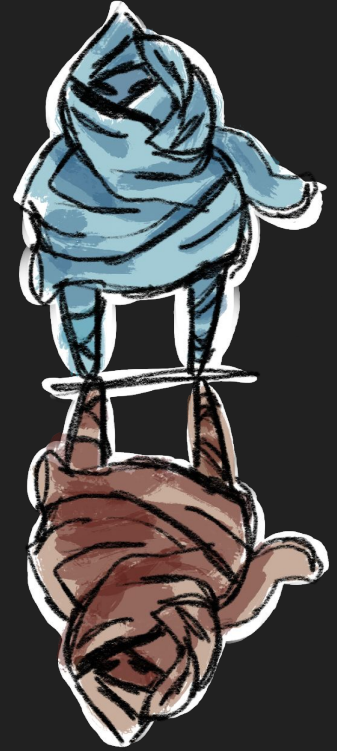*Team Onion🧅 proudly presents…*

Soulbound Escape:

The board game

Prototype Description

-   turn-based board game

-   player navigates map and fights off enemies

-   player wins by surviving long enough or reaching objectives on the board

Goal

How can we incentivize the player to explore the map?

- more options player for exploring
- risk assessment
- potential rewards/benefits

Material

-   two paper game boards with hexagonal spots
-   figure representing the player
-   small paper balls representing enemies
-   paper card deck for enemy spawns
-   paper card deck for random events
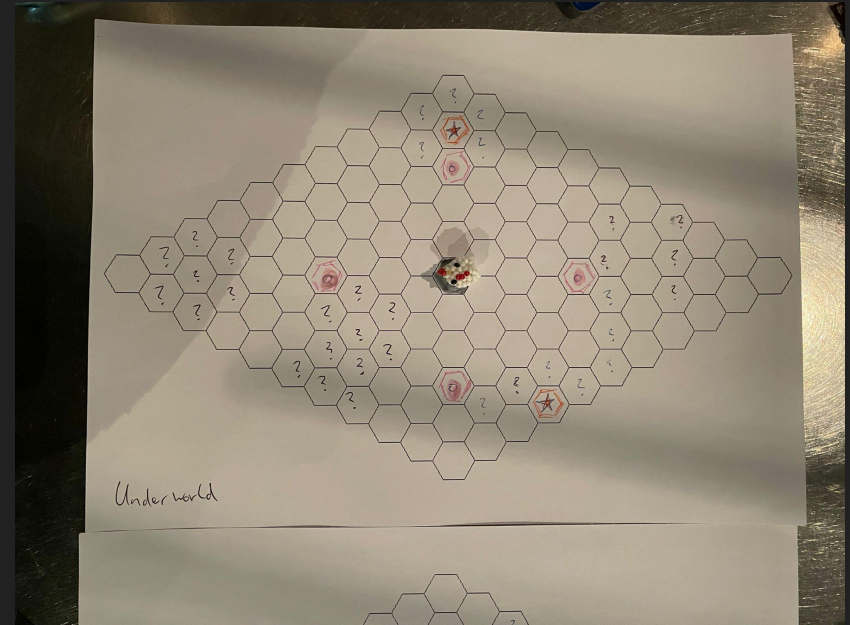
Turn Structure

1. Draw from enemy spawn card deck and place enemies

2. Use actions
   a. Move action - move one space
   b. Attack action - flip world, sweeping attack or piercing attack

3. Move enemies closer or deal 1 damage to the player if they are next to the player

Insights

- enemy spawning behaviour essential to nail down
    - game balance

- random events/interactables on map makes gameplay more dynamic
    - incentivize exploration, deal with obstacles/enemies

- limit anything happening on uncontrolled world
    - difficult to keep track