SCAVENGER OF SHIPWRECKS

Zelu W, Raghab B, Ronald D

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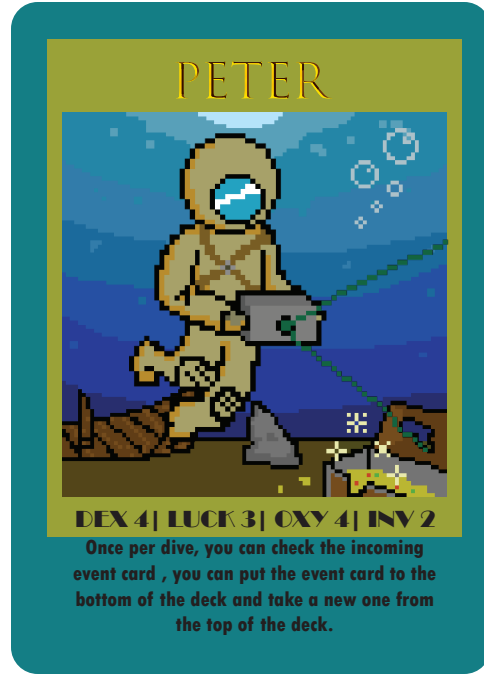
BILLY

DEX 2 | LUCK 1 | OXY 10 | INV 2

Once per dive, you can spend 5 oxygen to roll a d6, if odd get another event card, if even, get another item card.

Character Card Front 1

PETER

DEX 4 | LUCK 3 | OXY 4 | INV 2

Once per dive, you can check the incoming event card , you can put the event card to the bottom of the deck and take a new one from the top of the deck.

Character Card Front 2

JOHNNY

DEX 3 | LUCK 2 | OXY 6 | INV 3

When you escape from a monster you steal and get 1 treasure from the monster.

Character Card Front 3
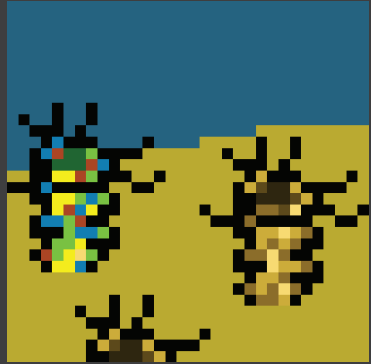
Character Card Back 2

Character Card Back 1

Character Card Back 3

BOBBIT WORMS

ATK: 1 | SPD: 4

The Party Worm summons all his non-colorful and lame brothers, the Bobbit Worms, to attack. Run away!

Monster Card Front 1

GREAT WHITE

ATK: 3 | SPD: 2

Great White Shark. Greater than its distant cousin, the Lesser White Shark. Both will kill you either way, but the Great White Shark is Greater at doing so.

Monster Card Front 2

OCTOPUS

ATK: 2 | SPD: 3

Oh no! A very angry, purrple, and clingy octopus has appeared! You better get out of there quickly, otherwise it'll latch on to you and suck out your life!
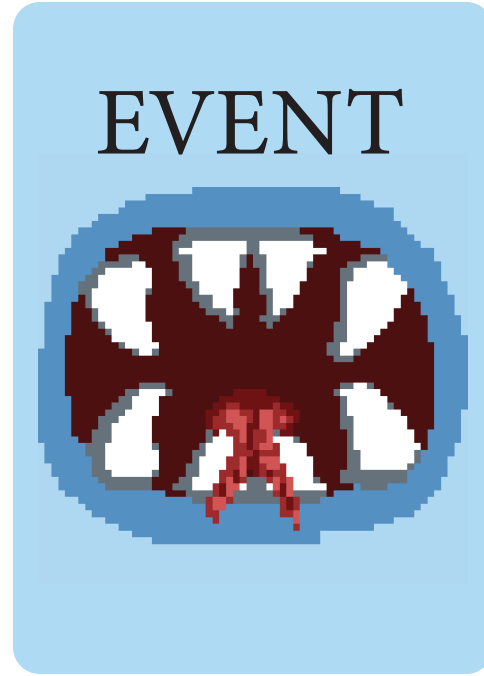
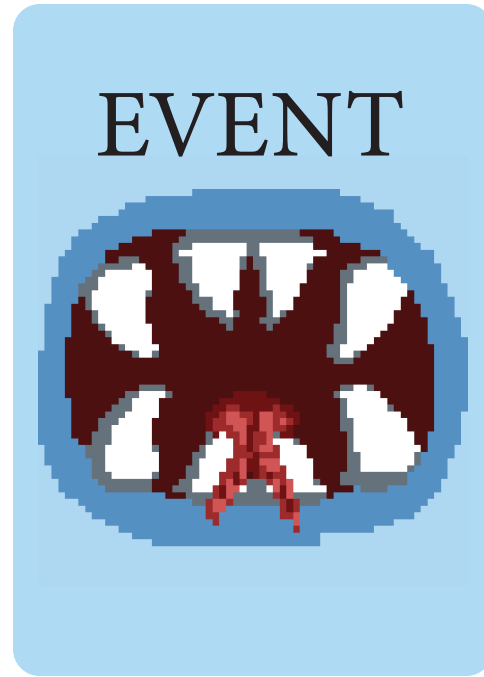**Monster Card Front 3**

