

Game Concept Document

Introduction

Document Scope

Similar to snakes and ladder

Need a pair of dice (roll double 3 times miss a turn)

Need a self countdown stopwatch default countdown time 20 minutes.

Instead of snakes and ladder use other characters such as

- Ginger bread man and candy cane (i chose this in the end)
- Spacecraft and clouds
- Giraffe and trees

Deck of poker cards - for players to play when a player lands on the tile with the letter P.

Game they'll play with the deck of cards to determine who wins and gets to pick a card from the self made deck:

- Tie-ti
- Poker
- Bluff
- Snap (i chose snap in the end)

Deck of self made cards with different instructions to follow if player lands on tile either with star or the letter P.

Game pieces created using a magnet, paperclip and paper with the drawing of a character.

Revision History

Revision	Date	By	Changes
1	13/4/2020	Grace	
2	27/4/2020	Grace	How game can be played as a solo game. Poker card design and board game design added.

Game Core Mechanic

Rolling the dice to see who completes the board game and reach the tile number 100 first.

Core Mechanic Appeal

Playing Snap when the player lands on the tile with the P to determine who wins and who gets a chance to get a card from the star deck, which requires speedy reflexes; or when the player lands on the tile with the star and instantly gets a card from the star deck to know what course of action to take next to continue the game.

Elevator Pitch

Candy Land is a board game for children or adults to play together for bonding. It features rolling of a dice and has a little competitiveness to the game to see who can complete the game first based on a little luck. Unlike snakes and ladder, this game has a deck of poker cards and an extra deck of self made cards with instructions for the players to follow so that the game is not so straight forward and has more excitement to it as the poker card aspect requires speedy reflexes.

This can be a solo game as well where by the player races against time to see if he/she can complete the game within the time span of 20 minutes. This brings excitement to the player as he/she is competing against time even while playing the game alone.

About the Game

Game Story

Candy land is about candy which have been dropped while in transport from where they were produced to the factory where they get packaged. The players have to see which candy (represented by each player) reaches the factory first for the packaging as they're running out of time before the boss reaches the factory and finds that there are some candy missing and the worker in charge of each respective candy section doesn't get into trouble.

Player's Objective

The goal is to see who completes the game the fastest and see which candy reaches the factory first for packaging!

Means to the Objective

It requires luck from the roll of a dice as to completely win the game you have to roll an exact number to take the exact number of steps to reach a 100. As for the poker game snap, you require speedy reflexes to win the game in which you get to take a card from the star deck which may give you instructions to help you get ahead of the players, or help you prevent yourself from missing a turn, but it might also make you fall behind the other players so then again it does require a bit of luck.

Play Session

Players have to complete board game from tile 1-100 and see who completes it first in order to win. Climb up the candy stick to reach the end faster and avoid landing on the head of the gingerbread man! Play Snap when you land on the tile with the P and win in order to have a chance to take a card from the Star deck to determine the next course of action which may help you win the game!

Game Treatment

Game Pieces

The game pieces are like sweet, biscuit tin, candy cane, chocolate rabbit, and cookie monster which are all linked to the Candy factory. The gingerbread man represents the “snake” and the candy stick represents the “ladder” in which the players get to climb to advance to a higher tile number to race to complete the game faster. The use of dice is needed to move around the board, and there are 2 decks of cards, the star deck that will help them advance faster in the game (or fall back at times) which adds a variety of random events to gameplay as well as the poker card deck which adds excitement to test one’s speedy reflexes.

Game Mechanics

To start the game, players roll the dice, and the people with the biggest number will start first. If the player rolls double on the dice 3 times, they miss their turn. If the player lands on the tile with the candy stick, the player is carried forward. If the player lands on the snake (but for this game a gingerbread man) the player is taken back to the tile where bottom left feet of the gingerbread man lies. If the player lands on the tie with a star, they can take a card. In this deck of cards (star deck) there are several controls. For example, person before you misses a turn, person after you misses a turn, person before you moves 2 steps forward, person after you takes 2 steps forward, person before you moves 5 steps back, person after you take 5 steps back, choose a player to take 10 steps forward with you, person at tile 45 goes back to start, free pass for anyone who has to miss their turn [this card can be kept until used and put right back under the deck], person gets to avoid going down a gingerbread man upon landing on it[kept until used and put at the bottom of the deck again]. If a player lands on the tile with the letter P, the player then picks up the deck of poker cards, they then distribute the poker cards evenly amongst the players without looking at the deck of card, the players then have to flip each card they have and the player who sees the same number or picture of the cards has to smack their hand down and say snap, the last person who does this action has to take all of the remaining cards until there are none left. The winner of this game then gets to take a card from the Star deck. This game is continued until one player reaches 100. However if the player is at 98 and he rolls a dice number of 5, he doesn’t win. He has to count the exact number of tiles which means, he will go back to 97. And this move has to be repeated until someone officially rolls an exact number of the dice to win.

