

Made with  **unity**

 **OSAO**



Co-funded by the  
Erasmus+ Programme  
of the European Union

# Magical Showdown

Hanse - Game Design by Team Finland



# Chapter 1



Co-funded by the  
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We were given the task of creating a game based on the prisoners dilemma.

Now, as students to the game industry we thought well and hard on how to create a game that stays true to the prisoners dilemma yet modern and enjoyable to play.



# Chapter 2



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We started planning a game of trading resources and kept developing that concept until we had an interesting design to start working on.

The final design works in a way that in order to win the game, everyone must cooperate - but to become the sole winner one needs to cheat others as well (*or possess great blessings from the Goddess of Luck*).



# Introducing Team Finland

Dino

Project Manager  
Team Lead - Graphics



Matti

Team Lead - Design  
2<sup>nd</sup> Project Manager



Kevin

Team Lead - Programming



Juho K.

3D modeling



Juho A.

2<sup>nd</sup> programmer

Matti-Vallteri, Pyry,  
Miro & Mike

# Player turns - Start



## Start:

- Each player chooses the amount of damage to inflict on the boss during the BOSS turn from 3 damage options (*min 30DP, med 60DP, max 100DP*).



# Player turns - BOSS



## BOSS turns:

1. All players damage points hit the boss → Boss hp goes down.
2. Each player chooses the amount of damage to inflict on the boss in next BOSS turn.

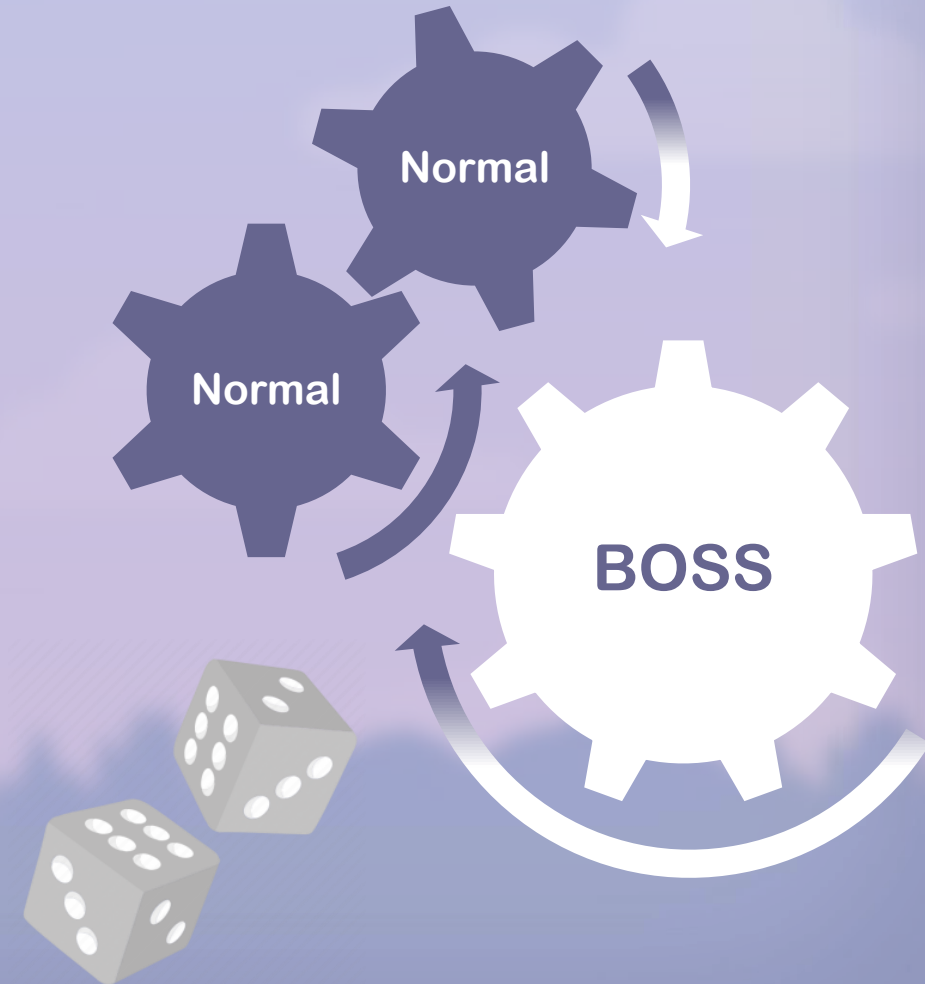


# Player turns - Normal



## Normal turns:

- Each player gets to throw a dice which gives Player the according amount of damage points. *Dice results to 2 = 20 damage points given to Player.*
- Players need to manage their points by asking for *Help!* if their Damage Points are not sufficient to inflict the damage of their choosing.
- Not meeting the set requirement will cause the Boss to steal that amount from the Player with no damage inflicted, leading to Players DP dropping below 0.