EVENT

Monster Card Back 2

EVENT

Monster Card Back 1

EVENT

Monster Card Back 3

GOLDFISH TRAP

You swim into a school of goldfish. Roll a die. If you roll higher than your dexterity, the fish are faster than you are and swim into your pockets. Lose 1 Inventory Space for this dive.

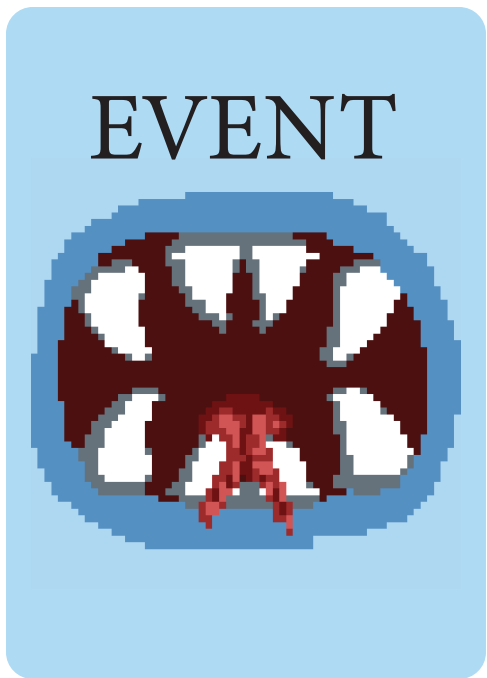**Trap Card Front 1**

SEAWEED TRAP

You get lost in a forest of seaweed and your legs get tangled. Roll a die. If you roll higher than your oxygen, then you panic to get free and some gets stuck to your legs. Reduce dexterity by 2.

Trap Card Front 2
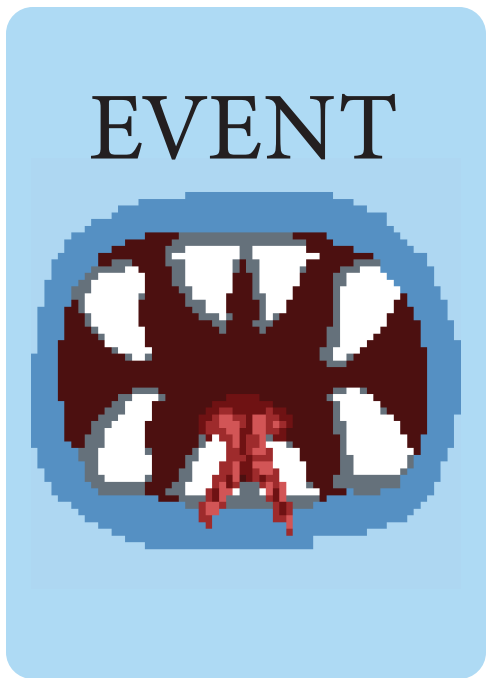
EVENT

EVENT

Trap Card Back 2

Trap Card Back 1

FISH HAT

ONCE PER DIVE,
icrease [DEXTERITY] by
2 on next dice roll

Item Card Front 1

4 LEAF CLOVER NECKLACE

ONCE PER DIVE,
icrease [LUCK] by
2 on next dice roll

Item Card Front 2

4 LEAF CLOVER NECKLACE

ONCE PER DIVE,
icrease [LUCK] by
2 on next dice roll

Item Card Front 3

B.F.R. SWORD

treasure lvl **1**   " 'big, fat, rusted'
dont misunderstand"

Item Card Front 4

Item Card Back 2

Item Card Back 1

Item Card Back 4

Item Card Back 3

B.F.R. SWORD

treasure lvl **1**   " 'big, fat, rusted' dont misunderstand"

Item Card Front 5

B.F.R. SWORD

treasure lvl **1**   " 'big, fat, rusted' dont misunderstand"

Item Card Front 6

DAVID PT.H

treasure lvl **2**   "lost more parts than Venos"