For this game to be played as a solo game, the player has to race against time to try and complete the game in 20 minutes. If she lands on the tile with the P, instead of playing snap, she has to arrange the poker deck accordingly into their respective patterns from the smallest number(ace to king as the largest) in a time

frame of 3minutes. Upon doing so she gets to take a card from the star deck, if not she forfeits the chance to take a card from the star deck which might help speed up the process of her finishing the game.

The Game Market

Target Market

Anyone ages 7 and above.

The Hook

Excitement when the people are playing snap as a mini game inside the board game(a game inside a game) to see who gets a chance to get a card from the mystery star deck which might help them win the game. Good for families or friends to play for bonding time especially when everyone has to stay home during this Virus season. But the game can be carried around, is portable and can be used for any situation, for example family trips abroad or stay overs with friends.

For the solo player point of view, racing against time including having to arrange cards in an orderly manner can be challenging if player is unable to complete game in 20 minutes the player will definitely want to try until he/she is able to complete it.

The Competition

Snakes and ladder. However my game is not so straight forward and has an extra 2 deck of cards. (one which is a game inside this game) another with different instructions to either help you win the game or fall a few steps back, which requires chance and luck so there's an element of surprise there. My game even can be played as a solo player game racing against time and how sorting of the poker cards within a time frame holds a valuable lesson on the importance of being tidy.

Cool Factors

Colourful and appealing to children which makes parents want to play the game with them to create family bonding time.

Element of excitement when playing snap which requires speedy reflexes.

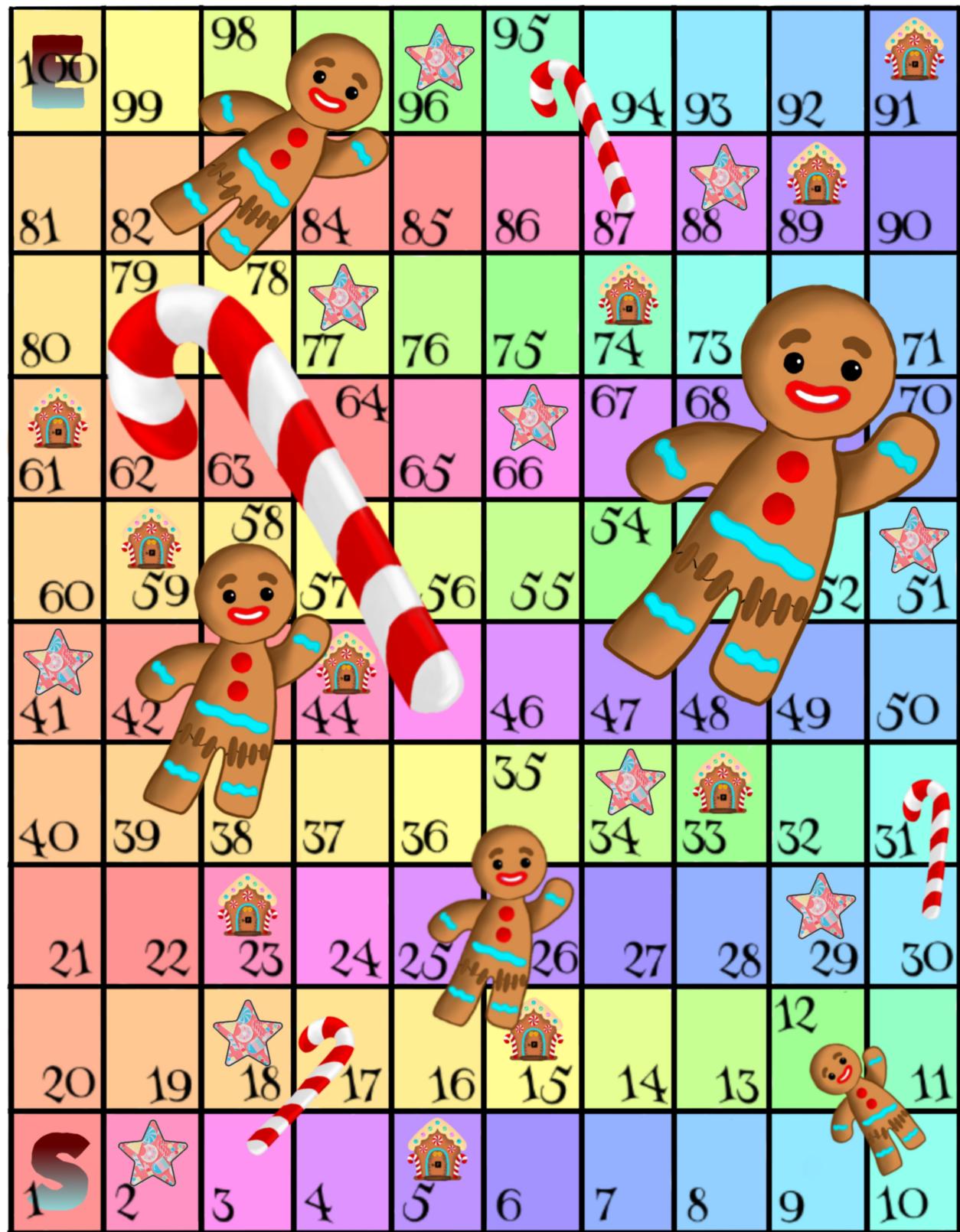
Extra star deck with added instructions to play the game which the basic snake and ladder doesn't have. Complicates the game a little more but in a fun way.

