

# Tailgate of Life

Game Design Document

# Changelog

Date of change	Change description	Developer Name
Oct. 29, 2019	More Spaces added to board	Billie
Oct. 29, 2019	Coins added to make a point system	Josh
Nov. 8, 2019	Bus spaces moved from just start, to throughout the board	Jordan

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# Summary

A game where you roll a die and traverse through Clemson's campus. Choose different routes to go down to explore the different areas. Collect coins around the map and try to make it to the finish at the stadium before the football game starts.

## Unique Features

- Uniquely themed event cards tailored around college football gameday life
- Game-changing bus stops that allow you to go back to a certain spot on the board
- Get to the game before the game starts by making it to the finish in a certain amount of time

## MVP

Tailgate of Life is a game where 2 to 6 players will take turns rolling a die and moving their player piece, a bottle cap, that number of squares. They choose from two different starting locations on the right side of the board. There are crossroads on the map where the player can choose between going north, south, or west relative to the orientation of the game board. The spaces on the game board are interspersed with different amounts of coins, event spaces, bus stops, and sometimes nothing.

The player's main goal is to go through the board and collect the most amount of coins by any means possible. They must make it to the finish in 20 turns or less.

# Gameplay

## Design Pillars

- Travel through Clemson's campus
- Experience different gameday traditions
- Collect coins to win

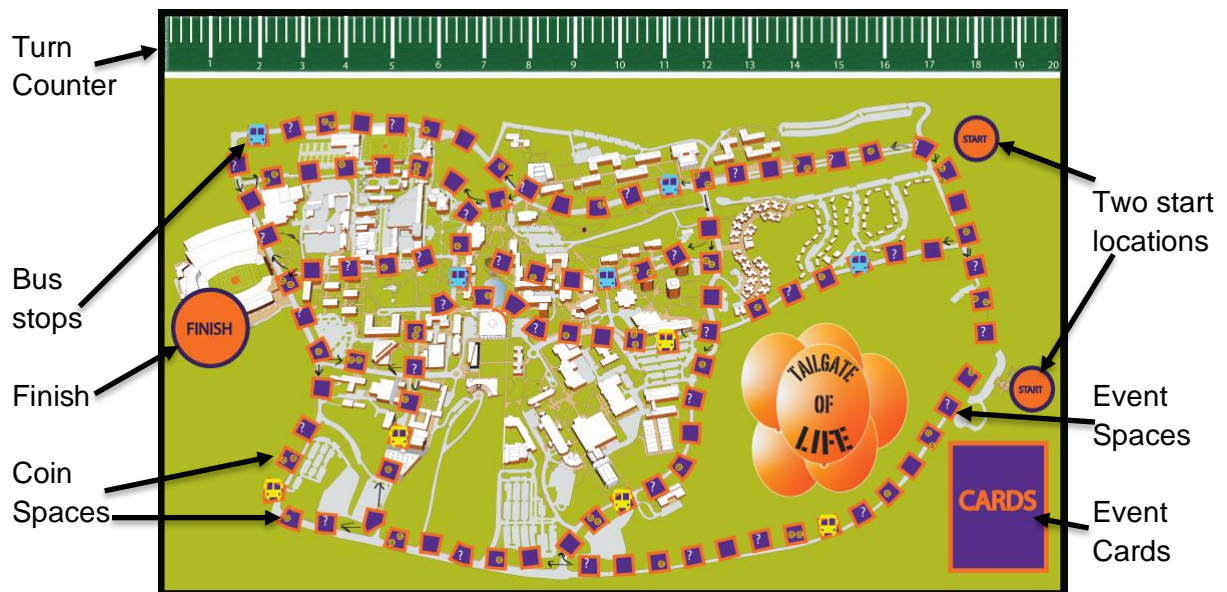
## Mechanics

- Move around the map with a die corresponding to the number rolled
- **Coins:** The amount of coins on the space is the amount of coins that the player collects.
- **Bus Stops:** These are the spaces with the busses on it. There are two different colored routes, blue and yellow. When you land on a bus stop, you have the choice of moving to another bus stop of that same color or doing nothing.
- **Event Spaces:** These are the question mark spaces. The player draws an event card and must do what they are prompted on the card. After the player does the action on the card, they will put the card on the bottom of the deck.
  - Event cards:
    - Move backward spaces
    - Move forward spaces
    - Lose a turn
    - Gain points
    - Lose points
    - Steal points
    - Move to a bus stop

