

Loot!

Chris Niekamp s3330626

Loot! is a two player game that requires you and the other player to work as a team, whilst still trying to out do one another. Both players face off against the horrors of a fantasy dungeon , picking up items that increase their ability in battle, if a player dies both players will fail so it's important to help out your opponent and make sure they're at least crawling to the finish line.

Games that have inspired this design...

- Ticket to Ride (random card draw, common goals)*
- Magic: The Gathering (card rules, card fighting game)*
- Dungeons and Dragons (overall theme)*
- Dominion (deck building)*





The players play as either the Barbarian or the Sorceress, I thought these two roles were different enough to make a clear distinction and were a clear nod towards the fantasy genre.

The shield was to be used as a way of showing whose turn it was, moving further back behind a character when it isn't their turn and coming into view when it is. It was also going to be a method of showing damage, shaking when players lose health.





Players choose cards that may benefit themselves, or may benefit others- or perhaps they'll take cards just to make it harder on their opponent.

Enemies each have their own effect on a battle, changing the way the player makes choices during the fight. Sometimes defending as much damage as possible is best, sometimes ending the battle by fighting every turn has a better result, the player doesn't know until the enemy is revealed.



This game is for two players who become the barbarian and the sorceress, the player whose character is thinking is the player who must choose a card... (choose a card to continue)



<http://raws.adc.rmit.edu.au/~s3330626/Loot!>