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Design Document: *Burglary Bobble*

Game Concept:

This game is a board game for 2 or more players. The concept is centered around two players playing at a time; a homeowner and a home invader. The homeowner will take the first half of the gameplay to set up their house with decorations and one of the three exit doors provided. They must also hide three keys within their house, with one corresponding to the exit door they placed. The home invader will then have two minutes to attempt to find the exit door, find the correct key, and bring that key to the exit so they can escape before the police arrive.

Genre:

This game will be a board game.

Target Audience:

The target audience for this game will be anyone 13 and up and people who enjoy board games and games that are centered around stress and time-sensitivity.

Game Mechanics:

The main mechanic of this board game will be there to hinder the player. The board game will not look like a standard, flat board. The game will look like a three-dimensional rectangle. The board will have multiple handles or cut-outs of smaller rectangles on the top. The player will be able to flip over individual cut-out squares that are on hinges to see inside of each room in the escape maze. The player will only be able to flip over the top of a room if the player is entering that room. Once the player exits, they then have to place the top of the room back where it was and remove the next room cover to explore the next room.

The must navigate through all the rooms by properly uncovering and replacing all of the room tiles. This aspect of the board will also force players to remember what each of the rooms looked like and remember where their exit door is, as each homeowner of each playthrough will decorate their house differently. The various keys that will be hidden throughout the maze are

placed there before the home invader looks at the board, so the home invader doesn't know where their correct key is each time the game is played, causing stress regarding where the player has to look for their key. Only one key unlocks the exit door, and the home invader is only able to carry one key at a time, so players are barred from simply collecting all the keys and trying all of them until one works.

Narrative:

The narrative of this game is relatively simple; one player has entered the other player's home for a robbery. Once they have entered, the homeowner's security system has gone off, causing the entrance the player came through to suddenly become locked. The home invader only has two minutes to get out of the house before the police arrive and arrest them, so they must navigate the foreign house in order to find the correct key that unlocks the large exit door they have found within the house. Since they don't want to leave too many clues for the police, the home invader has to carefully put back any items they happen to move in search of their exit key and cannot take more than one with them on the run.

Player:

The player will be represented by a little figurine that loosely resembles a person so players can move their pieces around the home and inspect each room. They will be brighter in color than the rooms the figure will be in to draw attention for the player and to show a contrast between the player and its surroundings, showing they don't belong in the house.

Scoring:

When the two minutes of the game is up, either the homeowner or the home invader receives a point. The homeowner gets a point if the home invader does not escape in time and the home invader gets a point if they do. Rounds may come after for as long as players want to play.

Art and Environment:

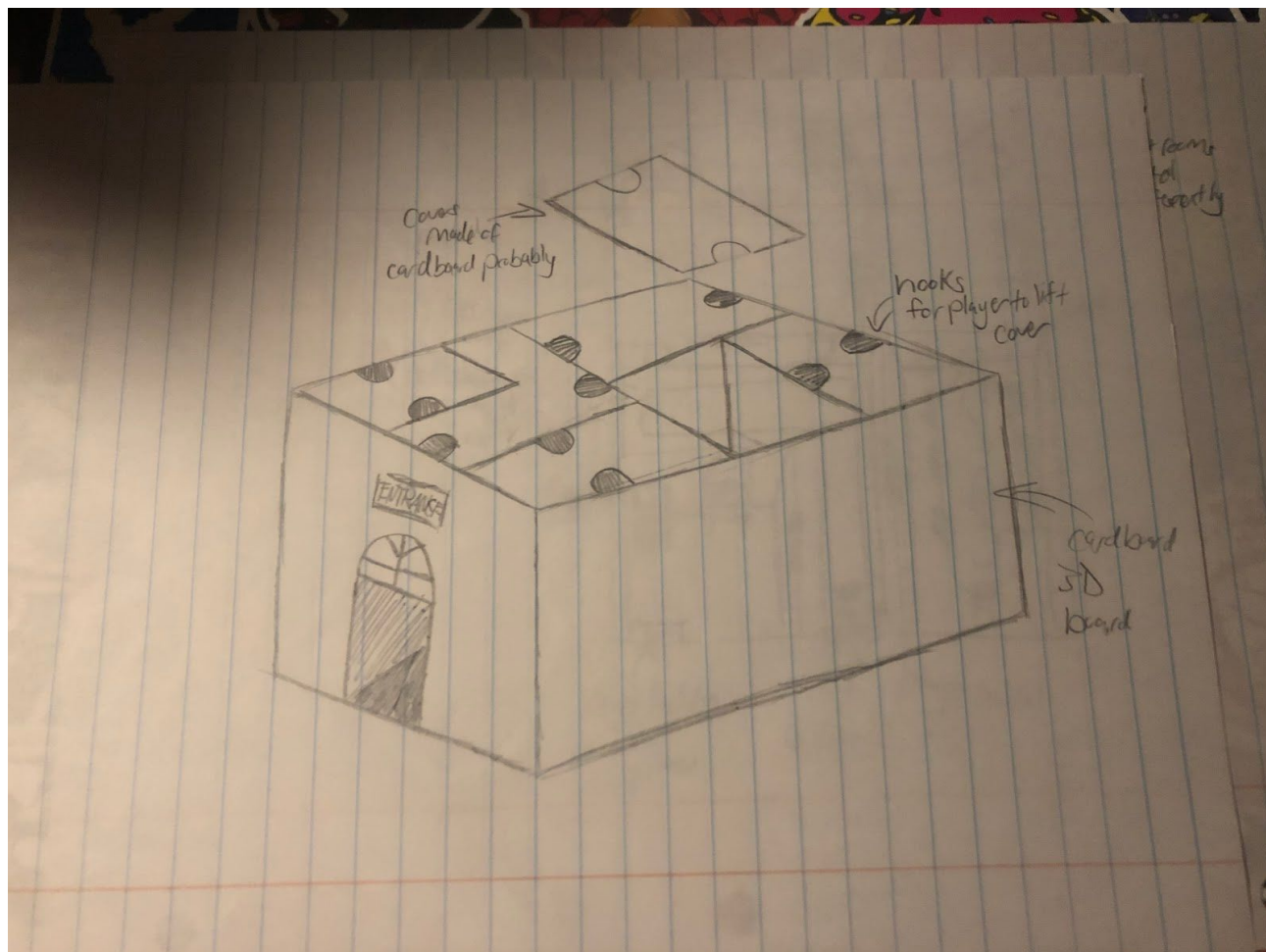
As mentioned before, the game will not be a two-dimensional playing board, but a three-dimensional one that has many moving pieces. The boards that represent the home would look like the inside of a regular house, with decorated and painted walls, furniture, and carpeted or wooden floors. The colors in these rooms would be darker and less exciting or whimsical. I want the player to feel like this is an old and creepy house they are exploring rather than a fun escape room they'd do in a mall. The outside of the box would look completely white. This plain and boring outside will create contrast for when the player opens each room cover and sees interesting colors that would resemble an everyday home.

