

GAME DESIGN CONCEPT AND PITCH

HIGH LEVEL CONCEPT/DESIGN

PECKISH

CONCEPT STATEMENT

PECKISH IS A SOLITARY, PERMADEATH-INSPIRED, CARD GAME IN WHICH YOU MUST FACE OFF AGAINST FATE ITSELF AS YOU TRY TO SURVIVE TO THE END OF THE WEEK WHERE YOU'VE BEEN HORRIBLY CURSED BY A WITCH. RESOURCE MANAGE YOUR WAY THROUGH SEVEN ROUNDS OF UNFORGIVING FORCES TRYING UNBALANCE YOUR STATS. CAN YOU STARVE YOURSELF TO THE END OF THE WEEK? OR WILL INSANITY AND DESPERATION CONSUME YOU?

TARGET AUDIENCE

PECKISH IS AIMED FOR TEENAGE AUDIENCES AND UP. WHILE THERE ARE NO EXPLICITLY MATURE SCENES, SOME DEPICTIONS PORTRAYED THROUGHOUT THE GAME ARE NOT SUITABLE FOR CHILDREN.

CONTENT WARNING FOR:

- VIOLENCE, TORTURE, DEATH, MURDER, AND CANNIBALISM
- SUPERNATURAL FORCES, ANTI-RELIGIOUS IMAGERY
- INSANITY, ISOLATION, HOPELESSNESS, DEPRESSION, AND THE CONSEQUENCES THEY MAY BRING

SELLING POINTS

PECKISH BOASTS UNIQUE VISUALS AND AESTHETICS ROOTED IN ROMANESQUE ART AND THE HORRORS IT'S IMAGERY PROVIDES. A CHILLING NARRATIVE ACCOMPANIES THE CARDS, ALLOWING IMAGINATIONS TO RUN WILD. THE GAME IS UNIQUE IN IT'S ABILITY TO BE PLAYED ENTIRELY ALONE, NO SECOND PLAYER NEEDED. GAMES ARE QUICK, UNFORGIVING, AND EASY TO START OVER, ENCOURAGING PLAYERS TO REPLAY OVER AND OVER TO DEVELOP A STRATEGY OF THEIR CHOICE. THE PLAYER IS GIVEN AN ARRAY OF OPTIONS BEFORE THE GAME EVEN BEGINS, CHOOSING WHICH CHARACTER (AND THE SPECIFIC SET OF STATS AND TRAITS THAT EACH SAID CHARACTER POSSESSES) TO START AS TO SURVIVE THE WEEK. THERE ARE AN ADDITIONAL TWO CHALLENGE MODES FOR THOSE WHO SEEK IT. IN THE "STARVING" CHALLENGE MODE INSTEAD OF THE GAME ENDING AT SEVEN DAYS IN (A TOTAL OF 28 CARDS DRAWN), "STARVING" INVITES THE PLAYER TO LAST TEN (A TOTAL OF 55 CARDS DRAWN - THE ENTIRETY OF THE DECK). IN THE "PICKY" CHALLENGE MODE THE PLAYER IS ENTIRELY UNABLE TO EAT ANOTHER HUMAN AT ALL. THE VARIETY OF GAMEMODES AND PLAYER INTERACTIVITY ARE CERTAIN TO KEEP BOREDOM AT BAY.

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GAMEPLAY

PLAYER EXPERIENCE

YOU HAVE CROSSED A WITCH AND AS PUNISHMENT SHE HAS PUT A HEX UPON YOUR POOR SOUL. AS YOU QUICKLY COME TO REALIZE THAT THIS CURSE HAS RENDERED YOU UNABLE TO EAT ANY NORMAL FOOD, ONLY BEING SATIATED BY HUMAN FLESH, YOU MUST TAKE ACTION. SURVIVE IN YOUR BUSTLING COLONIAL TOWN WITH YOUR NEW SECRET BY DRAWING CARD AFTER CARD, EACH IMPACTING YOU IN A VARIETY OF WAYS. SOME MAY BE POSITIVE, MOST WILL NOT. CAREFULLY BALANCE YOUR HEALTH, SANITY, REPUTATION, AND WILL AGAINST AN EVER-INCREASING URGE JUST UNTIL THE END OF THE WEEK. MANAGE ITEMS, STRATEGIZE, AND USE SPECIAL SKILLS TO AID YOU IN YOUR PLIGHT.