Item Card Front 7

DAVID PT.H

treasure lvl **2**   "lost more parts than Venos"
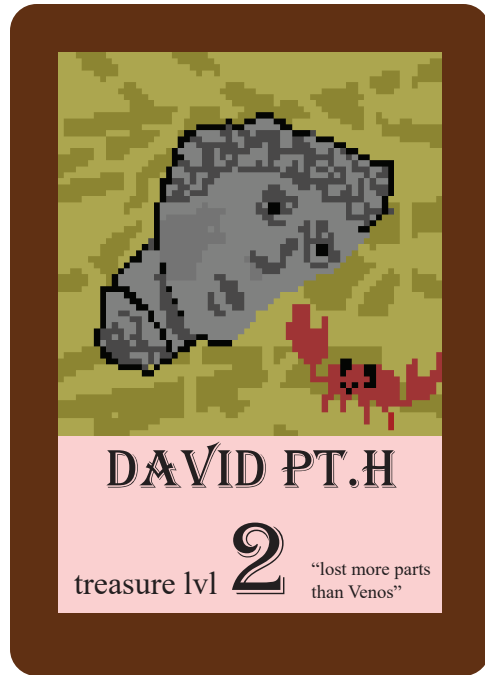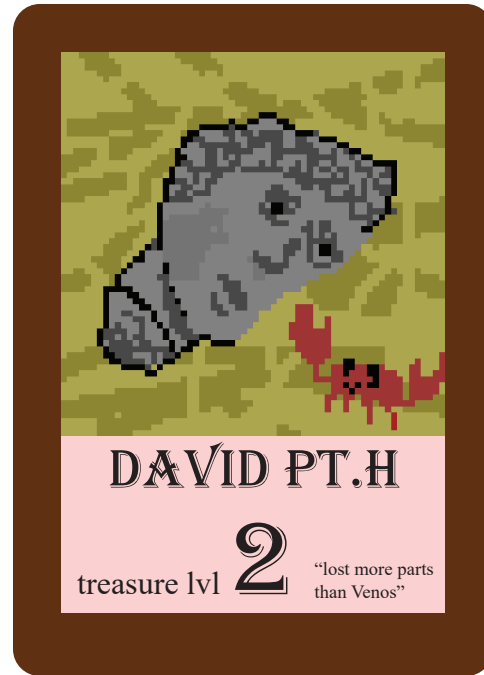
Item Card Front 8

Item Card Back 6

Item Card Back 5

Item Card Back 8

Item Card Back 7
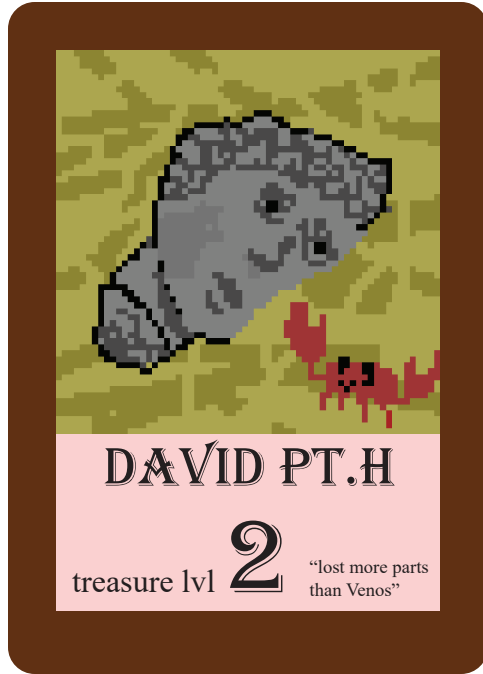
Item Card Front 9

DAVID PT.H

treasure lvl **2** "lost more parts than Venos"

Item Card Front 10

8IT COIN

treasure lvl **3** "people buy them with high price for somehow"

Item Card Front 11

8IT COIN

treasure lvl **3** "people buy them with high price for somehow"

Item Card Front 12

8IT COIN

treasure lvl **3** "people buy them with high price for somehow"

