Ideation

**Theme:** Risking your safety to save someone you love

Conflict: Avoid government agents that want to stop you from stealing their expensive programming

Goals: Successfully escape the lab with the program and reprogram the AI program out of research mode.

Mechanics: This game can be on a game board that moves forward, but as you advance you could receive challenge cards to complete mini side games along the way. Perhaps these are like 'there's a security guard around the corner!' And you can choose to move back spaces or challenge the situation and move forward. I am waffling between making all players the 'hero' character and the first one that successfully saves the girl in the AI program the winner, or making the game in a way that some players can be the hero and some can be the the 'bad guys' and they kind of have to battle each other in the game. The bad guys could start on one end of the board and the good guy starts on the other and the goal is to get to the other side first

defining
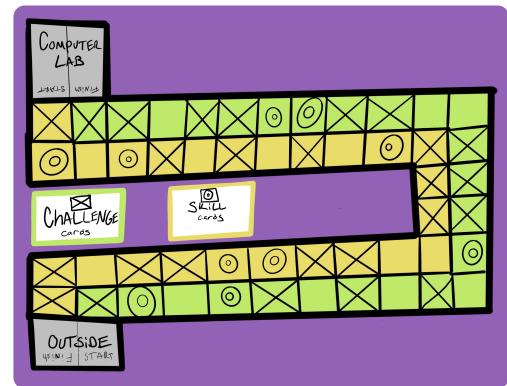
The game can be played two player or in two teams. One player is stealing a computer software from a government lab to save someone in need, the other play is a computer Scientist who has spent their career developing this multimillion dollar software. Players start at opposite ends of the board and their **GOAL** is to be the first one to where the other player started (the thief is trying to get outside to escape and the scientist is trying to get inside of the computer lab to put the government building on lockdown until the thief is discovered)

So the thief starts in the computer room because they are stealing the software, and the scientist comes in from outside because he's going to work.

The players start like a traditional game board. They can decide who goes first, and then take turns rolling a dice to advance forward. The game gets interesting when characters land on a '**challenge card**' or '**skill card**' space

Challenges
Challenges are representative of the thief trying to hide (because being spotted could set them back) and the act of the scientist spotting the thief (this would set them forward). They are essentially mini games that the players play against each other, and whoever loses moves back however many spaces they then roll on the dice.

Example of challenge cards: Rock Paper Scissors, the first to name 5 foods that start with p, do the most push ups, etc. (im considering making this one type of game like every card be like "name 4 blank" or if you play the team version it can be a form of charades)

Skill Cards
Skill cards let you earn skills like: skip the next challenge, draw three challenge cards for your next challenge and pick your favorite, stay put for your next challenge loss, etc.

Draft (major revisions)

Theme: Escape!
Players are each trying to steal an expensive computer software from a government lab. To do this, get to the green triangle first and then escape!

Game Play:
- The Yellow squares are pathways to the red section. You can only pass through the pathways by opening them with a code card.
- You collect code cards by landing on squares that have the little eyes. Opening one pathway closes another (one card may unlock path A but close path B, but one card could unlock path A but close path F)
- The Other Player can move through paths opened by the other person
- You can use a code card at anytime (you don't have to be next to the pathways you're opening although if you are then there is less chance that it can close before you get to it. The purpose of this is to be able to close paths on the other players.)
- The goal for the intruders are to get to the green triangle (the software) and then escape.
- If you have a key when you reach the software then you win! If you don't have a key then you try to escape through the door (which takes extra moves)
- This allows other people to be able to steal the triangle if they pass you.
- If any player is on a yellow pathway once it gets locked then they lose what they have (code cards and/or green triangle)
- Players take turns rolling a dice
- Players can move in any direction but cannot move over spaces they've touched during that turn
- Keys can be used for escaping or for making another player's key inactive. Making another players key inactive makes BOTH keys inactive. You can inactivate someone's key ONLY when they are out of the red zone.

I am not sure what the number of players should be for this. I am also considering adding more pathways around the board. My intention to keep track of what paths are open and what paths are closed is to have the board have a covering for the square that you can slide in and out like the travel bingo boards I have posted below.
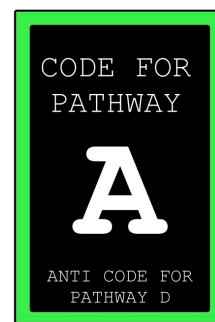
Clarifications- the green triangle isn't a space, it is a green triangle that you can stick in your game piece. You also can't go from the red area to the exit, you need to go around by using the grey spaces.
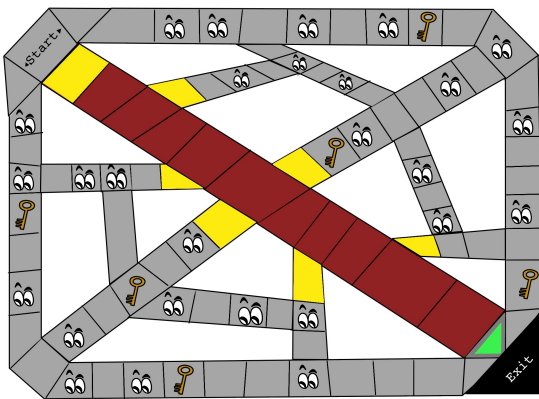
Example cards
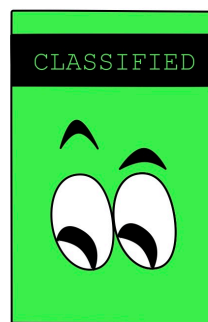
Front

Back

Aesthetics Study

I have selected an 80s neon aesthetic for my game because I feel like it informs its sci-fi story line and it adds an element of tech-savy fantasy. Plus, this style is simply rad, ESPECIALLY for taking elements and principles to design a dystopian narrative set in the future with a design style from the past.

most of these images use a version of an analogous color scheme. They all have a very prominent use of lines, whether that be grids in 1,2,4 or the implied lines in 3. Three of them seem to have mountains in the background. I won't be using mountains but MAYBE I could keep this use of perspective in mind.

