

Summary

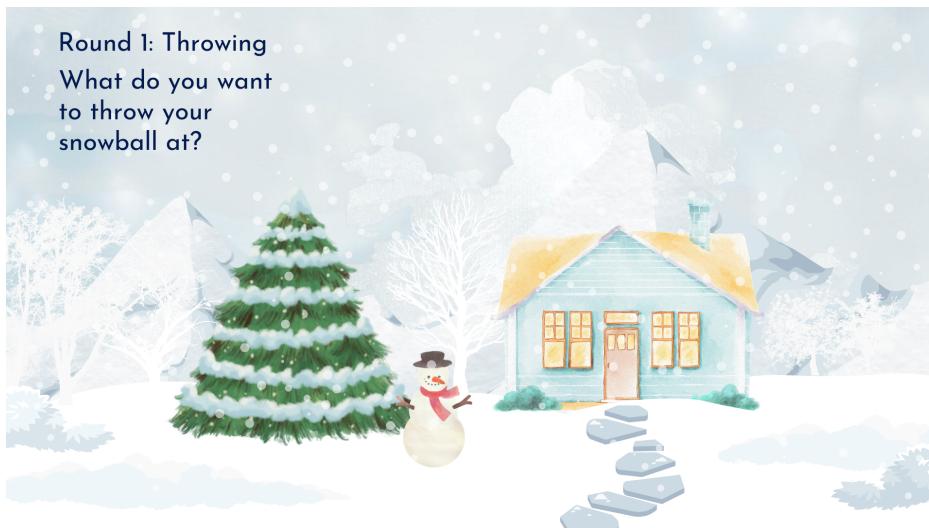
Snowball fight faucet is a game involving 2 players. Both players are required to pay an initial game fee. In each round, each player has to choose an object on their own playing field to hide behind, and an object on the opponents playing field to throw their snowball at. A point is achieved for every time the player's snowball hits the opponent. The first player to reach 3 points wins!

Concept Art

Scene 1: P1 has a view of their own playing field, and is required to select either the house, the tree, or the snowman. On hovering, these objects would enlarge slightly/be highlighted.



Scene 2: The view pans 180 degrees in the opposite direction to view P2's playing field. P1 then has to choose either the tree, snowman, or house to throw their snowball at.



Scene 3: Once both players have made their decisions, the outcome plays out in the form of an animation. First, P2 is seen to emerge from behind the object they chose, and throw their snowball. Simultaneously, P1 (in first person) throws their snowball at their chosen target. Then, the snowballs either hit the target (as shown) or miss.



Game Rules

1. Each player must agree to deposit an initial game fee before starting the game. This is a configurable amount of QTR.
2. Each game consists of 3-5 rounds, and 2 players, P1 (human) and P2 (human/automated).
3. There are 6 objects in total, 3 on each side of the playing field.
4. In each round, the player must make 2 decisions:
 - a. Which object (on the player's side) to hide behind?
 - b. Which object (on the opponent's side) to throw the snowball at?
5. Once both the players make both of their decisions, the outcomes are revealed visually.
6. In the case that P1 throws the snowball at the same object P2 chooses to hide behind, then P1 is awarded a point. Otherwise, P1's snowball misses. This also works vice-versa.
7. The first player to reach 3 points wins!
8. The winner is awarded double the game fee in TIX, whereas the loser walks away with nothing.

Objectives

Each player has 2 objectives:

1. To throw their snowball at the same object that their opponent is hiding behind, in order to gain points.

2. To select their own object to hide behind such that they can dodge their opponent's throw, in order to prevent the opponent from gaining points.

Key Features

Risk and Reward

The game is designed in such a way that each player has a $\frac{1}{2}$ chance of doubling their initial investment (the game fee). At these odds, and with the incredible simplicity of the game, a potential player is likely to take the risk in hopes of gaining the reward.

Strategy

While the outcome of this game could initially be interpreted as random, it also gives the players the opportunity to play strategically. The players can use educated guesses based on their opponents selection patterns in order to strategically predict which objects their opponent might choose, and thus turn the odds in their own favour. This potential of strategic playing is suitable to retain players.

Replayability

Due to the game's combination of intellectual stimulation, random luck, and high reward incentive, the player may be compelled to re-play the game multiple times in order to achieve their desired success.

Sustainability

For each game played by a single player (against the system), the player has a $\frac{1}{2}$ chance of winning and losing. The losses made in winning games will be covered by the profits made in single player losing games.

For each game played by two players, the additional money to be given to the winning player will be covered by the game fee of the losing player.

Hence, the game is financially sustainable in all cases.

Inspirations

The game simulates the very common and nostalgic experience of snowball fights. The gamification of this experience would modernise it such that it appeals to a variety of audiences.