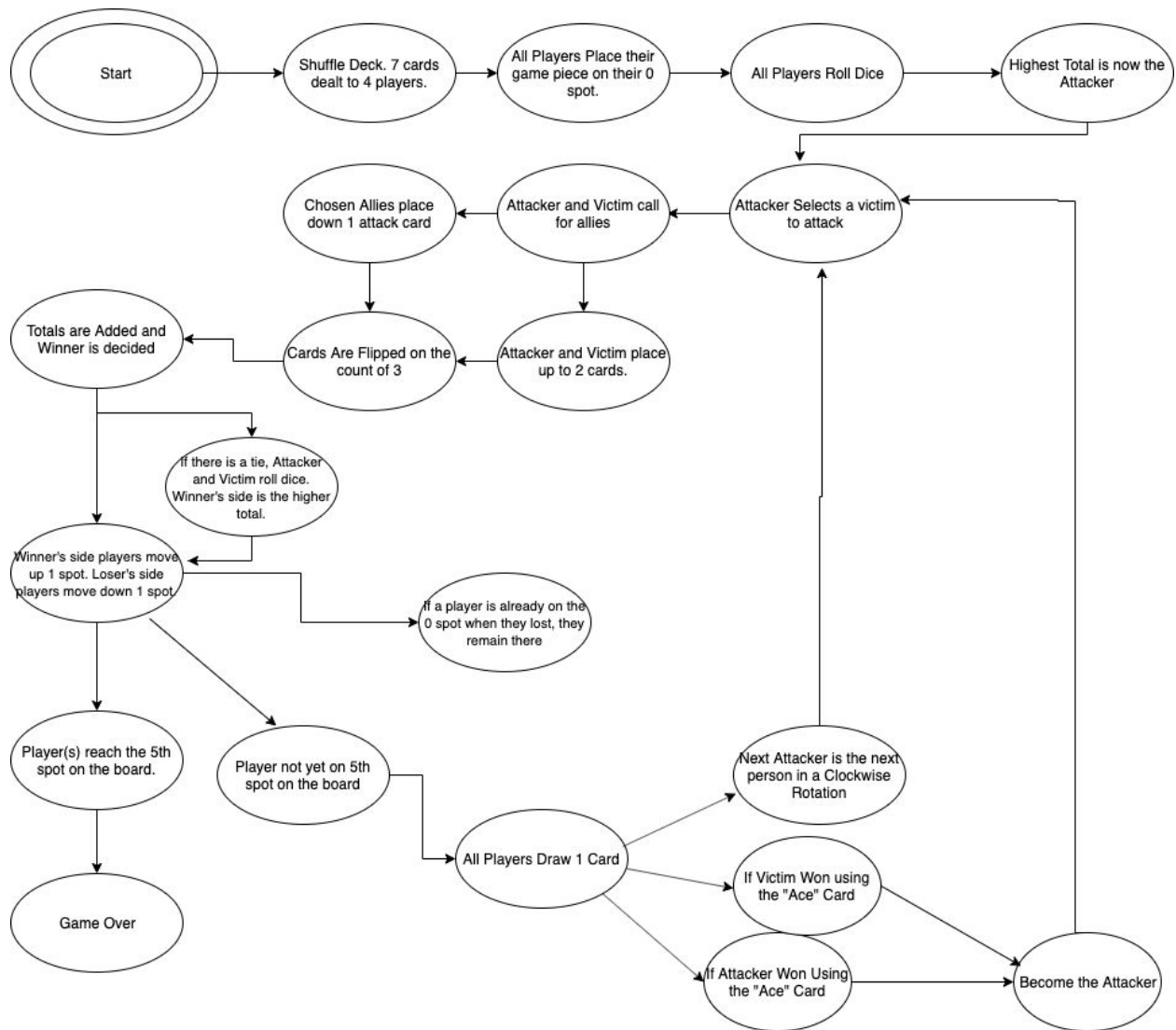


PLAYER TURN STATES

Original Game Flow Diagram



Revised Game Flow Diagram



Royal Crush Rules

Standard Rules

This is a 4 player game.

