Game Idea Pitch

Flee FiFo From

Team Meeple People

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Digital Board Game

- We dream about board games with our friends
- Corona trampled on our dreams
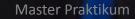- We decided to make digital board games

Chaos

- Crowds of people in confusion/disarray
- Particularly severe in tense situations
- How to overcome chaos?

Order

- Establishing and maintaining rules
- Someone overseeing the situation
- Utilizing queues to address disarray

A Game about Chaos and Order

- Setting:
    - medieval period
    - satirical take on equality and fairness

- Premise:
    - the danger: giants attacking village
    - the chaos: people fleeing
    - the goal: get people to safety

- Solution:
    - player represent knight guilds
    - tasked with rescuing villagers
    - bringing order and maintain fairness
    - maintain a FIFO queue for the villagers

A Game about Chaos and Order

- No one is truly selfless

- Guilds are competing with each other

- Solving crisis while **looking good**

- How to be **better** than the others?
  - maintain fairness at all cost to gain prestige?
  - let someone cut in line who is **easier** to save?
  - cause chaos to save more people but leave some of the rest injured?
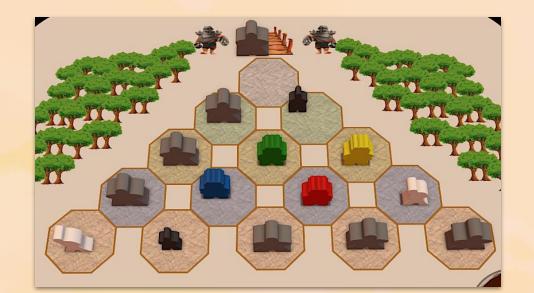 - be strategic about your decisions!
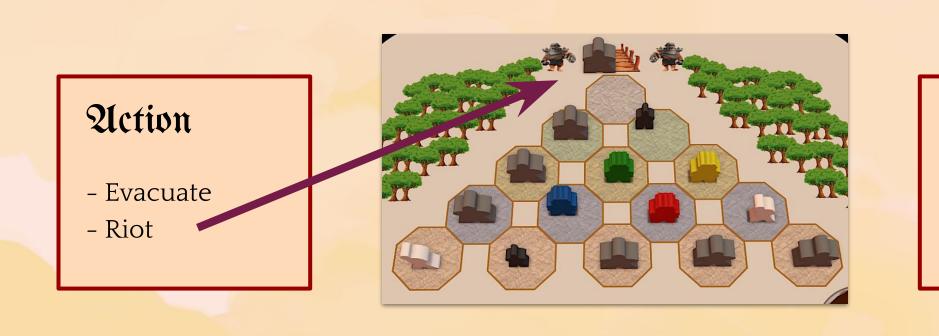
Gameplay Loop

Action

- Evacuate
- Riot

Reset

- Reprioritize
- Retreat

Two turns:

Action Turn ⟷ **Reset Turn**
handling people ⟷ handling the queue

→ Helps downtime management via positive and negative interaction
→ Cat and mouse game between opposing players (chaos and order effects)

Gameplay Loop

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– Evacuate
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- **Step 1:**
- Action Player (Player 1) rescues civilians
- May create additional chaos (e.g. riots)
- May earn 'Honour' for respectable deeds, 'Disgrace' for nefarious actions

Gameplay Loop

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– Evacuate
– Riot

Reset

– Reprioritize
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Hey, they are cutting in line! Why is the guild allowing that? What a disgrace!

– **Step 2:**
– Reset Player (Player 3) restores order
– Rebalances queue and tracks FIFO

– **Step 3:**
– Move player markers forward

Technical Achievements

Options: Include one or more the following core technical items

1. Networking:
   – Integrate networking to allow local area network and/or internet connection based game sessions.

2. AI:
   – Implement AI agents to replicate human opponents and adjust their skills based on the chosen level of difficulty.

3. 3D Animations for 2D environment:
   – Display 3D camera views, models and animations for traditionally board game environment.
   – Ability to exceed the conventional board game experience

Layered Task Breakdown

- **Functional Minimum:**
  - playable on single device
  - simple UI, fixed input (mouse or touch)
  - game logic

- **Low Target:**
  - playable on LAN
  - keyboard shortcuts & improved UI
  - higher quality visual feedback

- **Desired Target:**
  - playable over internet
  - high fidelity piece models
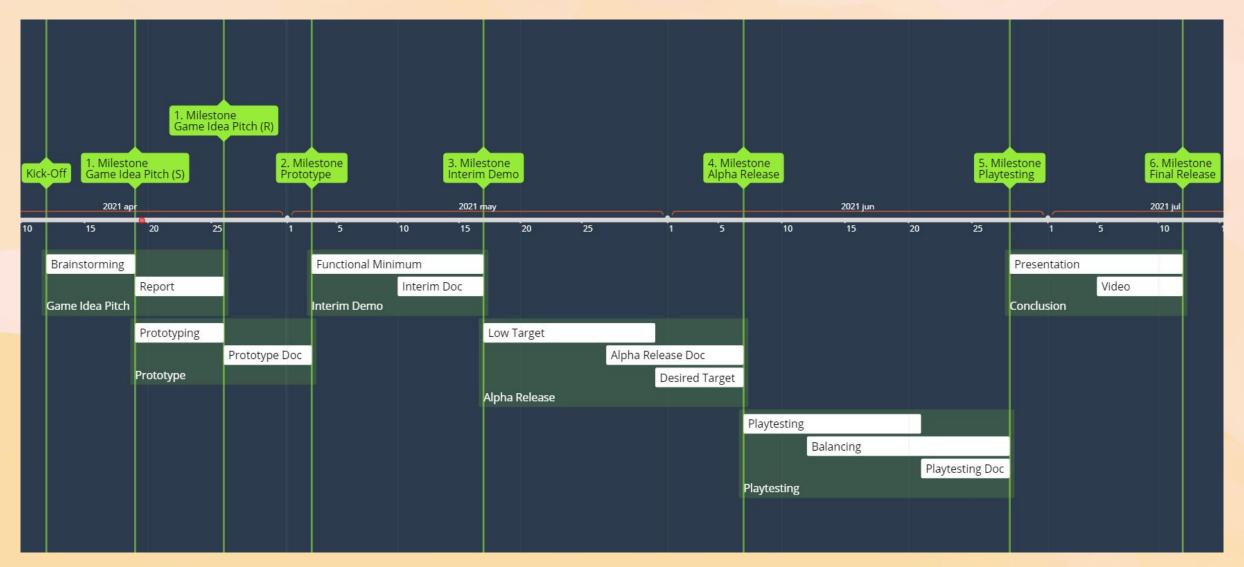 - castle reward system

- **High Target:**
  - 3D asset animations & shader integration
  - objective card system
  - friend system
  - tutorials
  - haptic feedback
  - AI opponents

- **Extras:**
  - game lobbies
  - rank system and matchmaking
  - chat & voice chat
  - cross platform

Timeline