The layout of #2 interests me a lot. The use of lines/chrome/contrast makes it seem serious and official which is what I want in my game because it is stealing from a secure government lab

Take aways elements & principles

- chrome
- block letters
- use grids/lines
- perspective
- geometric shapes
- glowing/neon/energy
- contrast
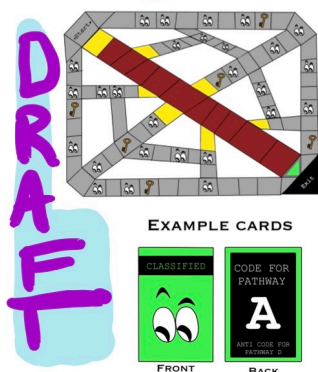- symmetry/balance
- use value for perspective/emphasis

Tranfering aesthetic to Correlate with theme

THEME ESCAPE! from a government lab after successfully stealing a Classified government Ai Software

EXAMPLE cards

FRONT — CLASSIFIED

BACK — CODE FOR PATHWAY / A / ANTI CODE FOR PATHWAY D

Above are some analogous color schemes that I came up with.

I think I'll make the grey spaces chrome, the red red, and yellow purple. I'll keep the neon greens I used bc it is a nice detail and Complimentary towards the red.

I feel like this Color scheme gives of the serious - spy attitude, but keeps the fun of the 80s theme

Extra Pieces

Slides into Place!

holds green triangle/software
colors on sides
black V
chrome base

Chrome

Game Design and Pitch

Annie Waugh

High Level Concept/ Design

Hacker

Be the first to escape
For ages 6+ due to the use of strategic thinking

Hacker is a game that allows you to strategies with or against
others, or work by yourself! In this game you get to choose your
own path that you decide is right while sneaking out a software
from a top secret government lab. Hack through the facilities
locks by finding codes along the way!

Gameplay

Player Experience

Fight to be the first spy that steals the top-secret government
software, then escape!

Player Interactions

Players take turns rolling a die. Landing on a spot with a black dot
lets you draw a 'classified' card that unlocks 1 of the 7 green
pathways, but it also closes a different random path. The first spy
to successfully hack their way to the software, and then
successfully escape, wins! You can escape if you have a key (red
triangles) at the green triangle space. Others can deactivate your
key at any given time if they also have a key. If you don't have a
key, you can't get to the exit from the purple spaces, but you can
back-track on paths to go around towards the exit. Be careful,
players that pass you can steal the software from you and if a
pathway space closes on you while you have it, it goes back to
where you got it (this moves back other players one space).

Flow and Loops

Rounds progress by players rolling a die and moving through the spaces. You can move in any direction but you cannot back track within a turn. There are little covers that pull out of the board to mark if a pathway is open; all pathways begin closed. No classified card is the same with what paths it opens and what path it closes.
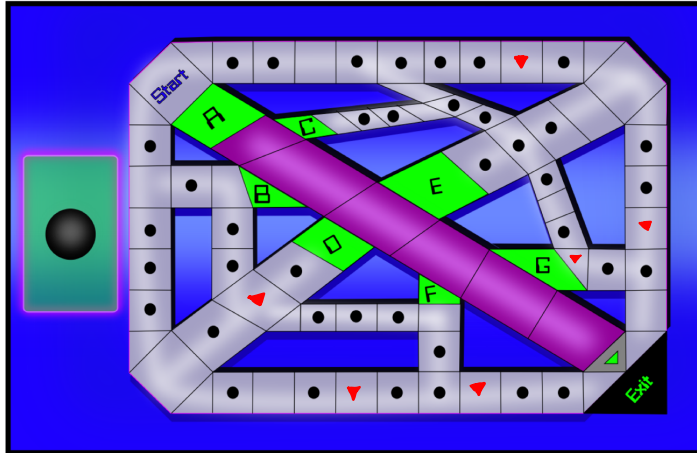
Story and Theme

Overall Story and Player Role

You are a spy who hacks your way through a building to steal an inhumane AI Software from the government. You hope to bring the program to your home and fix the AI's software from survival mode to plenty mode.
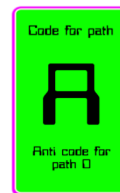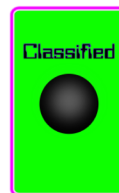
Abstract Theme

The game board is the government facility, represented through an 80s style of what is considered sci-fi. The idea of hacking came from the narrative that the goal was to reprogram and hack the software, so it correlates to breaking into the building by hacking

Visuals

Space

Game Pieces

- green triangle/
red triangles
slide right in!

Classified

Code for path

A

Anti code for
path D

Packaging

HACKER
Be the first to escape

Sample Gameplay (2 Players)

-Player 1 (Raquel) Rolls a 3 and gets a card that unlocks pathway C but closes D. Instead of waiting until later when she gets closer to pathway C, she uses this card immediately and then discards it.

-Player 2 (Elizabeth) Rolls a 5 and heads in the opposite direction and gets a card that opens pathway F but closes pathway C, and although she could close the pathway that
Raquel just opened, she waits so the moment is sweeter for when Raquel gets closer.

-They continue with this for a few turns-

-Raquel rolls a number that causes her to land exactly on the C path that she opened, but doesn't get to the purple.

-Elizabeth uses her turn to lock pathway C which moves Raquel back 1 space