

# TDA580 Gameplay Design

## Group 2 Assignment 3A, Game Idea Description

### 1. Brief description

This is a storytelling card game in which the players contribute to the creation of a single story of one shared character. The game makes use of event cards, ambition cards and dice to guide the storytelling. Every turn, the players have to either discard or play one or more of their event cards (of which they have three at all times). By playing an event card, the player has to tell a story that includes the event described on each card, while remaining coherent to the character, the ambition and his/her story. The coherency of the told story is confirmed by the other players. If more than one event card is used, then all of them have to be fulfilled. If they are discarded, then the player has to skip the turn and get a new card. The game ends when the deck of event cards run out of cards, at which point the player that has successfully played the most event cards wins the game.

### 2. Game Elements

The game consists of one character that is common to all players, dice that are rolled determined the character's attributes. The various attributes are of four different types: Personality, occupation, background and flaw. There are ambition cards that describe the desires of the character. One of these is drawn from a deck at the start of the game.

Event cards contain small elements to use when building up the story. These are divided into four types. The different types of event cards are: Places (ex. Chalmers), Items (ex. a brick), Characters (ex. potentially harmful people) and Surprise cards. Three cards, one each of place, item and character cards, are drawn at the start of the game. This selection of cards constitutes the initial setting of the game. When the setting has been drawn, all of the remaining event cards are randomly shuffled together (including the surprise cards). Surprise event cards have to be played immediately when picked up. They can have both a positive and negative effect, but its outcome is not known to the player beforehand. After playing this card, the player needs to draw another card from the deck.

### 3. Mechanics

The players have access to the following gameplay mechanics:

- Tell a story using one or more event cards.
- Pass a turn by discarding one or more event cards
- Draw event cards from the decks
- Confirm coherency of told story
- Roll dice to determine character attributes

## 4. Notable Gameplay Design Patterns

(Patterns are marked as **bold**)

The game primarily consist of **storytelling** and **roleplaying**, and the players engage in both **competition** and **collaboration**. Since the players do not know what event cards the other players have, the game induces **player unpredictability** and **tension**. Due to the game focusing primarily on **storytelling** it allows for **playing to lose**.

The game begins with a **randomized setup** where a **character** is generated using **dice**, and **cards** are combined into a **deck**. Each player engages in **turn taking** and has to tell a story using event cards.

## 5. Competitors

The role-playing game [Fiasco](#) is a competitor since it also is about creating a story, and mechanics such as how dice might determine events' outcome are quite similar.

[Aye, dark overlord](#) is also a competitor, since players has to create a story by using cards in their hands. In this game one player is the “dark overlord” and gives penalty to stories that doesn't convince him.

[Once Upon a Time: The Storytelling Card Game](#) aims at creating a story using cards. Players try to influence the story to go towards their own ending. Also, players can use cards to interrupt other players.

## 6. Unique Selling Points

Everyone controls the same character and contributes to one story, as a result they need cooperation with others to make the story progress. Each game session and their resulting story is unique thanks to randomness and player imagination.

## 7. Plan for Prototyping

Paper prototyping of cards created by printing digital templates. The digital protoypes will be created in Figma. The playtest sessions will be documented with handwritten notes and audio recording. The playtest will be conducted firstly among ourselves, and then among other Chalmers students. After the playtest, the testers will be asked questions about their experience.