

SUEVO'S RUMBLE

Game Design Document

PROYECT SUMMARY

TITLE

Suevo's Rumble

GENRE

Party Board Game

DESIGN VALUES

Interaction Trigger	Digital and Analogical	Multifaceted Challenge
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ELEVATOR PITCH

A team-based board game that will make use of the unique Suevo's Arm while combining quizzes, memory games, general knowledge questions and will also test how much you know about your teammates. The Suevo's Arm (SV) will be the trigger of every game, for example, when a question pops up, the first to take the SV gets to answer.

TECHNICAL ASPECTS

- Board Game
- Hybrid: Analogic Trigger and Digital Interface.
- Number of players: 2-20.
- Game modes: 2 teams' competition with multiple minigames.

TARGET AUDIENCE

Created for those social reunions that look to find a dynamic and fun party game. Full of minigames, competition and teamwork, *Suevo's Rumble* will be suitable for people of all ages that are looking forward to having fun with their family or friends.

ADDED VALUE

Adding an analogic trigger like the Suevo's Arm, will lead to many different situations and gameplays and everyone will be able to play in the same way, regardless the age of the player.

My game will not be exclusive to trivia questions, it will have dynamic minigames, quick thinking minigames, minigames that will test your common knowledge, and many more.

REFERENCES

Game #1 Name: 1-2-Switch



<https://www.nintendo.com/us/store/products/1-2-switch-switch/?srsltid=AfmBOoqDjErsfr1gkkeJIaX7rRUUJhUwYcQtJBu1FORV8XTTBf9b2-lb>

Game #2 Name: Wits and Wagers: Party



<https://boardgamegeek.com/image/1285411/wits-and-wagers-party>

GAMEPLAY SUMMARY

GAME EXPERIENCE

Players will use a stick, the Suevo's Arm (SV), as a trigger for each minigame, and an application that will serve as a user interface for each minigame. The SV will have two compartments, one on the top and one on the bottom, the compartments will store things that will be used in some minigames

Players will divide into two teams, that the application will make randomly. It will be two teams regardless of how many players are playing. If the players add to an even number, both teams will have the same number of players, if it is odd, one team will have one more player, but the difference will never be of more than one.

Once the teams are decided, the party will start. Minigames will be selected randomly by the application, and only one member of each team will get to play each minigame. However, in some minigames, this will not be totally true, but this will be explained later. The member of the team that gets to play each minigame will also be randomly selected by the application.

There will be 6 minigames in total. When a team wins a minigame, they get one point, the first team to have 4 points wins Suevos's Rumble. The last round will give you twice as points, this is done to avoid draws.

GAMEPLAY SUMMARY

This is how each minigame will exactly work:

Capitals: Only the member of each team that has been selected will play this minigame. During this minigame some random country's name will appear on the screen and if the players know the capital of that country, they have to pick up the SV as fast as they can to get a point, the player that gets to grab the stick first wins a point.

An internal timer will be running and players won't be able to see it, but when it gets to 7 seconds, the country that appears on the screen will change and no points will be given. Also, if someone grabs the SV and fails to get the correct answer, the other team will get the point for that round. Players will have around 1 second to say the answer, as thinking is not allowed after grabbing the SV.

If both players grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won't be valid.

The country's name will appear at a random time between 1-5 seconds, this will make everything more dramatic. The first team that reaches 5 points wins the minigame.

- **Western Shooting:** Only the member of each team that has been selected will play this minigame. Some text will appear on the screen, this text will come with a shout that will say the same as the text on the screen. The possibilities are "Congratulations", "Leave", "Set", "Ready" and "GO".

The goal of this game is that when you hear GO, and only then, the players will have to grab the SV faster than they rival, if both players

grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won't be valid.

The timing of the text and shouts is random, which makes everything much more dramatic.

If a player gets confused and grabs the SV in a different shout than GO, one point will be given to the other team.

The first team that reaches 5 points wins the minigame.