Racing against time instead of against other players.

Poker card game can vary based on the number of people playing the game, having a game inside of a game.

Sample Artwork

CANDYLAND



Legend:

Game pieces

Dice

Poker cards

Stardeck

Stopwatch preset at 20 minutes(for solo game play)

If player lands on 45, travels up to 79 (middle curve of top of candy stick)

If player lands on 58, travels down to 39 (middle of the ginger bread man's head to left feet only)

If land on tile with gingerbread man house with the P, play snap

If land on star, take a card from star deck

Star deck

CHOOSE A PLAYER TO MISS A TURN	PLAYER TO YOUR LEFT TAKES A CARD FROM STAR DECK	FREE PASS FOR ANYONE WHO MISS THEIR TURN	PERSON BEFORE YOU MOVES 2 STEPS FORWARD	
CHOOSE A PLAYER TO SAVE TO NOT MISS A TURN	GO 10 STEPS BACK!	PLAYER AT TILE 45 GOES BACK TO START	PERSON BEFORE YOU MOVES 2 STEPS BACK	PERSON BEFORE YOU MISSES A TURN
PERSON TO YOUR LEFT MISSES A TURN	GO 20 STEPS BACK!	CHOOSE A PLAYER TO GO 10 STEPS FORWARD WITH YOU	PERSON AFTER YOU MOVES 2 STEPS FORWARD	PERSON AFTER YOU MISSES A TURN
PERSON TO YOUR RIGHT MISSES A TURN	GO 2 STEPS FORWARD!	EXTRA TURN! ROLL THE DICE AGAIN	PERSON BEFORE YOU MOVES 5 STEPS FORWARD	PERSON AFTER YOU MOVES 2 STEPS BACK
PLAYER TO YOUR RIGHT TAKES A CARD FROM STAR DECK	GO 2 STEPS BACK!	TAKE 20 STEPS FORWARD!	PERSON AFTER YOU MOVES 5 STEPS BACK	PERSON BEFORE YOU MOVES 5 STEPS BACK
PERSON BEFORE YOU TAKE 7 STEPS BACK	PERSON AFTER YOU TAKE 7 STEPS FORWARD	TAKE 5 STEPS FORWARD!	SAVE YOURSELF FROM GOING DOWN THE GINGERBREAD MAN	PERSON AFTER YOU MOVES 5 STEPS FORWARD
YOU GET 2 EXTRA TURNS	FREE PASS FOR ANYONE WHO MISS THEIR TURN	TAKE 5 STEPS BACK!	TAKE 7 STEPS FORWARD!	GO TO TILE 60
YOU MISS A TURN	YOU MISS 2 TURNS	PERSON TO YOUR LEFT MISSES A TURN	TAKE 7 STEPS BACK!	FREE PASS FOR ANYONE WHO MISS THEIR TURN

FRONT

BACK

Poker card design

FRONT



PLAYTEST

Play tested this with my family using a tablet as my board and it works though its a bit hard to play without having a printer and board to actually play it out properly. Also used a dice app to throw the dice instead of a real pair of dice as I did not have a pair of dice around the house. So the element of chance result comes out differently as tapping/shaking my phone to determine the dice number if not the same as rolling the actual dice.