PLAYER INTERACTIONS

IN PECKISH THE GOAL IS TO SURVIVE SEVEN ROUNDS OF PLAY. EACH ROUND AN ADDITIONAL CARD IS PULLED. THESE CARDS CAN BE ONE OF THREE CARDS, INCLUDING:

EVENT CARDS:

- THE MOST COMMON CARD TYPE IN THE DECK
- PRESENT THE PLAYER WITH A CHOICE THAT WILL ALTER STATS
- CAN END THE GAME (IF THE CARD RESULTS IN A FORCED ZERO STAT)

CHECK CARDS:

- THE SECOND MOST COMMON CARD TYPE IN THE DECK
- PRESENT THE PLAYER WITH A STAT CHECK THEY CAN PASS OR FAIL
- FAILED CHECKS WILL HURT THE PLAYER FURTHER
- PASSED CHECKS MAY DO NOTHING OR AID THE PLAYER
- A CHECK CARD CAN BE NULLED OR TURNED POSITIVE WITH AN ITEM CARD
- CAN END THE GAME (IF THE CARD RESULTS IN A FORCED ZERO STAT)

ITEM CARDS:

- THE RAREST CARD TYPE IN THE DECK
- IF USED, CAN BUFF THE PLAYER WITH MINOR PROTECTIVE COUNTER-MEASURES TO CERTAIN STAT DECREASES
- IF GIVEN UP, CAN GIVE THE PLAYER IMMUNITY OR AID ON CHECK CARDS
- ARE KEPT TO BE PLAYED WHENEVER THE PLAYER CHOOSES TO
- CAN NOT END THE GAME
- IF SPECIFIED, CAN UN-END THE GAME (ABLE TO MAKE A ZERO STAT NON-ZERO)

THE CONFLICT WITHIN PECKISH IS FATE. YOU ARE AT THE MERCY OF THE CARDS YOU DRAW AND THE REPERCUSSIONS OF YOUR CHOICES. NO GAME IS IMPOSSIBLE TO WIN, BUT SOME MAY GET VERY CLOSE.

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GAMEPLAY

FLOW AND LOOPS

PECKISH FOLLOWS A SIMPLE GAMEPLAY LOOP. IN A STANDARD RUN OF THE GAME, THERE ARE SEVEN ROUNDS. ON THE FIRST ROUND THE PLAYER PULLS ONE CARD FROM THE SHUFFLED DECK AND FOLLOWS THE INSTRUCTIONS ON THE CARD, ADJUSTING STATS IF NECESSARY, KEEPING THE CARD IF IT IS AN ITEM CARD. THIS CONCLUDES ROUND ONE. THE SECOND ROUND THE PLAYER MUST DRAW TWO CARDS FROM THE SAME SHUFFLED DECK (SHUFFLING IN BETWEEN ROUNDS IS ALLOWED IF THE PLAYER FEELS IT IS NECESSARY) AND FOLLOW THE SAME INSTRUCTION AS THE PREVIOUS DAY. FOLLOW THE INSTRUCTIONS ON THE CARDS IN THE ORDER YOU DRAW THEM, ADJUST STATS IF NECESSARY, AND KEEP ANY ITEM CARDS. THE THIRD ROUND THE PLAYER MUST PULL THREE CARDS AND DO THE SAME AS PREVIOUS ROUNDS. EACH ROUND YOU PICK THE CORRESPONDING NUMBER OF CARDS TO THE ROUND NUMBER. BY DAY SEVEN YOU WILL BE DRAWING SEVEN CARDS. FLOW COMES IN THE FORM OF GAMES BEING FAST-PACED AND EASILY REPLAYABLE, ALLOWING FOR PLAYERS TO TRY AGAIN AND AGAIN AND PRESS THEIR LUCK OR TRY NEW STRATEGIES.