- **Charades:** In this game, every team member will be involved, but only the two players selected by the application will be doing the actions.

Every team will have 1 minute to guess correctly as many actions as they can, guessing correct one action will mean one point, and the team that finishes with more points at the end of their respective minute will be the winner of this minigame. If this ends in a draw, both teams will have 30 seconds extra until one team wins.

- **Pañuelito:** This minigame will be played by every team member of each team, and the ones that were selected by the application will have an especial role during this minigame.

The rules are simple, each team member will have to think of a number out of 1 to the number of players that the team with more team members has. For example, if there is a team of 4 and a team of 3, every team will have to think of a number from 1 to 4, and one team member of the team with 3 team members will have to think of two numbers. When this is done, the minigame starts, this will work in a similar way to the Charades minigame.

A number from 1-10 will appear on the screen (and also it will be shouted) randomly, within 1-5 seconds, when players see their number, they will have to grab the SV as fast as they can, if they grab it before the player of the other team that has the same number, they will get a point, if not, the other team will get a point, if both players grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won't be valid.

As I said, numbers will be from 1-10 regardless of the number of players, this means that some numbers will appear as a distraction, unless there are 20 players (which is the max).

The points to win the minigame will vary depending on the number of players in each team: 2-5 --- 3 points; 6-8 --- 5 points; 9-10 --- 7 points. Once a team reaches the designed number of points, they will win the minigame.

If a player gets confused and grabs the SV in a different number than what has been assigned to that player, one point will be given to the other team.

If there are only 2 players in a Suevo's Rumble game, players will only grab the SV with 3 of the 10 numbers that they agree on before the minigame starts. If one of the players that were selected by the application wins a round, that will count as two points, but that doesn't mean that if they lose a round the other team will get two points.

• **Paper Rumble:** Only the member of each team that has been selected will play this minigame. This game is inspired by "Rock, Paper, Scissors".

The rules are very simple, each player will have to grab a paper, that will be located inside the top compartment of the SV, there are 4 papers and 2 options, you can find "Suevos" or "Rumble" in them.

Players will write in another piece of paper either of the two options, then, they will stick the paper to the SV on the part of the SV that is facing them, and the SV will be rotated, so now the players have in front the paper that has been written by its rival.

The goal is to have written on the paper that you currently have in your hands 5 times the word that it was given at the start of the minigame, and if you do, you win the minigame. If both players get the 5 words in the same round, it will be a draw and the round will be repeated but with only 3 words needed to win the round, and this process will be repeated until one player wins (with 3 words).

The win condition will appear every time the stick is rotated, so it will be rotated, it will be checked if anyone has won, and then players will be allowed to grab a paper and write down one of the two options.

- **SVitcases:** This minigame will be played by every team member of each team, and the ones that were selected by the application will have an especial role during this minigame.

On the bottom compartment of the SV, you will find six papers, and only two options between them: “Safe” or “Not Safe”.

In this minigame, there will be 2 roles: The team that reads a paper, and the team that wants to steal that paper. First, a team will select one of the six papers, they will read it and put it again in the SV (leaving the other five outside of the SV), and the other team will have 1 minute to ask questions to guess if the other team has “Safe” or “Not Safe” in the SV. Once the minute is over, they will have to decide whether they want to steal the SV or they don’t.

The goal of this game is to end each round with the “Safe” paper in your hands, if you manage to do that, you score a point, but, if you end up the round with the “Not Safe” paper, the other team will score a point. When the round is over, roles are changed and the paper that they read also gets included in the new selection, so there are always exactly six papers. The first team to reach 3 points wins the minigame.