# Help!



The *Help!*–system gives the player the option to ask for Damage Points(DP) from the other players.

- Can be used to bluff more DP from other players.
- To be used if the Player doesn't have enough DP to execute their attack on the Boss.

## Bluffing/Calling Bluff:

- Bluffing = Requesting DP when you have already fulfilled your DP quota for the next BOSS turn.
- Bluffing gives the Player an option to gain more DP to win the game but has a high risk of being called out and losing big amounts of DP to the Player who called them out on their bluff.
  - Calling a bluff when the Player is cheating ➡ Gives that player the DP that the cheater requested.
  - Calling a bluff when the Player isn't cheating ➡ Lose the entire amount of DP that was asked to the requesting Player.





# Help!



This section will be timed to counter **AFK** (*Away From Keyboard*) players. If the timer runs out without the player choosing either one, it will automatically result in *Give* and continue with the turns.



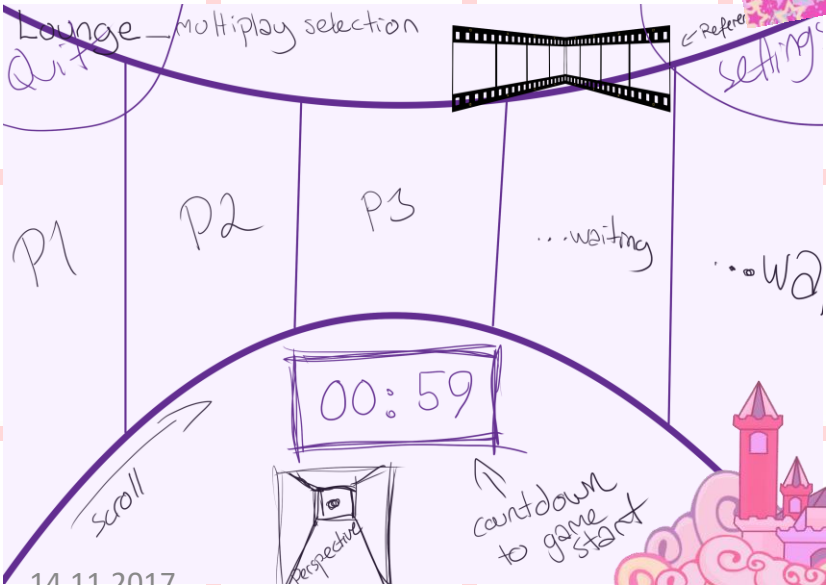
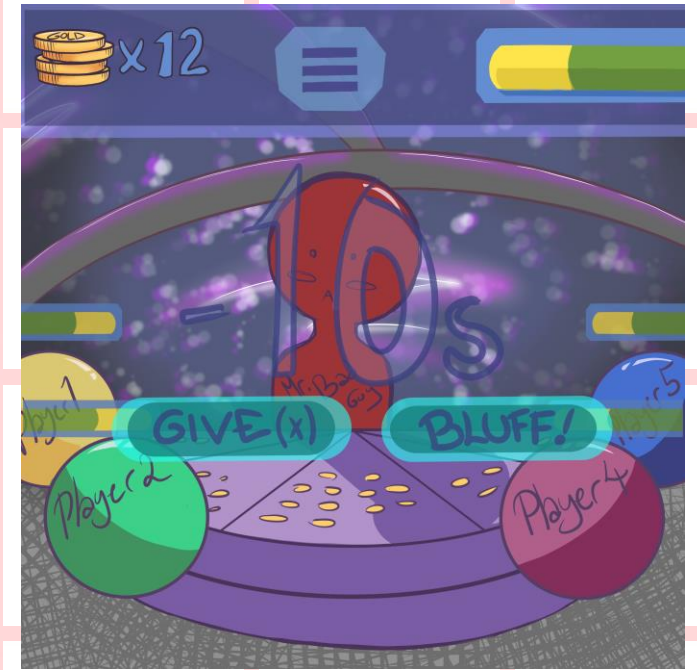
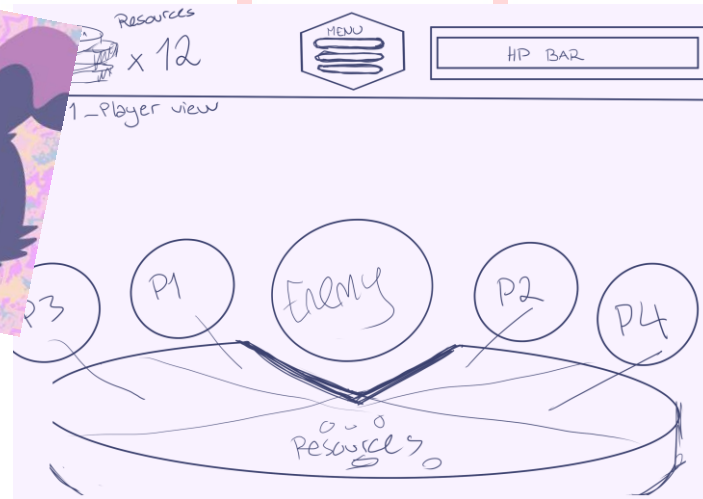
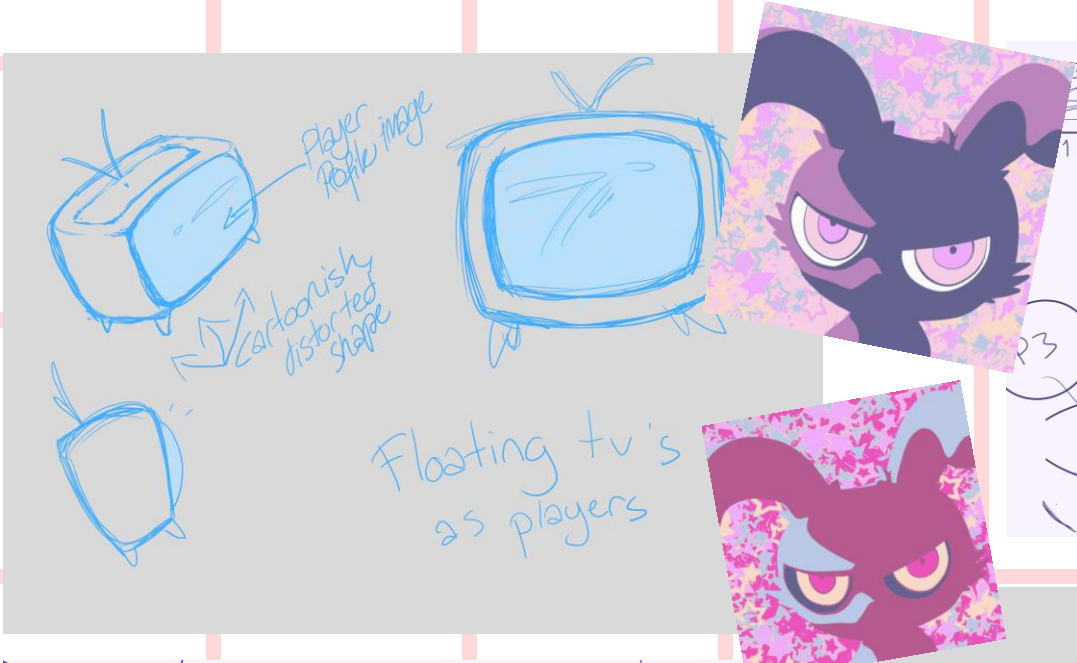


