



# Peer pressure

perform, don't conform

## General Statement of Game

In this game, you and your friends are a group of stereotypical kids deciding to play a game in detention. This game will be based on getting pressured or pressuring your friends; This game can lead to an ongoing rivalry and alliances between the students throughout the game (this is not an in-game function, but may be the result of human interaction ). This game brings social influences to the surface through surface-level action and silent machinations.



## Mechanics

### Primary mechanic

- Within rounds, players have to convince other players to commit an action in 15 minutes. Activities are found on action cards:
  - **action cards**, including actions such as speaking, jumping, dancing, walking etc. in addition to the thing that must be convinced of the action, there are restrictions on things you can't say or do when convincing them, along with rings that they must avoid when convinced.
- Rank is the means of awarding or removing points for players based on performance

### Roles And rank Mechanics

- Role cards determine the acceptability and influence of other players following how their role cards interact, the characters and their roles in detention include

*-Jock- Skipping too much class*

*-Popular girl- On her phone in class*

*-Cool kid- Sleeping in Class*

*-Nerd- helping grade*

*-Weird kid- Plagiarized on essay*

*-Teacher- supervises student*

-Each role card has different influences on the others as indicated on the card. These influences affect the ranking of the players in the game

- Once a player convinces another player to commit an action, their ranking increases by their influence on the influenced player's role, and the influenced player's rank decreases by half of their influence over the influencers.

## Teacher

- In the middle of the games 15 min period, a Sound is released from the clock, once this sound is played, the person with the teacher cards needs to identify anyone talking at the time of the event (maybe half their ranks, idk)



## Gameplay

### Before the start of the game

- At the beginning of the game, each player picks a character card, not showing it to any other players.

### Average Gameplay round action order

1. All players receive their **action card** (never showing it to anyone) and decide on a person they try to convince
2. Players start the timer and begin convincing
3. Teacher event triggers
4. People do or don't do their action
5. Rank changes are calculated (at this point character cards are revealed)

### Victory condition

- The player's rank is equal to or exceeds 24