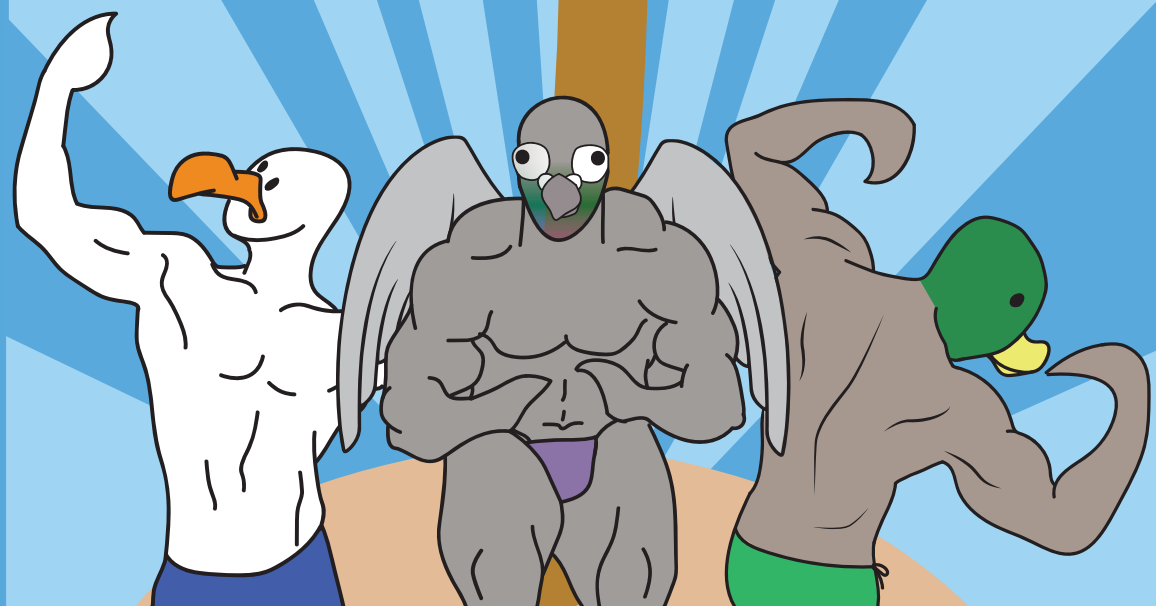


# **BUFF BIRD BEACH**

*Branden, Sophie*

**BUFF BIRD BEACH**



# BUFF BIRD BEACH

*Branden, Sophie*

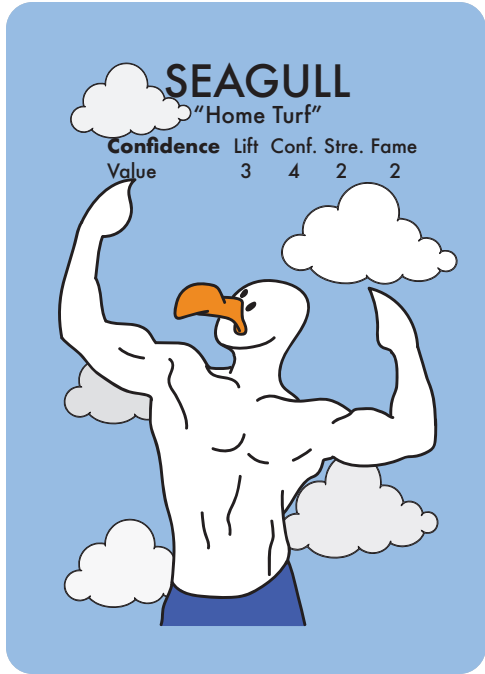
## CONTENTS:

<b>Character Cards .....</b>	<b>4</b>
<b>Monster and Trap Cards.....</b>	<b>6</b>
<b>Item Cards .....</b>	<b>8</b>
<b>Game Rules .....</b>	<b>10</b>

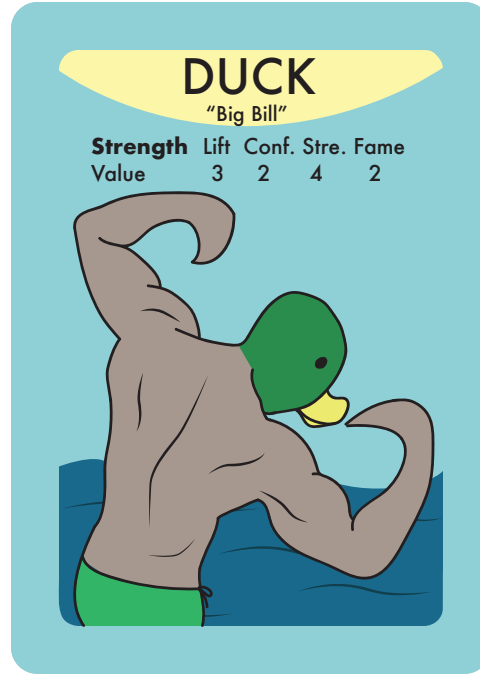
**Printing the Cards:** Each set of cards is placed on two letter-size pages, one for the front of the cards and one for the back of the cards. Print pages 4-9 of this document landscape and double-sided, with the setting Flip On Short Edge selected. This will ensure that the card fronts and backs are aligned.