# Common rules

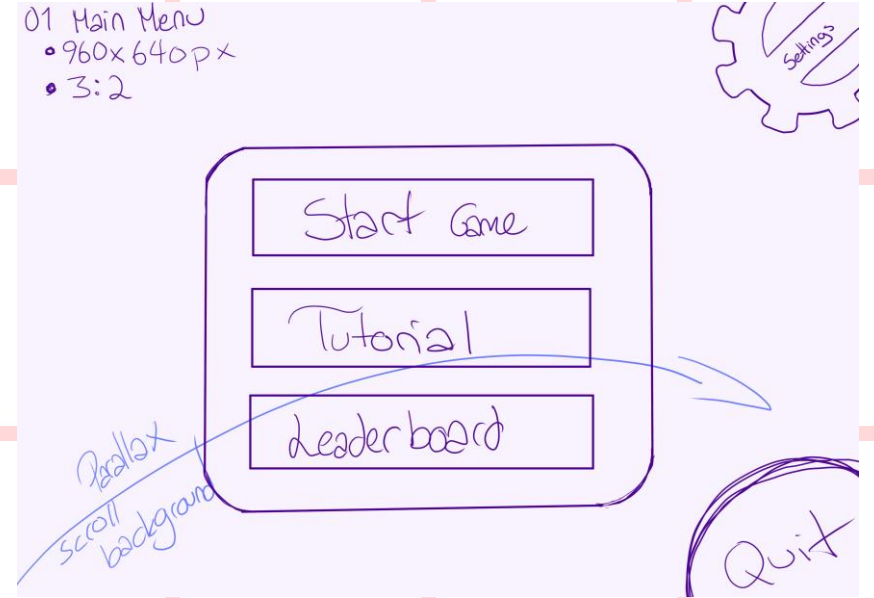
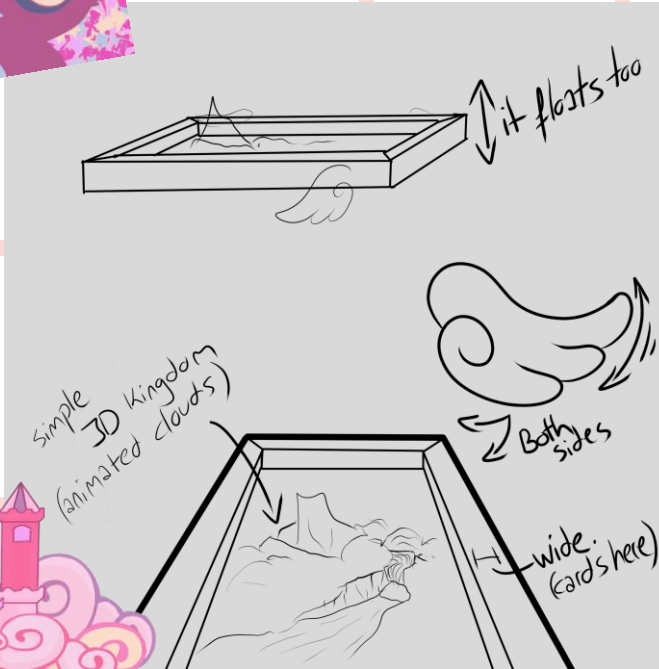
- Winner is decided by the most DP held by a player after the Boss is defeated. If the Boss doesn't get defeated there will be no winner.
- One in every 3 turns is a BOSS turn where players DP points will inflict damage to the Boss according to the amount of their choosing. After damage is inflicted, the players are prompted to choose the damage for the next BOSS turn and start collecting DP for that during the Normal turns.
- DP can drop under 0. For example: losing DP to the Boss when the Player can't fill the required DP amount.
  - If the Player doesn't fill the required amount of DP the Boss steals them resulting in losing that DP without inflicting damage.
- When asking for *Help!* Player is prompted to choose an amount to ask from listed options which will then be divided among all the players (except the asking Player).
- If a Player chooses *Call Bluff!* while asked for *Help!* it will overwrite other players chosen options.



# Concept Art & Early Design



14.11.2017

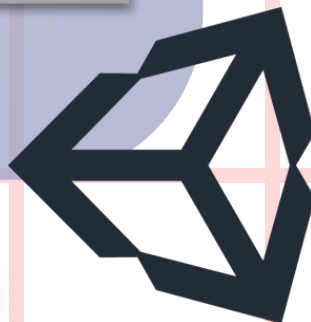
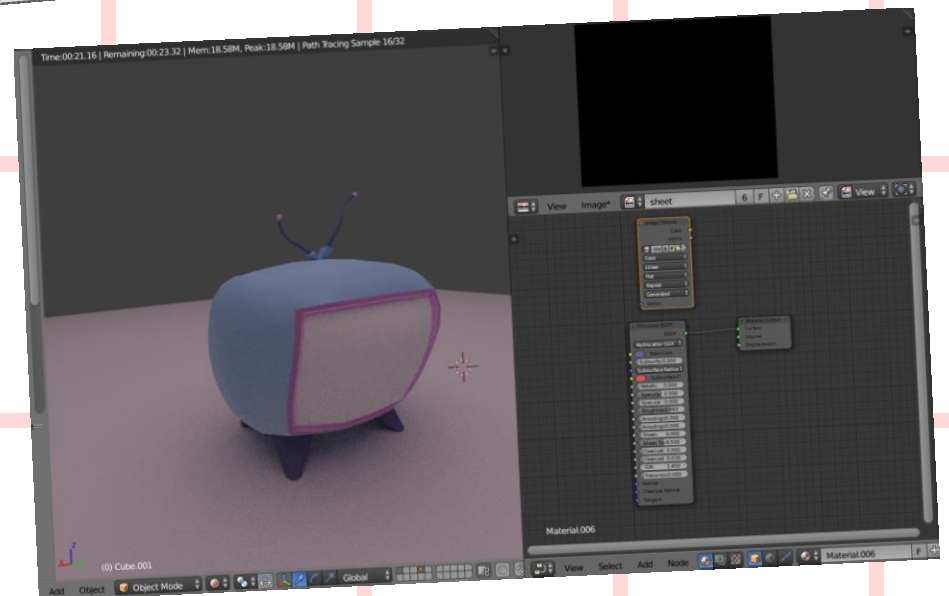
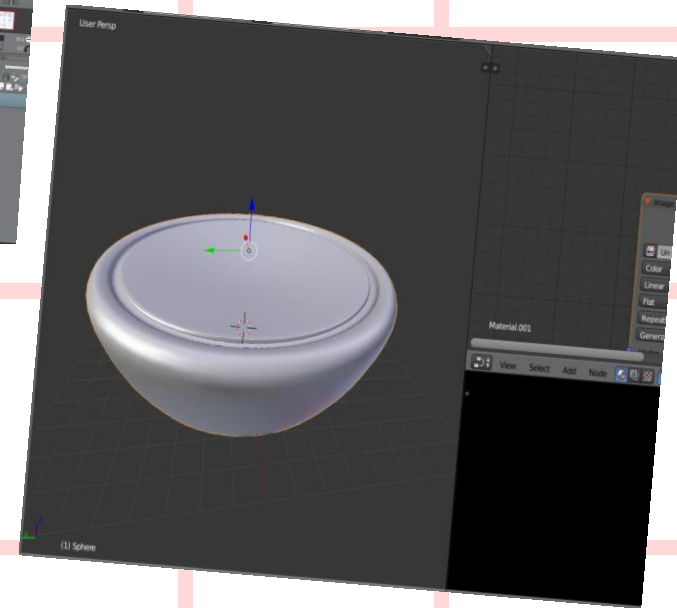
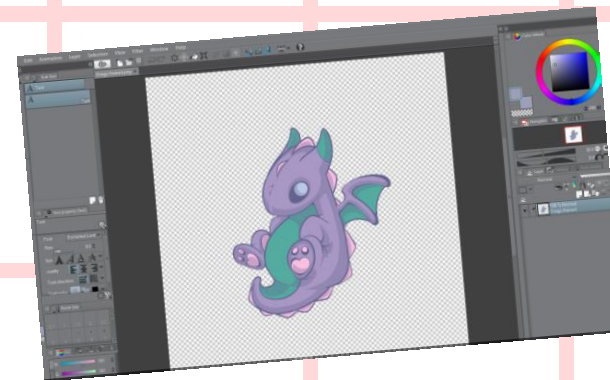
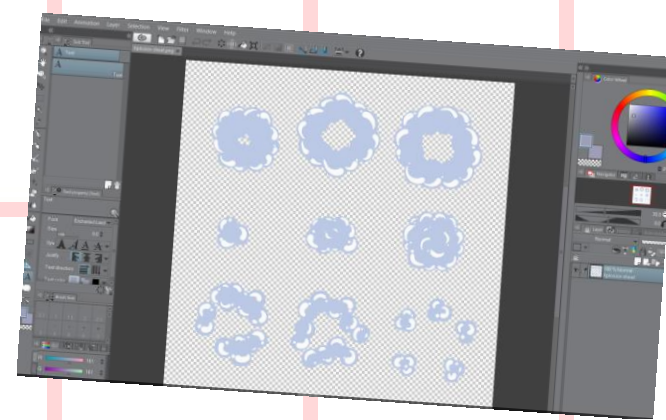


# 3D & Art

The game scene is built in 3D Unity even though the game scene itself looks 2D. We use 3D models as well as 2D graphics.

Here are some of the programs used by Team Graphics:

- 2D
  - Clip Studio Paint
  - Photoshop
- 3D
  - Blender
  - Unity



# Mockups

