**1st Week (Done on 14/4/2023)**

For the first week we only had one group meeting very late on Sunday as we were busy with other assignments and work. We have decided that each person would generate one game idea and showcase to each other what the game is about the next week. Here is my game idea that I will be suggesting to my groupmates.

**General Scope**

This game is a board game where players are in a space station invaded by monsters which is going to explode. The space station is filled with high-tech gadgets and tools that can be used to aid or sabotage other players. Players must quickly get to the spaceship to escape and survive. (Ending tile)

Game is played in a n x n (preferably 6 x 6 but may increase as player size increases) modular board game where each square tile other than the starting tile and ending tile needs to be shuffled and pieced together faced down to form the board. Starting tile begins on the bottom left side of the board and ending tile is on the upper right side of the board. There is a deck of tech cards for players to use which may be used for saving yourself or another player or even harming another player!

The game can also include a explode meter which determines when the space station will explode and everyone who is not teleported away will die/lose. The space meter has 10-15 bars and once every player has moved one turn the space meter goes up by 1 bar.

Example of board:   
**A picture containing screenshot, square, rectangle, line

Description automatically generated**

**Game Rules & Instructions**

1. Each player would draw 3 tech cards from the deck and decide who to move first.

2. Players put their character on the starting tile.

3. Only on the first turn, the adjacent tiles are revealed for all players, and they can vote for a change of tiles, just in case both tiles are danger tiles.

4. The player moving can only move to adjacent tiles of their character.

5. When the player moves to a tile which is not shown, flip the card over and show what type of tile it is.

6. Tech card can be played anytime by any player whenever the player moving has moved.

7. First player who reaches the spaceship tile (ending tile) gets first place and subsequent players get their places too.

8. Keep track of the explode meter as once reached the space station explodes and those not teleported will lose!

**Ideas on tiles and action cards**

Landing on each tile may have special effects which may be beneficial or harmful.

Tiles:

1x Launch Bay – Starting tile for the placers on the bottom left.

1x Spaceship – Ending tile for the places on the upper right.   
8x Normal tiles: These tiles do not have any special effects and players can move through them without any consequences.

4x Observation deck – allows players to view all adjacent tiles.

6x Monster encounter – Player moves back 2 position he was in. Afterwards, replace the monster encounter tile with another tile faced down.

4x Teleportal – Allow players to teleport to another teleportal tile, if no other teleportal tile exists, this tile has no effect.

4x Tech Cache – Allow players to draw a tech card even if they have 5 tech cards already.

2x Critical System – Increase the explode meter by 1.

4x Electrical Hazard – Players are stunned and would not be able to move on their next turn as well as using their tech cards.

4x Unstable floors – The player that lands on this tile can either choose the tiles in the same row or the same column being affected as well as the direction. When decision is made, the tiles shift one step to the direction chosen and a new tile will replace the tile being removed. Ensure that the column or row chosen does not affect the starting or ending tile.

4x Quantum Entanglement – Choose 2 tiles in the same row or column and swap their places. The tiles chosen should not be the starting or ending tile.

4x Gravity Shockwave – Players that land on this tile gets bounced off to a chosen adjacent tile, afterwards the effect of the adjacent tile will be applied if any.

1x Blackhole – Player encounters a blackhole and has a chance of being sucked into it. Roll a dice to determine to result, old means the player is sucked into it and even means the player remains.

Tech Cards:   
5x Plasma Rifle – A powerful weapon that eliminates monster in its path. Can only be used on the wielder himself.

5x Gravity Gun – A powerful weapon that pushes or pulls another player or the wielder himself into an adjacent tile.

5x Radar Sensor – Scans the surrounding adjacent tiles of the user. (Take a quick peek)

5x Disruptor Field – Disrupt one player’s move for one turn.

5x Force Field – Protects the user from all dangerous tiles and other player’s tech gadget.