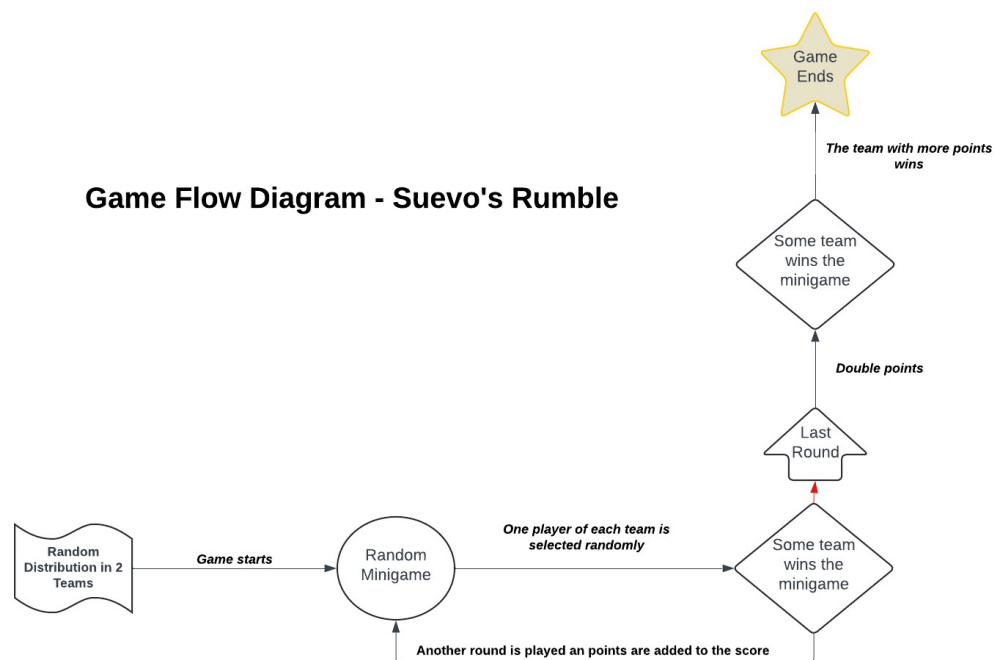
In case the team members cannot decide if they want to steal or not, the player that has been selected by the application will have the final word. Players are obligated to answer the questions that the other team asks and, of course, they are allowed to lie. Also, when the minute to ask questions, the team that is currently asking them will have 20 extra seconds to decide what to do, if they don’t do it in this 20 second, it will work as if they don’t steal the SV.

GAME FLOW

GAME GOAL

The team that gets 4 points out of the 7 points that all minigames give in total, will win Suevo's Rumble.

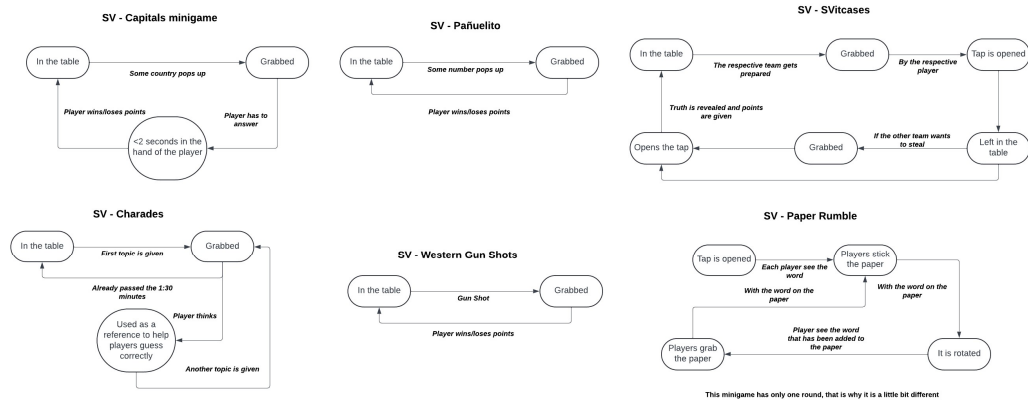
GAME STATE DIAGRAM



OBJECT STATE DIAGRAM (SV)

Object State Diagrams

This will all be about the Suevo's Arm, and since they are too short, I am going to do it about the first 4 minigames I have.



INTERFACES