STORY AND THEME

STORY AND PLAYER ROLE

PECKISH IS SET IN AN EARLY COLONIAL AMERICAN TOWN PLAGUED BY POWERFUL WITCHES. THE STORY KICKS OFF AS THE CHARACTER THE PLAYER CHOOSES TO PLAY HAS CROSSED ONE OF THESE WITCHES. AS PUNISHMENT, THE SPITEFUL WITCH PLACED A CURSE ON YOU. AT FIRST, THINGS WERE HARDLY NOTICEABLE, BUT THAT WAS UNTIL YOU TRIED TO EAT. YOU FOUND YOURSELF UNABLE TO EAT AND DIGEST NORMAL FOOD. OUTRAGED, YOU CONFRONTED THE WITCH TO FIND OUT EXACTLY WHAT SHE DID TO YOU, AND HER TELLING YOU THAT YOU ARE NO LONGER ABLE TO SURVIVE OFF THE FOOD YOU ALWAYS HAVE HAD PREVIOUSLY. THE ONLY THING TO SATIATE YOUR HUNGER AND PROVIDE SUSTENANCE IS HUMAN FLESH. HORRIFIED AND HELPLESS YOU RETURNED HOME TO TRY AND COPE WITH THE SITUATION. FORTUNATELY, A WEEK FROM NOW, A REVERED WITCH-HUNTER WILL PASS THROUGH TOWN. YOU MUST SURVIVE SEVEN DAYS, EACH DAY MORE MENTALLY STRAINING THAN THE LAST, UNTIL THE HUNTER ARRIVES, KILLS THE WITCH, AND LIFTS THE CURSE. CAN YOU REMAIN HEALTHY, SANE, IN GOOD PUBLIC OPINION, AND DETERMINED ENOUGH TO LAST THE WEEK?

ABSTRACT THEME

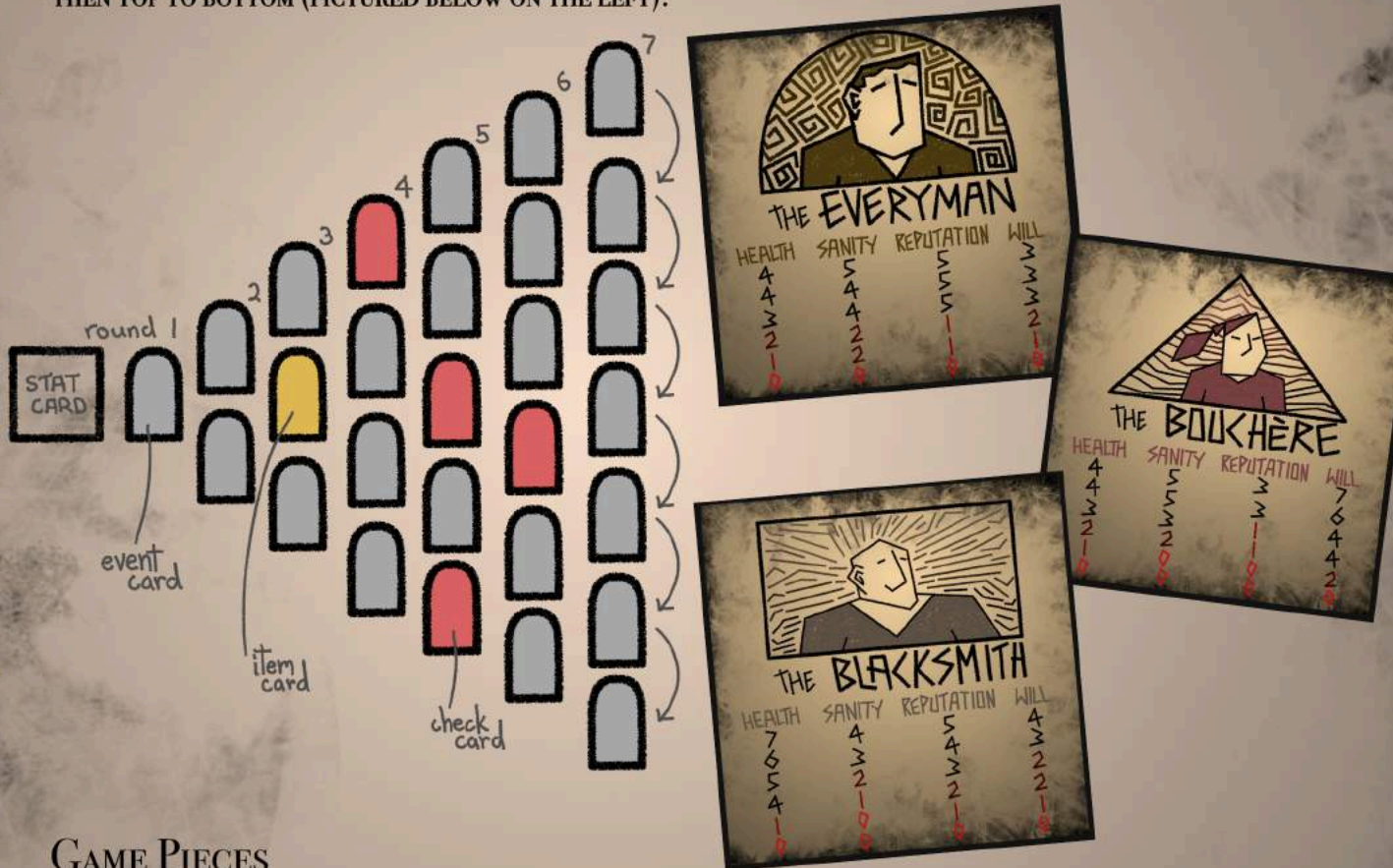
THEMES OF PECKISH FOCUS ON HORROR, UNFAIRNESS, AND MORAL CONFLICT. THE INABILITY TO CHANGE A RANDOM SHUFFLED DECK OF CARDS REFLECTS THE UNFAIR FATE THAT HAS BEEN BESTOWED UPON YOU, ONLY SIMPLY GIVING YOU THE CHOICE TO REACT TO THE SITUATIONS GIVEN. MORAL CONFLICT OF MURDER AND CANNIBALISM CONTRASTED AGAINST SURVIVAL AND WHAT IT MEANS TO FIGHT FOR YOUR LIFE, ESPECIALLY IF IT MEANS ENDING ANOTHER. PEOPLE CAN BE PUSHED TO DO INSANE THINGS GIVEN INSANE CIRCUMSTANCE. SURVIVAL IS NOT ABOUT FITNESS, SURVIVAL IS ABOUT WHO IS QUICKEST TO THROW OUT MORALITY.