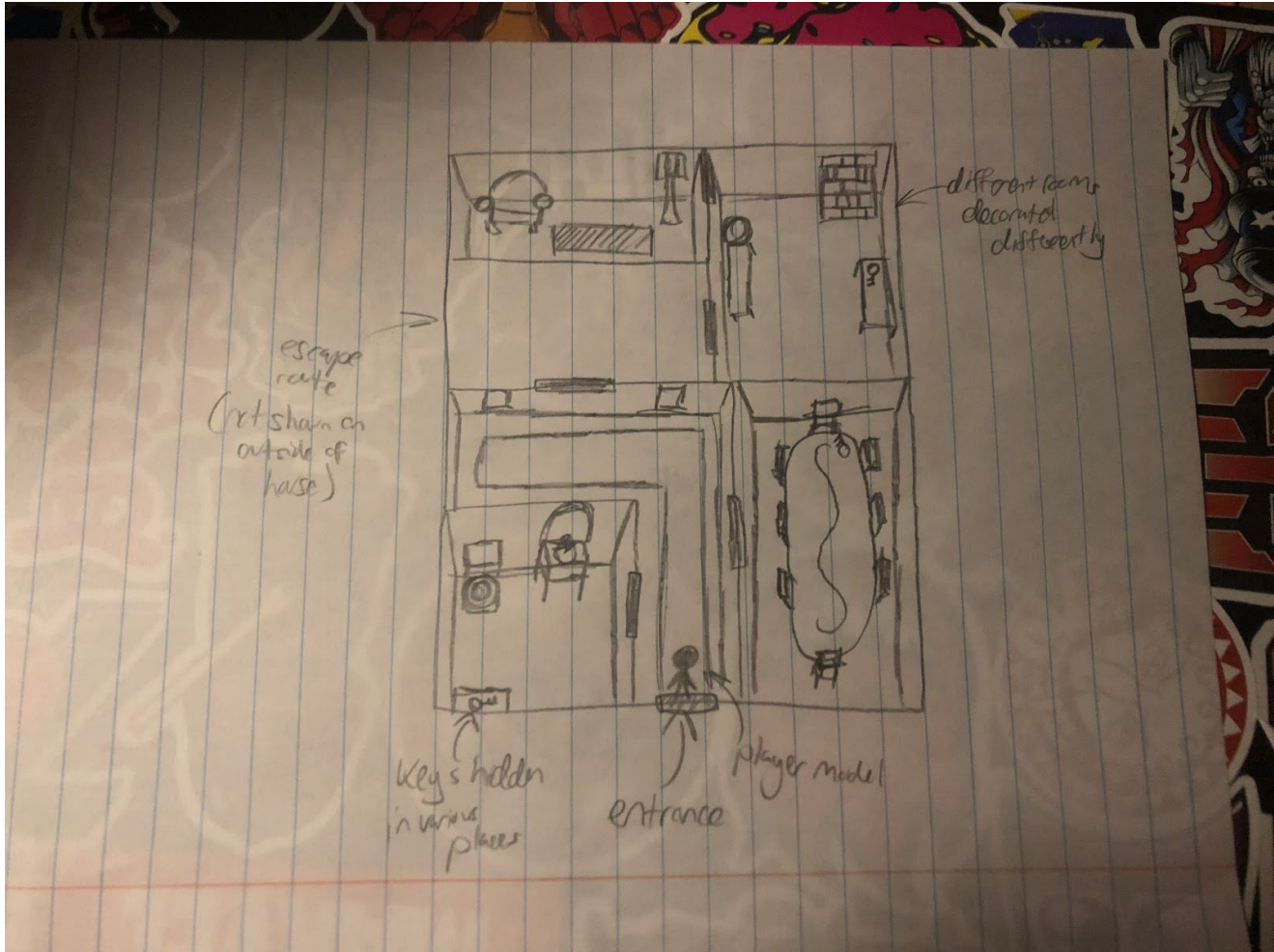
The Idea of Stress:

This game revolves around a stressful situation that the home invader has found themselves in and a relatively less stressful situation that the homeowner is in; with one wanting to evade capture and the other wanting justice. The main stress comes from the time constraint. The player will only have two minutes to escape the house before they will ultimately lose the round. The second half of stress in the game comes from the memory portion. Players are not able to look at all aspects of the board at once, only the room that they are currently in is what they can see. Therefore, they need to rely on their memory skills to help them navigate the house and remember where the other keys are if they get to the final door and find that the key they're holding doesn't unlock it. The maze provides confusion for the player, forcing them to also remember which ways they've already explored and where they need to explore next.

This fear and uncertainty that this game revolves around stems from the fear and uncertainty discussed in the paper analyzing the rewind mechanic in *Life is Strange*. Since the mechanic gives the player full agency to change short-term decisions they make in the game. However, the choices players use the rewind ability to decide on have severe consequences in the long-term that can't be changed anymore. While that was a video game and this is a board game, a good way to cause uncertainty about the future within the player is to have a timer counting down and they cannot see how much time they have left, so once the buzzer rings, they're done. Another aspect of *Life is Strange* that I wanted to explore was the idea of choice. At the beginning of the game, the homeowner places objects in their home, simulating what they want their house to look like, and decides where to place each key and where to have the player start and finish by placing the entrance and exit doors. Where they decide to place each key is directly tied to how quickly the other player escapes the house, so placement is key. Placement of the keys happens for a short amount of time at the beginning of the game, so the homeowner is susceptible to having difficulty seeing how their decision now will be hurtful to their own game in the future.

Sketches of Game:





Constructed Prototype:



