

Team Mexican sheep

GAME DESIGN DOCUMENT
RISING TIDES

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Rising Tides

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1 THE GAME

Rising Tides is an action based card game with a supporting app. Players have to collect a certain number of resources within a time limit all the while taking resources from other players and protecting their own.

Originally the game was created for 5 players but it will be balanced for 4 to 6 players.

1.1 PREMISES

The world is close to ending and global warming is at a peak and a tidal wave is coming to wipe out the entire human race. But luckily several nation has a survival plan for their people to survive. Yet time is short and resources are scarce and each nation has to compete with each other in order for their people to survive the upcoming doom.

1.2 MEDITERRANEAN GAME JAM

Rising Tides was created in 48 hours as part of the Mediterranean Game Jam. The theme we chose for this game was: Waves.

1.3 THE TEAM

The team consists out of five team members:

Justin Cachia

James Camilleri

Sander Hoogervorst

Tirion Keatinge Rhodenborgh



2 CARD TYPES

2.1 NATION CARDS



One Nation Card is given to each player at random. These Nation Cards show a Survival Plan which is divided in three construction stages and is the goal each player needs to reach before the time runs out. The player has to get all the Resources indicated on the Nation card for each stage in the order of stage one to three and for each stage play a Construction card.

The first stage requires 3 resources cards, the second stage 4 and the final stage requires 5 resource cards. These cards need to be placed in the Depot and the order does not matter as long as all three Resources are in the Depot.

If a player completed all the three stages than that player is safe. The first player to reach the stage has won the game and is on first place. The game still continues and second, third and so on can still be reached before the time runs out. The final player that remains and has yet to build the final stage loses the game (even before the time runs out).

Each player is allowed to hide their Nation card from the view of other players. However if the player has to show the nation cards at the end of the game to make sure no one cheated when building their nation plan. If not all/not the correct resources are used to build the Survival plan than that player is disqualified and loses the game by default.

2.2 RESOURCE CARDS

There are three types of Resource Cards: Fuel, Materials and Supplies. As stated above these Resources are needed in order to construct a part of the *Survival Plan* of the player and *Action cards* can also require Resources in order to be played (see next chapter).



2.3 ACTION CARDS

Action cards are cards that the player can use for their own benefit and/or to hinder other players.

There are three kind of Action Cards: Steal/Protect, Relocate/Redirect and Nuke. The first two action cards have two functions one that can be played in a players turn and counts as an action and the other to protect a card from being taken. The Nuke can only be played in the players turn.

Action cards can only be targeted towards other players or used to protect oneself. Some require a Resource or Resources in order to be played, these resources are put in the discard pile together with the action card after being played.

2.3.1 STEAL/PROTECT



2.3.1.1 STEAL

Steal can be played in the player's own turn and it requires one resource card out of the player's hand in order to play the action card. The player is then allowed to take a resource card from the depot of any opponent they choose (as long as it is not already used in a building stage) and add that card directly to their own depot.

2.3.1.2 PROTECT

Protect can only be played outside of the player's turn and when targeted by an opponent who tries to take a resource card out of the player's depot. When this card is played the take action is canceled and the attacking player will have to discard the action card as well as any resources that were used for it.

2.3.2 RELOCATE/REDIRECT



2.3.2.1 RELOCATE

Relocate is similar to Steal but instead of taking a resource from an opponent's depot and placing it in one's own depot; the taken resource card must instead be placed in a depot of another player. Who this player is is chosen by the player that plays the Relocate card.

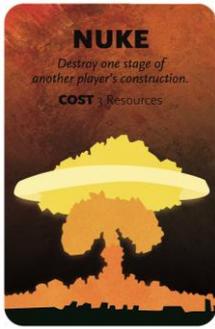
2.3.2.2 REDIRECT

Redirect is similar to Protect as that it can only be played when an opponent tries to take a resource out of the player's Depot. Redirect costs one resource to play which has to be discarded alongside this card. Once played the player can redirect the attacking player to another opponent. The attacking enemy has to take a card from that player instead, all other rules still apply and the action can again be Protected or Redirected.