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VISUALS

SPACE

THE GAME IS SIMPLY SET UP, THE ONLY PLACEMENT NECESSARY TO START THE GAME IS A CHOSEN STATS CARD AND OPEN SPACE. THE CARDS ARE PLACED TO THE RIGHT OF THE STATS CARD, STACKED UP ONE BELOW THE OTHER WHEN MORE THAN ONE CARD IS PRESENT. THE CARDS ARE ORDERED BY ROUND FIRST AND FOREMOST, THEN LEFT TO RIGHT, THEN TOP TO BOTTOM (PICTURED BELOW ON THE LEFT).



GAME PIECES

THEE GAME ONLY CONSISTS OF THE STATS CARDS (PICTURED ABOVE AND TO THE RIGHT, VARIOUS CHARACTERS SHOWN) AND THE CARDS THEMSELVES (ONE EXAMPLE OF EACH PICTURED BELOW).



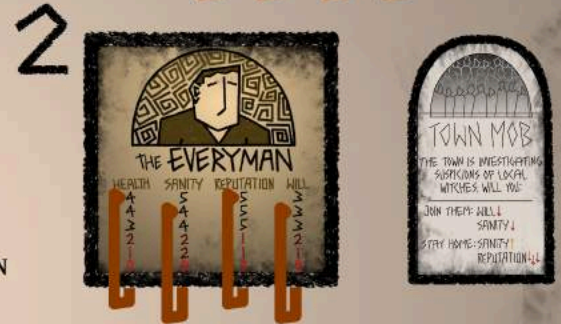
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SAMPLE GAMEPLAY

1. BEFORE THEN GAME EVEN BEGINS, THE PLAYER SELECTS A STAT CARD, IN THIS CASE, THE EVERYMAN. HE HAS AN ADVANTAGE OF A BOOSTED REPUTATION AND GENERALLY EVEN STATS, WILL BEING HIS WEAKEST. THE FOUR ORANGE RETICLES ARE SET TO THEIR HIGHEST POSITIONS ON EACH STAT. MEANWHILE THE DECK OF 55 CARDS IS SHUFFLED.



2. THE FIRST ROUND BEGINS AND ONE CARD IS DRAWN. IT IS AN EVENT CARD. THIS CARD HAPPENS TO BE THE TOWN MOB CARD. THIS SPECIFIC EVENT CARD GIVES THE OPTION TO CHANGE YOUR STATS IN ONE OF TWO WAYS. THIS PLAYER CHOSE THE "JOIN THEM" OPTION, OPTING FOR A SINGULAR DECREASE IN BOTH THE SANITY AND WILL STATS. THERE IS NO ADVANTAGE TO CHOOSING THE OTHER OPTION AT THIS STARTING STAGE AS YOU CANNOT INCREASE A STAT ABOVE THE TOP POSITION AS A RESULT, THE PLAYER MOVES THOSE TWO RETICLES DOWN ONE POSITION, AS INSTRUCTED ON THE CARD (BY THE NUMBER OF ARROWS).