## Dynamics

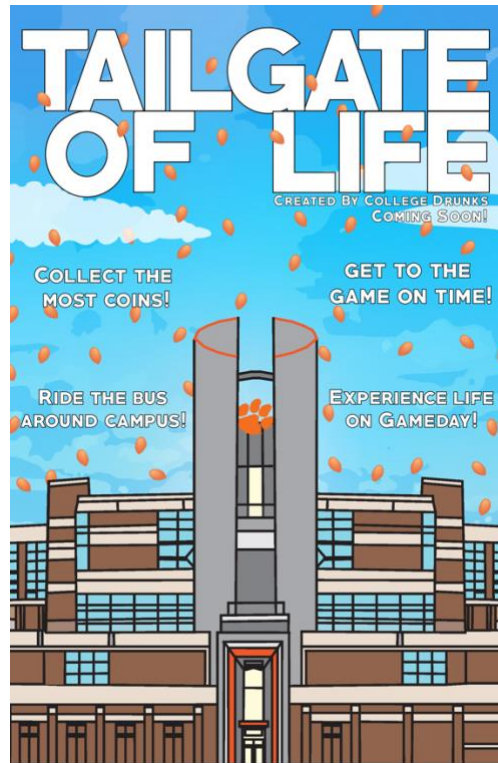
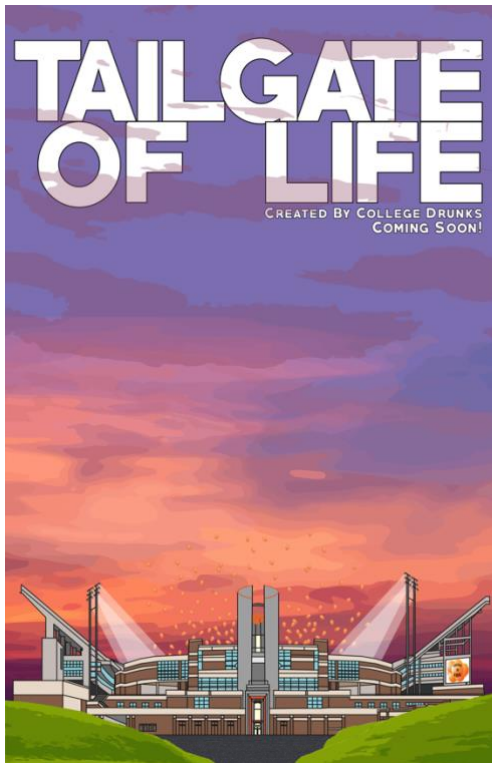
- Event spaces, with question marks on them, will allow the player to draw a card from the deck and the player will do the prompt on the card drawn.
- The die determines the players movements
- When coming to a crossroad, the player can choose the direction that they want to go, but they cannot go backwards (the only time they can go backwards is with the bus, or an event card prompting to do so).

