Game Design Document: *Convos*

Summary

Convos is an improvisational storytelling party game about text message group-chats. In the game, each person in a group of 4-6 friends will start a group conversation and have the rest of the party respond with a series of messages. Once everyone has submitted a message to every conversation, each person in the group reads off their own group-conversation and fills in the gaps to complete the story.

Conceptual Background

This game was inspired by the hilarious chaos of modern group-text culture. My main goal with this project was to create a party game that could get a group of friends to laugh with one another while coming up with memorable silly stories. I wanted to make a game that was not violent or competitive, but instead establish an environment that does not value any player over any other.

Aesthetic Goals

Convos visually mimics the interface of several 2010s smartphone chat applications such as iOS and Facebook Messenger. The very obvious references to this style are deliberate; the aesthetic of the game is intended to be immediately recognizable and immersive. There are a few graphics on the cards that do not have a correlation to the game's mechanics, but they serve the game by clearing up the relation to a modern phone screen.

Mechanics Breakdown

The mechanics of *Convos* pull inspiration from party word games such as *Telephone* and *Mad Libs.* Each player is dealt a hand of cards, with each card containing the beginning and ending of a text message. Once each player has a hand of cards, everyone starts a "Convo" by placing one of their cards face down in front of them. After everyone has a Convo started, they pass the Convo to the player on the left so that the next player can add a responding card. Every player's Convo will circle around the group until everyone ends up with the Convo they started with. Now that every player has a full Convo, players take turns telling the story of their conversation by using the prompts in each card and filling in the blanks.

Select one card from your hand to start your Convo

The next player adds one card from their hand to the *back* of your Convo

Asset Breakdown

- Message Card
  - These are the one and only card type in the game. Each Message Card looks like an iOS chat screen, and contains the beginning and ending of a text message, with an ellipsis (...) in between to signify a blank space to be filled.
- Convo
  - This is a group of Message Cards strung together to form a conversation. Every player starts one Convo by contributing one message card, and then every other player adds one Message Card to everyone else's Convo.
- Convo Clip
  - This is the paperclip used to hold a Convo together. At the beginning of the game, each player is given a Convo Clip with no cards in it. Each turn, Message Cards are attached to the back of the Convo Clip and then passed around the table until they circle back to the player they started with.

Message Cards

Convo

Convo Clip