3. ROUND TWO BEGINS. THE FIRST CARD IS DRAWN, IT HAPPENS TO BE ANOTHER EVENT CARD. THE TWO OPTIONS ARE GIVEN, THERE IS NO ADVANTAGE THIS TIME. THE PLAYER CHOOSES OPTION ONE AND MOVES THE RETICLES DOWN ACCORDING TO THE INSTRUCTIONS ON THE CARD.



4. THE SECOND CARD OF ROUND TWO IS DRAWN. IT HAPPENS TO BE A RARE ITEM CARD, SPECIFICALLY THE LOST NECKLACE CARD. THIS CARD HAS NO IMPACT ON STATS AND THE RETICLES DO NOT MOVE. THE PLAYER SETS THIS CARD ASIDE AND CAN USE IT FOR LATER IF THEY COME ACROSS AN UNFORTUNATE CHECK CARD.



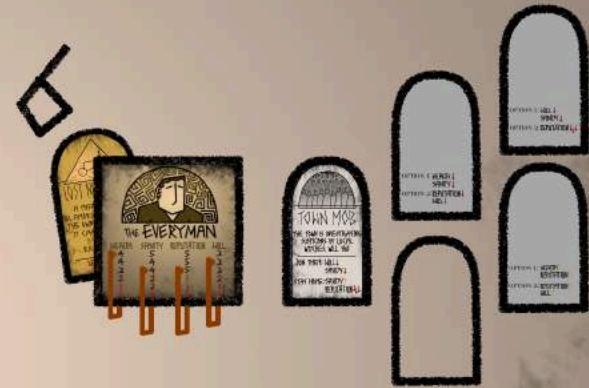
GAME DESIGN CONCEPT AND PITCH

SAMPLE GAMEPLAY

5. ROUND THREE BEGINS. ONCE AGAIN ANOTHER CARD IS PULLED FROM THE SHUFFLED DECK. ANOTHER EVENT CARD IS SELECTED, UNFORTUNATELY THIS ONE IS NEGATIVE AGAIN. THE PLAYER SELECTS OPTION TWO AND FOLLOWS THE DIRECTIONS ON THE CARD ACCORDINGLY.



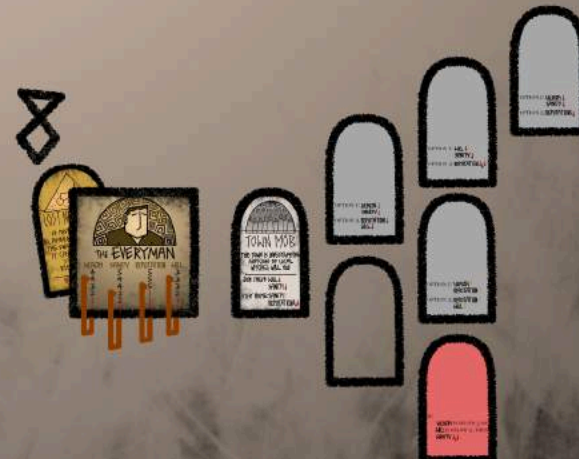
6. ROUND THREE CONTINUES, ANOTHER CARD IS DRAWN. IT IS ANOTHER EVENT CARD, ALTHOUGH THIS ONE IS POSITIVE! THE PLAYER CHOOSES OPTION ONE AS IT INCREASES THE MOST NUMERICAL VALUES, FORTIFYING THEIR CHANCES FOR A BETTER OUTCOME ON A CHANCE CARD.



7. THE FINAL CARD OF ROUND THREE IS DRAWN AND IT IS A CHECK CARD. THIS CARD CHECKS THE NUMBERS YOUR RETICLES ARE POINTING TO ON YOUR STAT CARDS. THIS PARTICULAR CARD IS CHECKING IF YOUR HEALTH AND WILL STATS ARE ABOVE A CERTAIN NUMBER. SINCE THEY BOTH ARE, THE CHECK IS PASSED AND NOTHING NEGATIVE HAPPENS, ENDING ROUND THREE.