The game begins with each player rolling dice. The player with the highest total has the first turn and players take turns in a clockwise fashion.

Each Player is dealt 7 cards and the rest of the deck is placed in the middle. Players place their game piece on their 0 spot.

Attacking

When it is your turn, you are **attacking** during the **conquest**. Choose a **victim** to attack during this phase. After the attacker has selected their victim, both the attacker and the victim have the option to ask the other players to be their **allies**. The attacker and victim may also exclude certain players from allying with them.

Allies

As an ally, place one **attack card** down for the person you are siding with (attacker or victim).

Next, the attacker and victim may place up to 1 **attack card** and 1 **royal card**.

Once all the cards have been placed down, the attacker and victim countdown to from 3 to 1 and flip all the cards on their sides. Players add up the totals from each side and deduct the winner of the conquest.

Players on the winning side move up one spot on their ladder. Players on the losing side move down one spot on their ladder. If there is a tie, the attacker and victim roll dice. The winner of the conquest has the higher total. (If you are at 0 and lose, you remain at 0).

After each attack phase, all players draw 1 card.

The winner(s) of the game reaches the 5th spot first.

Attack Power

The value your card holds when points are added. For example, a 4's attack power is a 4!

Attack Cards

Cards ranging from values 2-10.

Royal Cards

These cards have **special** abilities:

Joker: Cross sides in the **conquest** (along with the attack card you placed). Attack Power = 0

Jack: Attack Power = # of opponents x 3.

Queen: Attack Power = an ally's highest attack power card.

King: All royal cards during this conquest have no effect, Kings also **cancel** each other. Attack Power = 5

Ace: Attack Power = opponent's highest attack power card. If you won using this

card (attacker or victim), the next turn is yours!

Note: If you place a Joker without allies, one side of the conquest will have no participants. All players included during this conquest wins!

House Rules

This game has a few modifications to make it more interesting/chaotic for your pleasure:

Combo Mode

If you have multiple cards on your side of the same suit (hearts, clubs, diamonds, spades) during an attack, multiply your attack power by 2. All cards must be of the same suit to activate the x2 combo.

No Draw

Each player is dealt 13 cards instead of 7. Cards are not drawn after every turn. If you run out of cards during the game, you lose and forfeit.

Role Reversal

If you lose a conquest, you actually win! If you won, you actually lose):

Revision Log

9/15/19

-Game is no longer greek mythology based nor has created cards. Now using a regular deck of cards where face cards have "special" powers:

$$\text{MAX} = 7 \text{ PLAYERS} (7(\text{PLAYERS}) * 7(\text{CARDS IN HAND}) = 49 \text{ Cards})$$

-Standard Deck of Cards

52 card deck :

- 4 Aces
- 4 Jacks
- 4 Queens
- 4 Kings
- 2 Jokers
- 34 cards even ranged from 2-9
- win/lose +1/-1 point

- Joker: Cross sides in the conquest (along with the attack card you placed). Attack Power = 0

- Jack: Attack Power = # of opponents x 3.

- Queen: Equals an ally's highest attack power.

- King: All royal cards during this conquest have no effect, Kings also **cancel** each other. Attack Power = 5

- Ace: Equals opponent's highest attack power card during conquest

(MAYBE ADD CARD THAT SENDS PLAYERS BACK A SPACE)

-MORE CHAOS?

9/23/19

-Winning is now reaching the 5th mark

-Added card draw mechanic after every conquest

9/30/19

-Revised Game Flow diagram:

-Created a node to illustrate the next turn.

-Created Draw Card Node

-Edge case of winning with an ace as an attacker.

10/4/19

-New Title: Royal Crush

-Attack Cards Range from 2-10

-Ace Card: If you win as the loser using this card, you may steal the next turn.

-Flow of Game: Now Clockwise

- Now if you win with an ace (ace the attacker or the victim), the next turn is yours.

(Revised GDD, GFD, and GSD)