

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. YOU CROSSED THE WRONG WOMAN AND HAVE THUS BEEN "GIFTED" A NASTY NEW RELIANCE ON HUMAN FLESH... 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 CERTAINLY

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GAMEPLAY

PLAYER EXPERIENCE

YOU HAVE CROSSED A WITCH AND AS PUNISHMENT SHE HAS CURSED YOU FOR ONE WEEK. UNFORTUNATELY, YOU COME TO REALIZE THAT THIS CURSE HAS RENDERED YOU UNABLE TO EAT ANY NORMAL FOOD, ONLY BEING SATIATED BY HUMAN FLESH. YOU MUST SURVIVE IN YOUR BUSTLING COLONIAL TOWN WITH YOUR NEWFOUND SECRET, BUT DON'T LET THE TOWNSPEOPLE GET TOO SUSPICIOUS. CAREFULLY BALANCE YOUR HEALTH, SANITY, REPUTATION, AND WILL AGAINST AN EVER-INCREASING URGE JUST UNTIL THE END OF THE WEEK. RESOURCE MANAGE, STRATEGIZE, AND USE ITEMS AND 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

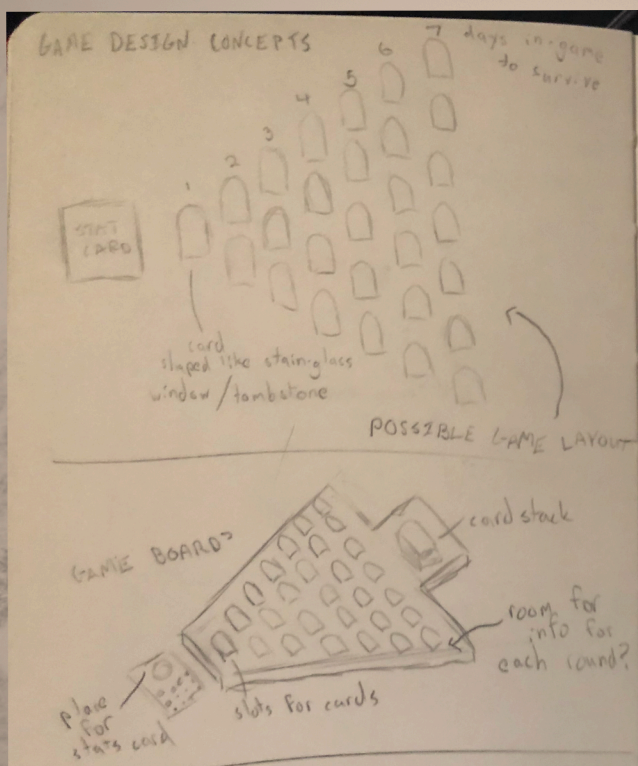
THEMES OF PECKISH FOCUS ON HORROR, UNFAIRNESS, AND MORAL CONFLICT. THE INABILITY TO CHANGE A RANDOM SHUFFLED DECK OF CARDS REFLECTS THE UNFAIR FATE THAT HAS BEEN BESTOWED UPON YOU, ONLY SIMPLY GIVING YOU THE CHOICE TO REACT TO THE SITUATIONS GIVEN. MORAL CONFLICT OF MURDER AND CANNIBALISM CONTRASTED 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. ***SEE PLACEHOLDER IMAGE BELOW ON LEFT***



GAME PIECES

THEE GAME ONLY CONSISTS OF THE STATS CARDS (PICTURED ABOVE AND TO THE RIGHT, VARIOUS CHARACTERS SHOWN) AND THE CARDS THEMSELVES (PICTURED BELOW). ***ADD MORE CARDS***



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SAMPLE GAMEPLAY

I'M TOO LAZY TO CONTINUE SORRY NOT SORRY.

