GAME DESIGN DOCUMENT

Espionage
间谍行动

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Game Analysis

This is a scouting and hiding board game. There are 36 identities on the board, and each player will act as a spy in one of the two groups and hide among the 36 different characters. Each group will use action cards to search for enemies' locations and try to hide. A player can also use an "Assassinate "card to try to knock other players out. As the number of players and characters on the board dwindles, players in the same group need to be more careful when analyzing each other's positions.

Mission Statement

Espionage is a board game available in real life. Players act as spies in two groups in a "crowd" of 36 people in the game. Spy players need to find out where the enemy spies are by playing action cards each turn, hiding their position and attempting to assassinate the enemies. When all spies on one side are eliminated, the other group wins.

Gameplay

Overview of Gameplay

At the beginning of the board game, a "crowd" of 36 people will be placed on the board. Players will draw their group cards and ID cards (No. 1 to 36), which correspond to different players on the board. Second, players reveal their group cards and share identities and positions with groupmates to fight against opposing spies. Each player initially draws four action cards and draws another two cards at the beginning of each turn. Each player can use up to two action cards during his turn to search the "crowd" for enemy spies' locations or to hide his own identity. Players can also play up to one "Assasinate" card during a turn, knocking one person on the board out in an attempt to eliminate the opposite spy. When one group of spies is destroyed, the other group wins the game.

Gameplay Mechanics

· **"The Crowd"**

The board game starts with a square crowd of 6*6 characters. Each character has a different number (No. 1-36) and an "ID card". Through the game, each player plays one of these characters randomly and gets their "ID cards." The rest of the characters not played by the players are regarded as normal people. Characters in the crowd can be eliminated by the "Assassinate" cards, and the player whose ID card is related to the eliminated character will also be knocked out.

· **Identity card**

It represents the player's identity and location. For instance, if a player got a No.1 ID card, he would play the role of the No.1 character in the board game. This player will be knocked out when the No.1 character is assassinated.
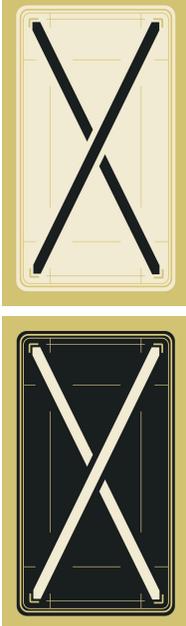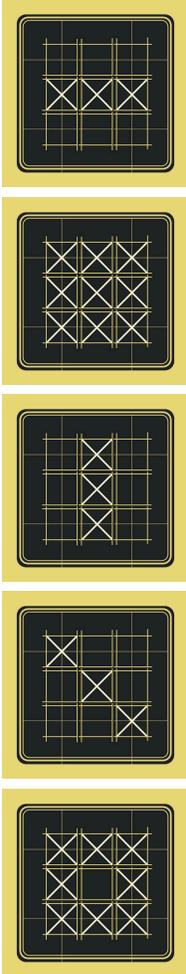
· **Action card**

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Each player can use action cards in turn. Each player will draw four action cards initially and two at the beginning of each turn. A player can use up to 2 action cards every turn, but he can only use one "Assassinate" card each turn. Each type of action card has different functions.
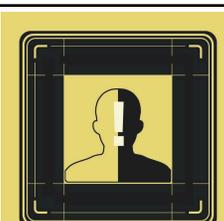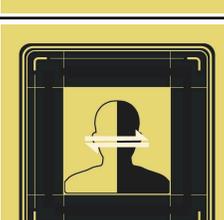
· **"The Informer"**

One player will act as "The Informer." This player will record the identities and positions of all other spy players and their actions like bait and disguise. "The Informer" has the following duties in the game:

- When a spy player plays the "Collect Clues" card, "The Informer" will give out a gen card based on the record of enemy spies' locations.

- When a spy player uses a "Change identity" card, "The Informer" will give the player a new identity card and re-record his new position.

- When a spy player plays a "disguise" or "bait" card, record the chosen position and duration of the effect.

- When the spy player uses an "Assassinate" card, "The Informer" will remove the assassinated character and his ID card from the game and publicize his identity. When one of the two groups is destroyed, "The Informer" will declare that the other group's spies are the winner.

Card Image	Name	Function
	Identity card	It represents the player's identity and location. For instance, if a player got a No.1 ID card, he would play the role of the No.1 character in the board game. This player will be knocked out when the No.1 character is assassinated.
	"Gen"	After a player uses the "collect clues" card to search an area, the informer will give out "Gen" as the clues result. The left one is the "notice" card, showing that at least one enemy exists in the area. The right "unfounded" card means that there isn't any enemy in the area.

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		Group card	There are two groups of spies: black and white. Each player will draw a group card and publicize it to other players. Players within the same group can share their identities, locations and clues. The two groups' goals are to assassinate all the opposing group spies.
		Action card-"Collect clues"	When a player uses this card, he can ask the informer whether there is an enemy in a specific area based on the pattern of the card. (search horizontal line, , 3*3 area, vertical line, slant, or player's surrounding)

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		Action card-"Assassinate"	Player who uses the card can choose a character on the board and knock him out. If one of the enemies' identities is this character, the player assassinates successfully, and this spy enemy is knocked out. If the knocked-out person is just an ordinary person, the player must abandon one of his cards.
		Action card-"Interference"	Choose another player in the game and abandon one of his cards.
		Action card-"Disguise"	The player who uses this card will not be "noticed" when other players use the collect clues card, even if the player is in the searching area. The card's effect lasts for one turn.
		Action card-"Bait"	Player who uses this card can secretly choose a location on the board. When other players use the "collect clues" card, and the chosen location is in the clue searching area, the informer will give out a "notice" card even if there aren't any enemies in the area.
		Action card-"Change identity"	A player can change his ID card and location by using this card.

Procedure

·   1. 2n+1 players play the game. One player will be "the Informer," and the rest will be divided into two groups of spies.

·   2. Spy players get identity cards and group cards from "the Informer." At the same time, "the Informer" will record spy players' information.

·   3. Spies within the same groups share their identities and locations.

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·   4. Every spy player draws four action cards, and two groups of spies take turns to have their turns. A player could draw another two cards at the start of his turn. He could use at most two cards(but only one "assassinate" card could be used each turn). Spy players try to use action cards to knock out enemy spies.

·   5. When one group of spies is destroyed, the other group wins the game.

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Game Aesthetics & User Interface

Schedule & Tasks

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Mechanics	Daniel Huang	5/14/22	6/26/22	100 %
Art				
Draft	Daniel Huang	5/29/22	6/18/22	100%
Review	Lucy Liang	6/18/22	6/25/22	100%
Final	Lucy Liang	6/25/22	7/4	100%
Testing Phase				
Test Plan	Daniel Huang	7/2/22	7/2/22	100%
Beta Testing	Daniel Huang	7/16/22	7/16/22	100%