Item Card Back 10

Item Card Back 9
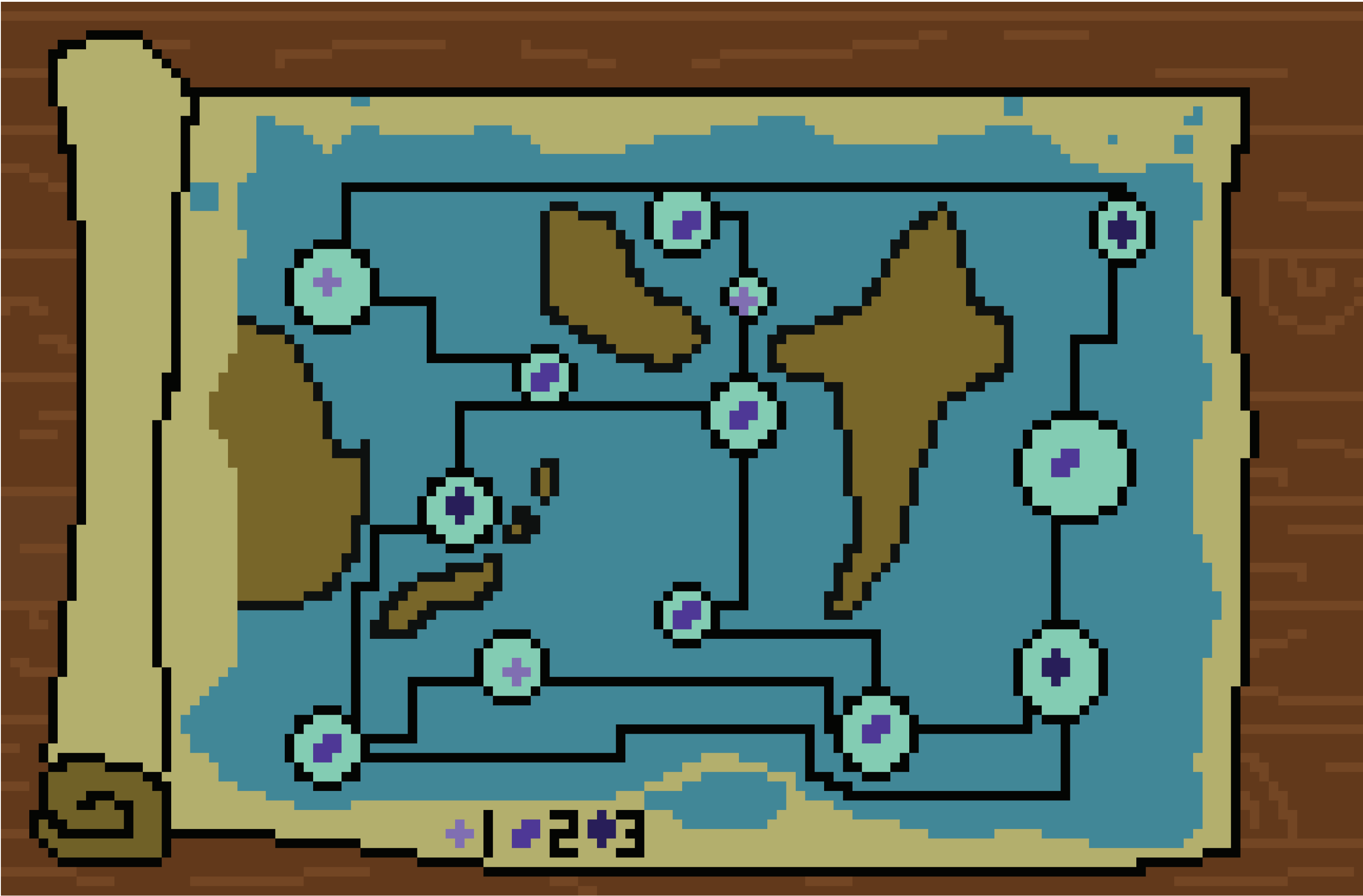

Item Card Back 12

Item Card Back 11

GAME MAP

DAY 1: PREMISE

01. GAME TITLE

02. PREMISE

What is your game about? Your premise should include:

WHAT YOU'RE ALL INSPIRED BY:
These games can be inspired by your life, knowledge, and experiences. Things you've heard about, learned about, read about. Futures, pasts, presents you might want to speculate on. Things that fascinate you. Premises for this class shouldn't be based on someone else's story, or fit within an existing property or genre.

DUNGEON:
Where is your game set? It'll help inform the other choices in your game. You'll make a **Map** of it later. A dungeon could be:
- A Shopping Mall
- The International Space Station
- A family gathering

CHARACTERS:
Who your players play as. They might be:
- Feuding Family Members
- The first animals in Space
- Kids on bikes.

Your Characters will all fill different roles called a **Character Role**. These roles will be defined by their different **Attributes**.

THE GOAL:
This is what your characters will work together to achieve to win the game. Pick one goal. It should relate to one of the other mechanics in your game. Your Goal might be:
- **Escape:** Get to a specific area of the **Map**
- **Slay:** Defeat a specific Boss **Monster**
- **Find:** Pick up a specific **Item**

ASSIGNMENT: Write 2-3 sentences for your Premise. Include what you're inspired by, what the Dungeon is, who the Player Characters will be, and what their Goal is.

< END OF DAY 1 >

Raghab B, Zelu W, Ronald D

Scavenger of Shipwrecks

The game is about divers finding treasure. The divers explore shipwrecks in the sea in order to bring back as much treasure as possible before their resources run out.

03. ATTRIBUTES

WHAT ARE ATTRIBUTES:
Attributes are qualities of your characters abstracted down to a number. They might be things like Strength or Speed. Here we've named the example attributes after what role they'll fill in your game, but you should replace them with things that make sense based on your game. So if you were making a game about a feuding family, Attack might become Gossip, or if you were making a game about a bank robbery, Dodge might be Run.