## Level

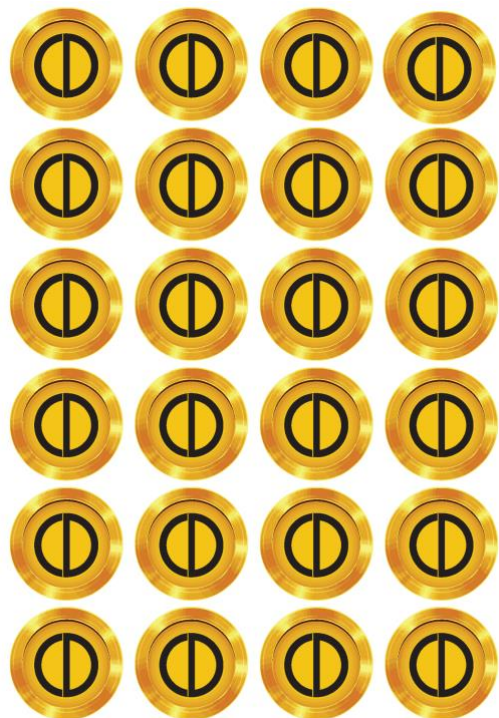


# Art

## Posters



## Coins (Currency)



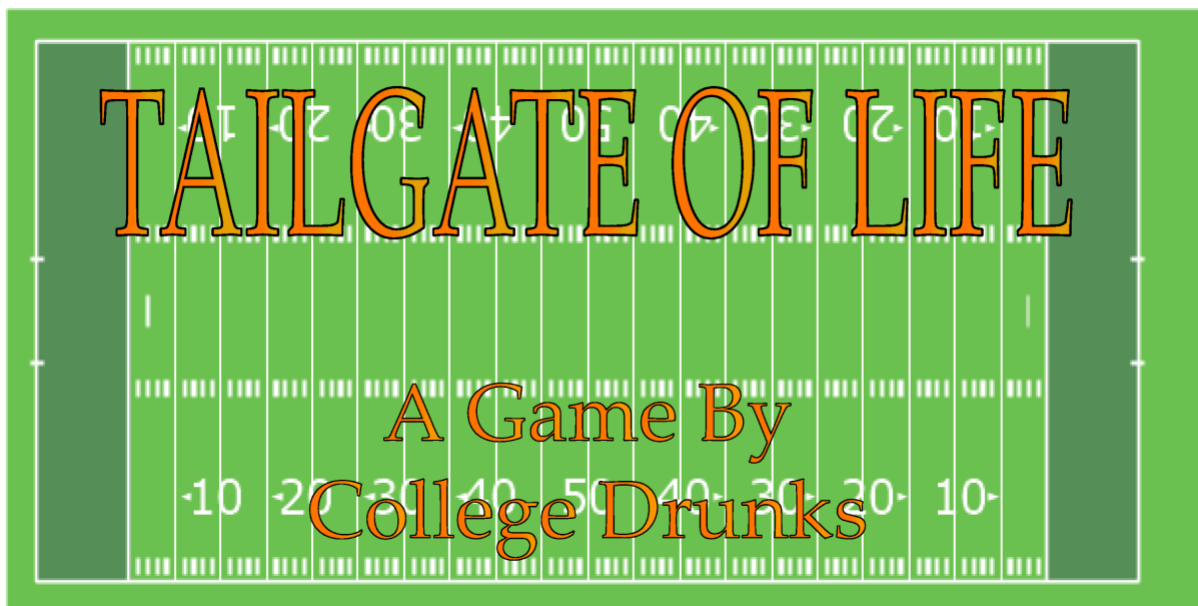
Logo



Business Card



Box Art





# Videos and Website

Tutorial

<https://www.youtube.com/watch?v=7jTG8Dt4-kk>

Development Diary

<https://www.youtube.com/watch?v=aFsqMnPsyVA>

Website

<https://joshvincent0.wixsite.com/mysite>

# UI, Systems & Options

## UI

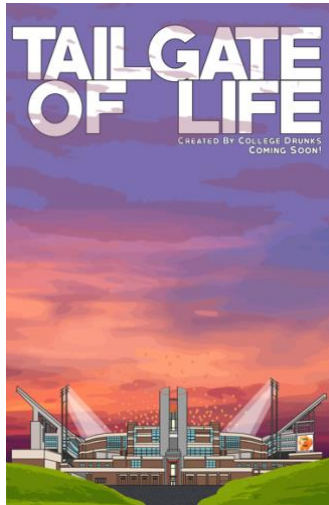
The players sit around the game board in any order they want. On the lower right corner of the board is where you put the event cards. Each player can see their own player piece, their bottle cap, and the other players' pieces, bottle caps, on the board at all times. While playing, players can see everybody's coin amount, so that the players know their standings at all times. They can see the turn counter and how far away it is from the turn cap.

## Options & Controls

The player controls the die by rolling it when it is their turn. They also control their own bottle cap by moving it throughout the board. They choose where, out of the two locations, to start their bottle caps. They can also choose which path they want to go down when they approach a crossroad, but they can't go backwards. At least one player should keep track of the turn counter and make sure that they are moving the football cap every time they go through every player.

# Analysis

## Market/Competitor Analysis



Our top competitor would be Hasbro, who currently makes approximately \$4.7 Billion a year.

## Target Audience

Our target audience is people from the ages of 14 and up. Anywhere from 2 to 6 people can play at the same time.

# Development Plan

Our plan is to get enough funding to be able to produce enough copies of our game so that we can get it into a local store. We also plan to create a store on our website so that we can ship the game to people who do not have it in the stores near them. Once we start getting a surplus of sales on the website to where we can't keep up with shipping the games, we will talk with different shipping companies, like FedEx and UPS, in hopes of us being able to produce the game in bulk and selling it to them so that we don't have to worry about the shipping process. The most important thing for us, though, is the fan feedback. We will listen to them, what they like and what they don't like, so that we can improve upon the game if we are able to make a sequel or "improved" version of Tailgate of Life.