2.3.2.3 TWO PLAYERS LEFT

If only two players are remaining then the function of this card changes. Relocation will be done towards the Discard pile rather than another player and Redirect will have the same function as Protect: blocking the action rather than redirecting it. The cost will still be the same as the normal Relocate and Redirect.

2.3.3 NUKE



The Nuke is the only action card that can remove a stage of another player's Survival Plan.

A Nuke takes 3 Resources to play and cannot be blocked in any way by another action card. Once played the target player has to remove his/her last played construction card. All the resources used to build the stage are placed in the discard pile.

A Nuke cannot be played on players that finished stage 3 of the survival plan nor on players without a survival stage.

2.4 CONSTRUCTION CARDS

These cards are used to "build" a stage of the Survival Plan and are not present in the deck. If the player has all the required resources for a stage of the Survival Plan than a construction card can be placed on top of these resources. These resources can now no longer be taken and are safe (unless a Nuke Action card is used on the player).

2.4.1 TURNING CARD

Currently building cards are not yet created and instead the resources cards in the depot (that are required to build a stage) are turned upside down to indicate a stage that has been build.

3 PLAYFIELD

3.1 DECK

The deck is placed upside-down at a location where all players can easily reach it. The content of the pile may not be visible to the players and cards need to be drawn "blindly".

3.2 DISCARD PILE

Discarded cards are placed face first so that the pile cannot be mistaken for the deck. If the Deck is empty than the game is paused and the discard pile reshuffled.

3.3 DEPOT

Each player has his/her own Depot and it is the place where Resource and construction cards are placed when played. Any resource cards can be placed in the Depot in any order, even if that resource is not needed for the Survival Plan.

3.4 THE APP

The device that runs the app should be placed in a location so that all players can clearly see the screen.

3.5 ¿TURN INDICATOR?

In order to keep track off whose turn it is a chip will be passed around. This turn will be given to the player whose turn it is and will be passed to the next as so as the player is done. (NEEDS TESTING).

4 GENERAL RULES

4.1 TURNS

Each turn a player is only allowed to do **one action** each turn. Once the turn is over the next player is up (going clockwise).

The following counts as an action:

- Playing a card
 - Card types: Action, Resource, Construction
 - Excluding Counters and Re-counters
- Drawing a Card
- Discarding a Card

4.2 COUNTERS AND RE-COUNTERS

A player can counter when an opponent tries to take a card from their Depot. These counters are not considered an action and can only be played outside the players own turn.

When countered, the countered player can choose to re-counter the counter. This can only be done if the countered player has the same action card in their hand which they previously played to take a card from their target. All other rules still apply meaning that this re-counter can again be countered and a resource needs to be used if the card states so.

4.3 CARDS IN HAND

The player can have a maximum of 5 cards in hand and a minimum of 0. If the player has 5 cards than that player can no longer draw another card and has to do another action. If the player ends up with an extra card by means of an Event than that card is discarded. (See Random Event Chapter).

Cards in the hand of the player can only be affected by Random events and can never be taken or discarded by effects of Action cards (not counting the resources required to play an action card).

4.4 ANTI-STALLING

Stalling is not allowed in the game and the idea is to try and play fast. If multiple players conclude that a player is stalling than the player in question has to skip a turn.

4.5 GAME END

The game ends once the timer runs out and the remaining players all have lost the game and share the last place.

The game also ends if all but one player finished their Survival Plan. The remaining player will get last place even if the time has yet to run out.

4.6 SURVIVAL PLAN REACHED

When the Survival Plan is reached that player is safe and will no longer be part of the game. The first player that succeeds has won the game, the second player has second place and so on.

4.6.1 ¿POSSIBLE ALTERATION?

We might want to include that all extra cards in the depot (not used for the stages of the Survival Plan) of succeeding player are placed on the discard pile. There are however 5 resource cards extra in the game which might be enough and making sure that another player cannot reach the Survival Plan might be part of the game.

5 THE APP

5.1 TIMER

As stated before the game will have a timer which by default is **10 min** but can be altered by the players. The timer is not actually visible to the players until **10%**.

The timer will have a round image that pulsates; the closer the time is to 0 the faster the image will pulsate. This image will also slowly turn red, at **33%** this image will visually be red and at **10%** the redness is at a max. Every pulsation a sfx is played to greater increase the pressure the closer the timer is to 0.

5.2 RANDOM EVENTS

There are certain events which the app randomly generates. These events affect every player in game and there are currently 5 types of events:

1. Take a card from the player to the right
2. Take a card from the player to the left
3. Take back the last placed resource
4. Time is added to the timer
5. Time is removed from the player

By default every **10 seconds** there is a **20%** chance of a random event being picked.

5.2.1 EVENT RESTRICTIONS

- For the first **5%** of the time no event should be generated
- If an event is generated than no other event should be generated **10 seconds** after
- For the last **10 seconds** no event should be generated

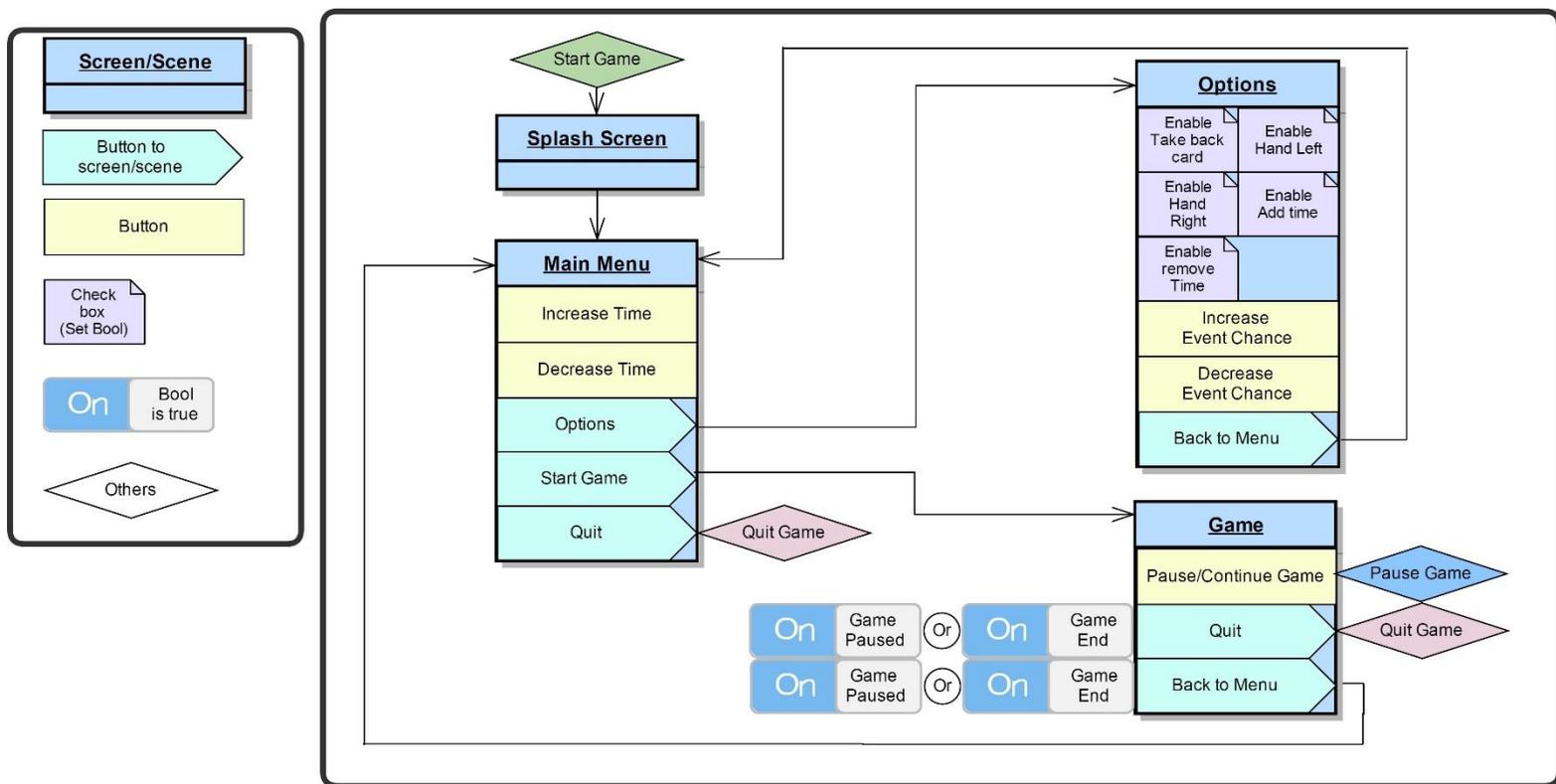
6 OPTIONS

In the *Main Menu* an option button can be found in the left top corner of the screen. When clicked on it the player is able to change several options in the game.

6.1 EVENT OPTIONS

- The player can decide which events are randomly generated and which aren't.
 - By default each event is set to active.
- The player should also be able to adjust the change of getting an event
 - By default this is **20%**
 - Buttons adds or removes **5%** chance
 - Minimum is **0%** maximum is **100%**

7 MENU FLOWCHART



8 EXTRA PLAYER INFORMATION

8.1 CARD AMOUNT

The game is originally designed for 5 players but will be balanced for 4 to 6 players.

| 4 Players (NOT TESTED) | |
|-------------------------------|----|
| Time in minutes | |
| Default | 8 |
| Advanced | 5 |
| Cards Amount | |
| Nation | 4 |
| Construction | 12 |
| Fuel | 20 |
| Materials | 20 |
| Supplies | 20 |
| Steal/Protect | 8 |
| Relocate/Redirect | 8 |
| Nuke | 2 |

| 5 Players | |
|------------------------|----|
| Time in minutes | |
| Default | 10 |
| Advanced | 7 |
| Cards Amount | |
| Nation | 5 |
| Construction | 15 |
| Fuel | 25 |
| Materials | 25 |
| Supplies | 25 |
| Steal/Protect | 10 |
| Relocate/Redirect | 10 |
| Nuke | 3 |

| 6 Players (NOT TESTED) | |
|-------------------------------|----|
| Time in minutes | |
| Default | 12 |
| Advanced | 9 |
| Cards Amount | |
| Nation | 6 |
| Construction | 18 |
| Fuel | 30 |
| Materials | 30 |
| Supplies | 30 |
| Steal/Protect | 12 |
| Relocate/Redirect | 12 |
| Nuke | 3 |

8.2 FACTION GOAL

| Nation Cards | | | | |
|-----------------------------------|------|-----------|----------|-------|
| US | | | | |
| Build an ark | | | | |
| | Fuel | Materials | Supplies | TOTAL |
| Stage 1 | 1 | | 2 | 3 |
| Stage 2 | 1 | 1 | 2 | 4 |
| Stage 3 | 1 | 1 | 3 | 5 |
| Pacific State | | | | |
| Build an underwater Dome | | | | |
| | Fuel | Materials | Supplies | TOTAL |
| Stage 1 | | 2 | 1 | 3 |
| Stage 2 | 1 | 2 | 1 | 4 |
| Stage 3 | 2 | 2 | 1 | 5 |
| Europe | | | | |
| Build a Space Ship | | | | |
| | Fuel | Materials | Supplies | TOTAL |
| Stage 1 | 2 | 1 | | 3 |
| Stage 2 | 3 | 1 | | 4 |
| Stage 3 | 3 | 1 | 1 | 5 |
| Africa | | | | |
| Build a City on stilts | | | | |
| | Fuel | Materials | Supplies | TOTAL |
| Stage 1 | 1 | 1 | 1 | 3 |
| Stage 2 | 2 | 1 | 1 | 4 |
| Stage 3 | 2 | 2 | 1 | 5 |
| Asia | | | | |
| Build a great wall of Asia | | | | |
| | Fuel | Materials | Supplies | TOTAL |
| Stage 1 | | 1 | 2 | 3 |
| Stage 2 | | 2 | 2 | 4 |
| Stage 3 | 1 | 2 | 2 | 5 |