WHAT DO THEY DO:
Attributes are the core mechanic of your game. They make the player characters and the monsters they'll fight play differently. They also indicate what actions you'll take in your game.

EXAMPLE ARRAYS:

A fantasy adventure game:	An Animal Game:
• [Attack] = Strength	• [Attack] = Bite
• [Dodge] = Dexterity	• [Dodge] = Run
• [Health] = Grit	• [Health] = Tiredness
• [Free Attribute] = Magic	• [Free Attr.] = Species
A Spelunking Game:	**A Social Game:**
• [Attack] = Grab	• [Attack] = Gossip
• [Dodge] = Hold	• [Dodge] = Ignore
• [Health] = Hunger	• [Health] = Cool
• [Free Attribute] = Light	• [Free Attribute] = Secrets

ASSIGNMENT: Come up with your attributes. Replace [Attack], [Dodge], and [Health] with names of your own. you can use 'Find and Replace' to rename them across this whole document. Then write a [Free Attribute] that fits your game. Replace any text in black, keep any text in pink. Here is the format:

00. ATTRIBUTE NAME
    FLAVOR: This is where you explain what the Attribute represents. Like: Use Gossip to spread rumors.
    CORE MECHANIC: This is how the attribute works in game.
    OTHER MECHANICS: These are other things you'll use the attribute for in your game. When you write a new game mechanic make sure to come back here and add it.
        • **MECHANIC NAME:** This is for additional uses of the attribute, like using strength to climb over obstacles.

ATTRIBUTES

01. [DEXTERITY]
FLAVOR: >How fast the diver is>
CORE MECHANIC: . If you meet or exceed a monster's [SPEED] roll d6 twice and take the lowest result, if the result is lower or meets the diver's [DEXTERITY], the diver escapes from the monster.
If you did not meet or exceed a monster's [SPEED], roll d6 once, if the result is lower or meet diver's [DEXTERITY], the diver escapes from the monster.

02. [LUCK]
FLAVOR: >The chance the diver gets away scott free<
CORE MECHANIC: When getting an event, roll a d6: If you get under or meet your LUCK value, the diver avoids the event they encounter.

03. [OXYGEN]
FLAVOR: >The diver can't live without it<
CORE MECHANIC: Whenever you fail to escape from a monster, the amount of [OXYGEN] decreases by the monster's [ATTACK]. if[OXYGEN] reach zero the dive fails and diver is out of the game

04. [INVENTORY]
FLAVOR: > How much treasure the diver can carry per dive. <
CORE MECHANIC: Treasure lvl * inv = the amount of treasure the diver can bring.

04. CHARACTERS

Player characters in dungeon crawlers have different roles. This means that Players playing the characters have a different experience playing the game and different strategies to help their team achieve victory. These roles are differentiated by giving characters different values for their Attributes.

ASSIGNING ATTRIBUTES:
When you're assigning attributes to your characters, have a good mix of strengths and weaknesses for each character. Don't make one character better or worse than all the others.

ASSIGNMENT: Pick a role for your 3 Characters. Then Distribute their attributes. All **Attributes should be a value between 1 and 4 [including 1 and 4]**. As this will mean that even the best characters have a chance to fail static tests.

CHARACTERS

Billy		Peter		Johnny	
Attribute	Value	Attribute	Value	Attribute	Value
[DEXTERITY]	2	[DEXTERITY]	4	[DEXTERITY]	3
[LUCK]	1	[LUCK]	3	[LUCK]	2
[OXYGEN]	10	[OXYGEN]	4	[OXYGEN]	6
[INVENTORY]	2	[INVENTORY]	2	[INVENTORY]	3
Once per dive, you can spend 5 oxygen to roll a d6, if odd get another event card, if even, get another item card.		Once per dive, you can check the event card incoming, you get to decide whether you put the event card to the bottom of the deck and take a new one		When you escape from a monster you steal and get 1 treasure from the monster.	

05. MONSTERS

Monsters are what we're going to call whatever things you're encountering and struggling against. They could be rival race car drivers or angry shopkeepers that don't like your mischief. They could also be non-living obstacles if they're the main thing you struggle against, like cliffs in a climbing game, or complicated machines in a repairing game.

Monsters are going to have an [Attack] value, a [Dodge] value, and a [Health] value, just like your player characters. However, unlike your players, these values don't have a dice roll added to them, they're static values.

MONSTER ATTRIBUTES

ATTACK AND DODGE: A Monster's [Attack] value and [Dodge] value should be between 6 and 10, as Failsafe means you'll always have a chance to hit.

HEALTH: A Monsters Health should normally be higher than a Character's health as your Character's can fight them together.

SPECIAL: Normally your game's [Free Attribute] will be player facing. Meaning that monsters won't need one. Instead you could give you monsters multiple attacks, or a special attack that Damages all Characters on a failed Static Test.

ASSIGNMENT: Assign attributes for two monsters. Then add any special powers the monsters might have. Here is the format:

MONSTER NAME
- **[ATTACK]:** value between 6 and 10
- **[DODGE]:** value between 6 and 10
- **[HEALTH]:** value between 6 and 10
  SPECIAL POWERS
  > This might be extra attacks, extra damage, special abilities etc.

Optionally add any general rules for monsters. For example if all monsters have a random chance to drop treasure when you defeat them, you would specify that under Monster Rules.

MONSTERS

Bobbit Worm
- [ATTACK]: 1
- [SPEED]: 4

Great White
- [ATTACK]: 3
- [SPEED]: 2

Octopus
- [ATTACK]: 2
- [SPEED]: 3

MONSTER RULES:
> Roll a d6. If your DEXTERITY is higher than the monster's SPEED, roll two d6 and choose the lower number. If your DEXTERITY is equal or lower than the monster's SPEED, roll a d6. If the smallest number is equal to or less than the diver's DEXTERITY, the diver will escape. If the number is higher than the diver's DEXTERITY, the diver will lose oxygen equal to the monster's attack, and must roll again until they either escape or die.

06. TRAPS

Traps are other obstacles that you might encounter. Instead of fighting them like a Monster. You normally test to disable or avoid them. If you fail you take a debilitating effect. These might be Hot Lava, A Trash Compactor, or A Security Camera.

TRAP MECHANICS
STATIC TEST: Pick an attribute for a Static Test, if the test fails, the player characters all take a consequence.

CONSEQUENCE: A consequence of failing the test on a trap might be a d3 damage to health. Or 1 damage to random attribute.

ASSIGNMENT: Write 1 trap to the left, pick a test, and write a consequence for failure.

TRAPS

Goldfish Trap
TEST: Dexterity

CONSEQUENCE: Lose 1 inventory for this dive

Seaweed Trap
TEST: Oxygen

CONSEQUENCE: Lose 2 dexterity for this dive

07. ITEMS

Items are any objects your characters could take carry and use. Normally, they'll add a value to one of your character's attributes. Figuring out which character should take what Items is a point of strategy for your players. Items like this might be a Flaming Sword or Invisible Armor, but really anything could be an item based on the context of your game. If your game is about socializing in a breakroom, a good item might be a Novelty Mug or an Espresso Shot.

Optionally an item may instead grant a special power. This might be a spell, or just a more complex, risky, or selectively used item. In the examples below a flaming sword is used for both, to show how the effects of the same item could be approximated either way.

ATTRIBUTE BOOST: add +2 to a specific attribute.
Example: Flaming Sword: +2 to [Attack].

POWER: Static test a specific attribute to grant a larger bonus on a single test, if the power is very powerful you may want to have a consequence for failure.
Example: Flaming Sword: Static Test Health. Success: +1d3 [Attack] and damage on next attack. Failure: -1 [Health].

ASSIGNMENT: Write 1 item and it's effects to the right.

< END OF DAY 3 >

ITEMS

Items can only be used once per dive

fish hat
EFFECT: increase [DEXTERITY] by 2 on next dice roll.

four leaf clover necklace
EFFECT: increase [LUCK] by 2 on the next dice roll.

TREASURES
Treasures have different treasure levels. At the end of the game, players time the [INVENTORY] attribute with each of their treasure cards. The added up amount is the amount of treasure a player discovered.

08. VICTORY CONDITION

Victory conditions are what the players need to achieve to win the game. You'll pick one victory condition. Go back to your Premise, how can you fit the victory condition from your presence in with the mechanics you've already come up with. Some examples might be:

- **Escape:** Get to a specific Room on the **Map**. Remember to note that area on your map.
- **Slay:** Defeat a specific Boss **Monster**. Remember to note where that Monster is placed at the start. And to make it tougher than your monsters.
- **Find:** Pick up a specific **Item**. Remember to note where it is placed on your map.

You can also combine these. For example, you might need to bring an Item to a Specific room. Or defeat a monster with an item.

LOSS CONDITION:
Optionally, you could have a condition that causes the Players to lose. For example, a turn timer that ticks down after each turn. Or a limit for how many times you can retreat from a Monster.

ASSIGNMENT: Replace or Alter these conditions for winning and losing. Make sure you explain the mechanics of anything you add. For example if you had a turn timer to count down until the Players lose, remember to include when it counts down, and how many turns it starts with.

VICTORY CONDITION

If either of the following takes place, the game ends:
All players are out or all treasure is taken.
When the game ends the player with the most treasure wins.

09. ORDER OF PLAY

Now that you've made most of the elements of your game. You can tie it all together and alter any of the rules presented at the beginning of your document to fit your game.

1. SETUP
This is where any rules from before the game would go. Like how to place cards on the map. Are they face up, face down, etc.

2. PLAYER TURN
This section is where you explain what the player characters can do on their turn.

2.1 MOVE:
Where you explain how players move.

2.2 COMBAT:
Where you explain how combat happens.

3. END OF TURN
Here is where you list anything that happens once the player's turn ends. For example, moving monsters, drawing new monsters, or counting to down a turn a counter that ends the game.

4. WIN OR LOSE
Here is where you'd put the player's goal and any tests they need to achieve it. Optionally you might have a loss condition as well, for example, the Oxygen counter reaches zero OR All characters reach 0 health. COPY THIS PART FROM THE PREVIOUS SECTION.

ASSIGNMENT: Alter and Add to these rules as you see fit. Look through your document and bring any necessary rules here. Please highlight any changes. Please edit or replace any text in BLACK, please don't replace any text in PINK.

ORDER OF PLAY

1. SETUP
Done once at the beginning of the game.
1st: Each Player picks one of the three Character Roles.
2nd: Roll dice to decide turn order

2. PLAYER TURN
What the players do on their turn. Repeat until they WIN OR LOSE.
When a player finishes their turn, the next player starts their turn.

2.1. DIVE
1st: If any Character has 0 [OXYGEN], they cannot do anything. If a character has at least 1 [OXYGEN], they must dive.
2nd: Player chooses where to dive and dives.
3rd: For each event, roll a d6. If the roll is less than or equal to your luck, do not encounter that event.
4th: Complete each event you encounter, then take treasure cards equal to the amount said in the area.
5th: player get reward based on the level of diving area,
For lvl1, player gets nothing
For lvl2, player gets one item card from the item cards
For lvl3, player gets two item card from the item cards

2.2 COMBAT
When players draw a monster card they try to escape.

Roll a d6. If your DEXTERITY is higher than the monster's SPEED, roll two d6 and choose the lower number. If your DEXTERITY is equal or lower than the monster's SPEED, roll a d6. If the smallest number is equal to or less than the diver's DEXTERITY, the diver will escape. If the number is higher than the diver's DEXTERITY, the diver will lose oxygen equal to the monster's attack, and must roll again until they either escape or die.

3. END OF TURN
Reset character oxygen and add their collected treasure to their pile. Then, choose a connected diving area to move to.

4. WIN OR LOSE
The game ends when either all players are out or all item cards have been taken. The player with the most treasure at the end of the game wins.

10. MOVEMENT

How your players, and optionally your monsters, traps, and/or items move around your map.

ROOM BASED: The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

ASSIGNMENT: Copy and paste the selected Movement Mechanic from the left. Optionally alter it as you see fit. For example, in a Rock Climbing Game you might test [Dodge] to move to the next room. Make sure you go back and add it to the Order of Play.

MOVEMENT

Players start at a lvl 1 diving area on the map.
There is only 1 plate allowed on for on diving area
After completing a dive players can choose to move to a connected diving area

11. MAP

The Map is your Game Board, and the world of your game. Your Player Characters will move around it as they attempt to accomplish the Goal of your game. Below are two examples of how you could map a Physical Space as a Game Space.

ELEMENTS OF THE MAP:
ROOMS: The Map is a series of rooms, with doors or paths that lead from one to the other. Characters can move between these paths to any of the adjacent rooms.

ROOM LABELS: Certain rooms may need to be keyed or labeled depending on your game mechanics. For Example you'll need to label where your players start and where your Monsters, Traps, and Items are placed.

SPECIAL ROOMS: A map might have Special Rooms. Locked Rooms. Rooms that require a Static Test to move into or out of. Rooms that do some effect while landed inside of their bounds.

MARKERS: Symbols applied to rooms on your map, these might represent where monsters or treasure starts, or locked rooms.

Assignment: Parts of your map: Use this checklist as you make and label your map. If any of these Rooms Have Special Rules, write them as well. Format is here:

GENERAL MAP RULES:
> Any rules for all rooms go here. For example if your dungeon was a sunken ship ALL your rooms might have this rule:
Underwater: Static Test [Dodge], fail, lose 1 health.

DOOR / CONNECTOR RULES:
> any rules governing doors or connectors between rooms go here. For example, Locked: if door has a connector marked with a lock Icon, Static Test [Dodge] to move or flee down that path.