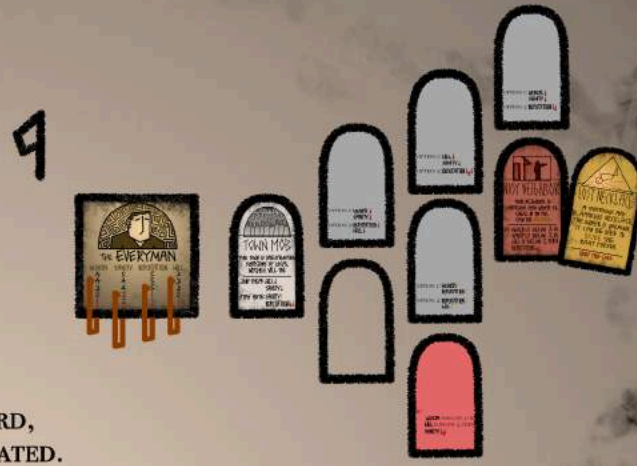
8. THE FOURTH ROUND BEGINS, IT IS GETTING HARDER TO SURVIVE EACH ROUND. THE CARD IS DRAWN FROM THE DECK, ANOTHER LESS THAN IDEAL EVENT CARD. THE RETICLES ARE ADJUSTED ACCORDING TO THE CHOSE OPTION, THIS TIME THE PLAYER CHOOSING OPTION ONE. AGAIN, THIS DECISION IS ADVANTAGEOUS BECAUSE IT DECREASES THE TOTAL NUMBERS ON THE STATS THE LEAST.



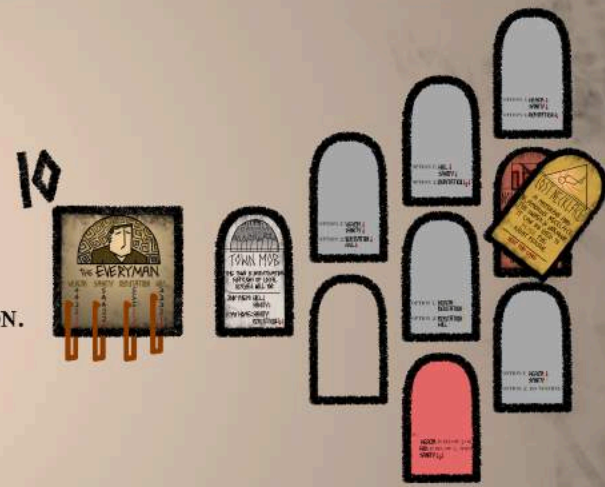
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SAMPLE GAMEPLAY

9. ROUND FOUR CONTINUES AND ANOTHER CARD IS DRAWN. THIS IS ANOTHER CHECK CARD, IT HAPPENS TO BE THE NOSY NEIGHBOR CARD. BAD NEWS FOR THE PLAYER, THEY DON'T PASS THE CHECK! THEIR SANITY IS BELOW THREE, SO THEY WOULD DROP THREE SPACES DOWN ON THE REPUTATION STAT, THUS LOSING THE GAME. FORTUNATELY, THE PLAYER SAVED THE ITEM CARD AND IT IS COMPATIBLE WITH THIS CHECK CARD (BOTH USE THE WORD "BRIBE"). DUE TO THE USE OF THE ITEM CARD ON THE FAILED CHECK CARD, THE NEGATIVE EFFECTS OF THE CHECK CARD FAILURE ARE NEGATED. THE GAME CAN CONTINUE, NO RETICLES MOVE.



10. ROUND FOUR CONTINUES, ANOTHER EVENT CARD DRAWN. THE PLAYER OPTS FOR OPTION ONE INSTEAD OF THE SECOND OPTION TO DO NOTHING. YOU CAN SEE WHY IT IS A GOOD DECISION.



11. THE FINAL CARD OF THE FOURTH ROUND AND IT IS A CHECK CARD ONCE MORE. THE PLAYER FAILS THE CHECK CARD AND IS FORCED TO MOVE THEIR SANITY STAT TO THE ZERO POSITION. THE PLAYER HAS NO REVIVAL ITEMS, SO THIS IS THE END OF THE GAME. THEY MADE IT A BIT UNDER HALFWAY THOUGH THE GAME. THE PLAYER HAS FAILED, LOST BECAUSE THE EVERYMAN HAS GONE ENTIRELY INSANE TO THE POINT OF NO RETURN. THE ONLY THING THAT CAN HAPPEN NOW IS TO CLEAN UP AND TRY AGAIN OR GIVE UP.

