Oscar G. Jasso Game Design
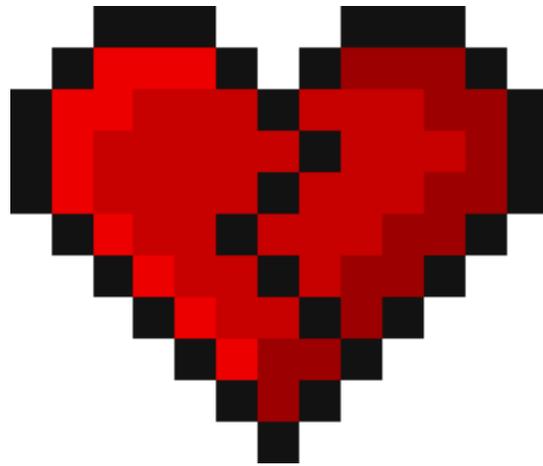### presents

HEART CRUSHERS
Game Design Document

"A board game inspired on speed dating, random factor and catfish"

Sheridan Game Labs
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Contents

1. Introduction.

The present GDD describes the rules and features of a brand new board game based on voting mechanics, multiple choice dice rolling and cards, so as to create an entertaining and funny experience for multiple players. The ideas and inspiration are the result/combination of different icons from a set of story cubes.

2. Summary

Based on the combination of "Asking Question", "Avoiding Risk/Punishment" and "Dating" icons, the general idea suggested the creation of a game inspired on mechanics of popular games like The Dating Game and Guess Who. The game is also inspired by social interaction mechanics like speed dating.

The game consist on a set of cards with characters printed on it and describing their attributes such as interests and hobbies, A set of dices are used to decide the next turn, and point items in shape of hearts provides the player with a health system. The voting mechanic is applied using a multiple option dice to decide whether a player is a cheater or not as a penalty.

3. Genre / Target Audience

Board game for people over 15 years old.

4. Features and Requirements

Items required:

1 Characters card deck

16 turn dices

1 multiple option dice

A set of heart items

5. Rules and Gameplay

Objective. The objective of the game is to get as many dates as you can with a series of unknown bachelorette characters (cards provided). The more accurate the questions and answers, the more the changes to have a date. **The player who has more dates (matches) at the end of the game is the winner.** The player also need to avoid the risk of being spotted as a "cheater" and/or losing its hearts during the game. By losing all hearts, the player is out of the game.

1. **Number of players**. 3 to 8 players.

2. **Point system**. All players will have **five** hearts at the beginning of the game as a health/points system. The hearts are traded when the player is making the questions as described in section 4-4.

3. At the beginning of the game, all the players should **pick a random card from the Characters Deck**, and **two dices**. Every card has a picture of a character, and his different facts/features (age, gender, favorite sport, favorite food, etc.). Depending on these facts, each character have also their own chances to have a date or not. This means, some characters are stronger and some others are weaker. The player should hold and play with this card at all time (like an ace), unless the chance dice indicates to interchange the card.

Sports: Yes Party: Yes	Sports: No Party: No	Sports: No Party: No
Food: Italian Kids: Yes	Food: Italian Kids: No	Food: Fast Food Kids: No
Movies: Action Pet: Dog	Movies: Action Pet: none	Movies: Romance Pet: Dog
Hobbies: Cars, Cooking, Technology	Interests: Wrestling, Dancing, Insects	Interests: Knit, travel, insects
Tony	Nacho	Precious

4. Each turn, the players must **roll their two dices**. If more than two players are tied, they need to roll the dices again until someone gets the higher number.

The player who gets the more points in their dices, must roll the **Chance dice**, which is a single dice with multiple options. The options are half opportunities and half risks:

1. **Ask TWO questions.** The player in turn makes the questions to the player which obtained the less points in the dice rolling.

2. **Ask THREE questions.** Same as 1, with one additional chance to succeed.

3. **Ask FIVE questions.** Same as 1, but with three additional chances to succeed.

4. **Exchange your card.** The player must exchange its current card to other from the deck. This balances the game when someone is holding a very weak or strong character.

5. **Crush </3.** The player in turn is asked to give one of its matches cards to the other player. If the player has only one card in hand, he must get a new one from the deck.

6. **Vote.** As part of the strategy to win, the players shall vote whether the player is a cheater or not. If they decide he/she is a cheater, such player goes to the Penalty Box, loses one hearth, and he/she cannot play for the next three rounds.

5. By asking the questions, the player in turn has the chance to "have a match", or lose its hearts. The objective is to collect the card from the other player, by asking questions such as "Do you like dogs?" "Do you like party?" There are two possibilities.

   a. **MATCH**. If at least TWO questions match with the other player's card, the player in turn collects the card (have a date) from the other player, and the other player needs to get a new card from the deck. For each match, the player also gains a heart from the pool of hearts.

   b. **UNMATCH**. If none of the questions are matching, the player in turn loses the chance of having a date but also loses its hearts for each wrong question.

6. By losing all the hearts, the player is out of the game.

6. The player who got the maximum dates (matches) is the winner. The player with less matches or no matches at all, is the loser.

7. The game is "closed" when all the characters cards are exhausted.

8. Notes and Conclusions

Following a gameplay test conducted on January 28th, the game proved to be a funny and attainable concept. A few notes were taken such as avoid discouraging players to continue in the game, and balance the game using a correct point system. For example, instead of kicking-out players from the game, the Penalty Box has been implemented as a way of punishment. Also the card-matching mechanic could unbalance the game, so the game shall contain the appropriate number of cards to invite up to eight players and have game session of ten minutes maximum.

Also the cards needs to have an appropriate set of facts. The strong characters must have a very common interests like Dancing or Having Pets (dog or cat) and most of the other factors with positive answers like "Kids: Yes"; in the same way, the weak characters have uncommon interests like Collecting Insects and most of their answers are negative like "Party: No".

One possible risk for the development is the use of Hollywood celebrities in the cards, since the developer must pay a lot of royalties for the use of their image on the game. Instead, we could use cartooned illustrations for our characters.