SPECIFIC ROOMS:
> Here you would list All rooms on your map and any special rules or flavor text that might go along with them. Make sure to note whether the room is a starting location for something
1. Room Name: room rules [Player Start]
2. Room Name: room rules

< END OF DAY 4 >

MAP

MAP RULES:
> Different colored diving areas correspond to different danger levels and reward levels(see "dives" in 9.orders of play). You must dive in once you enter a diving area.

DOOR / CONNECTOR RULES:
Players can only move to the area that is connected to the current area play is in.

ref. BASIC GAME RULES

These are the core mechanics of the sample game.

DICE MECHANICS

THE D6:
Dice add an element of chance and risk into your game. Your game will only use one Dice: A six sided die or **d6**. However, there a multiple other ways to roll and use a **d6** for different results:

D3: A d6 can also be used to be a **d3** by halving the number rolled and rounding up, so a result of 1 or 2 is a 1, a result of 3 or 4 is a 2, and a result of 5 or 6 is a 3.

D2: A d6 can also be used as **d2** which has a fifty-fifty chance, like a coin flip. For a d2, any odd result is a 1 and any even result is a 2.

ADVANTAGE / DISADVANTAGE:
For Advantage, roll the dice twice and take the highest value of the two rolls. For Disadvantage, roll the dice twice and take the lowest value of the two rolls.

NATURAL
A natural is when a dice rolls a specific number without modifiers. A famous example is in the game Dungeons & Dragons, which uses a twenty sided die. In that game a Natural 20, meaning that the dice is rolled and shows a 20, is a critical hit.

TESTS

Tests are what we're going to call it when you characters roll dice to find out if they succeed or fail at something. There are two kinds of tests:

VERSUS TESTS:
Versus Tests are for when you're rolling against something else like a monster. You **roll a d6 + your attribute and try to meet or exceed the attribute value of something else**. **A Natural 6 always succeeds, a Natural 1 always fails**. These are normally used in really tense or active situations like combat. If you want to make something more intense or granular in your game, like climbing a cliff in a caving game, you'd give the cliff attributes and make climbing it be done with a versus test.

STATIC TESTS:
Static Tests are used when an action is more based on your character's skill at something. You **roll a d6 and succeed if you get equal to or under their attribute value**. **A Natural 6 always fails, a Natural 1 always succeeds.** This is used for tests in less tense situations, like disabling a trap or hiding from a monster.

1. SETUP
Done once at the beginning of the game.
1st: Each Player picks one of the three Character Roles. Mark where the players are in the [Player Start].
2nd: Note Monster, Trap, and Treasure locations on their noted [Starting Rooms].

2. PLAYER TURN
What the players do on their turn. Repeat until they WIN OR LOSE.

2.1. MOVE
1st: If any Character has 0 [Health], they cannot move. If all Characters have at least 1 [Health], they must move.
2nd: Players decide collectively which adjacent Room their Characters Move to. Move their cards to that room.
3rd: If the Room contains a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board.
4th: If the room contains an Item, the Players decide collectively which of their characters will carry and use that item. Remove it from the Board. Any time they Move they may switch which character is carrying the Item.
5th: If the room contains a Monster, continue to 2.2 Combat. Else, proceed to end of turn.

2.2 COMBAT
When players are in the Same room as a Monster, combat starts. Combat takes place in rounds, which are outlined below. Except if Player's take the Heal Stance, they can always attempt to deal 1 Damage to a Monster each Round.
1st: Player Stances: Players pick their stances. Choose 1 for each character from the list below:
- **Aggressive:** Versus Test [Attack] with Advantage this round.
- **Defensive:** Versus Test [Dodge], with Advantage this round.
- **Heal:** Static test [Health], if successful, restore 1 lost [health] to another Character up to their maximum, but you cannot Test [Attack] this round
    − OR ALL CHARACTERS MAY −
- **Flee:** Static test [Dodge]. Move to the previous room. If failed, take 1 damage as you do.

2nd: Action Order + First Attacks: To determine which Characters can Attack and Heal before the Monster, Versus Test [Dodge] versus the Monster's [Dodge] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack or Heal now. To Attack, Versus Test [Attack] versus the Monsters [Dodge]. If the character succeeds, deal 1 damage to the monster.
3rd: Monster Attacks + Second Attacks: Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Dodge] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked, any character that hasn't Attacked or Healed yet can now do so now.
4th: Ending Combat: If the monster and at least one player have more than 0 [Health], Return to the first step. Else combat ends. If the Monster has 0 [Health] remove the Monster Card.

3. END OF TURN
1st: If any Monsters have less than their starting [Health] restore their [Health] to their starting [Health].
2nd: If any Characters have less than their starting [Health], roll d3, allocate that much [Health] to any of the Characters.

4. WIN OR LOSE
If either of the following takes place, the game ends:
Win: All Monsters, Items, and traps have been encountered.
Lose: All Characters have 0 [Health] At the same time.