**Printing the Map:** The Game Map is placed on a single tabloid size [11x17] page. To print the map you can print page 10 of this document on a tabloid size piece of paper, or if you only have access to a letter-size printer, you can print the map on two letter-size sheets and tape them together. To do so, print page 9 of this document from Adobe Reader. Keep the scale set to 100% and use the Poster option to set the map to span two letter-size pages.

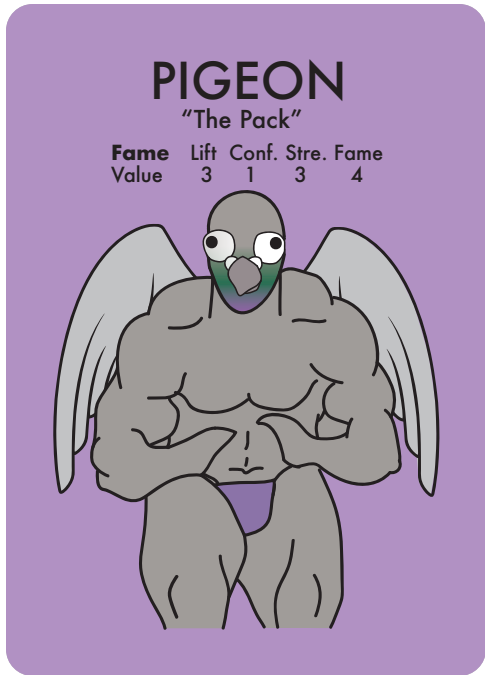




Character Card Front 1



Character Card Front 2



Character Card Front 3

# CHARACTER CARDS -- FRONT

# CHARACTER CARDS -- BACK



Character Card Back 2

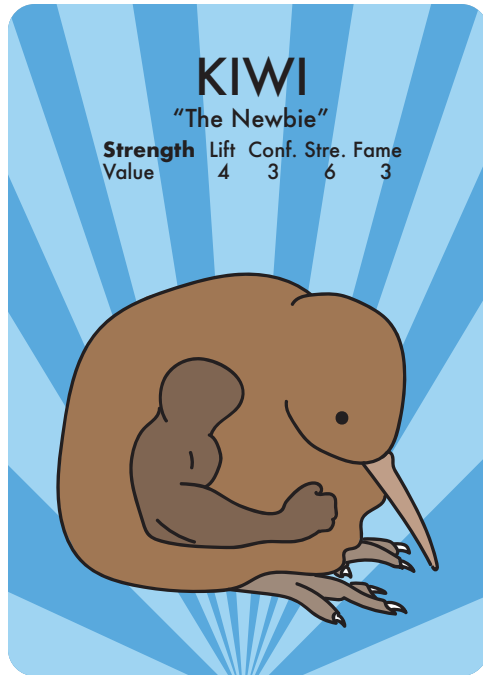


Character Card Back 1



Character Card Back 3

# MONSTER AND TRAP CARDS — FRONT



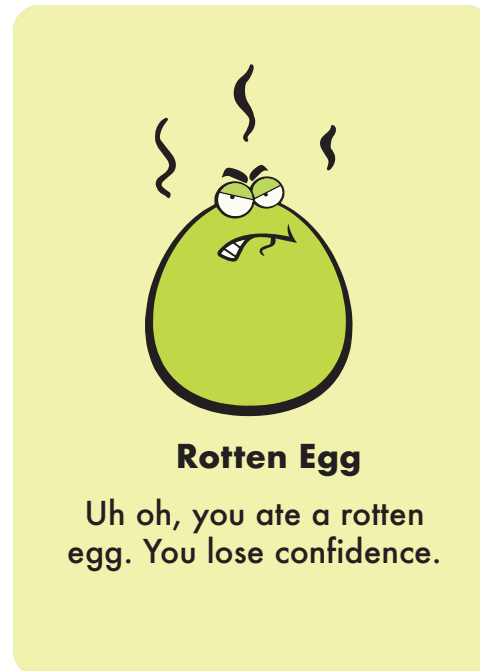
Monster or Trap Card Front 1



Monster or Trap Card Front 2



Monster or Trap Card Front 3



Monster or Trap Card Front 4

# MONSTER AND TRAP CARDS -- BACK



Monster or Trap Card Back 2



Monster or Trap Card Back 1



Monster or Trap Card Back 4



Monster or Trap Card Back 3

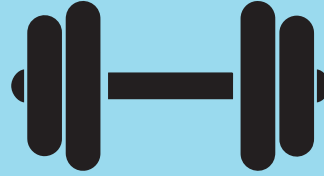


# ITEM CARDS – FRONT



**Protein Shake**  
You found a protein shake!  
You gain strength.

Item Card Front 1



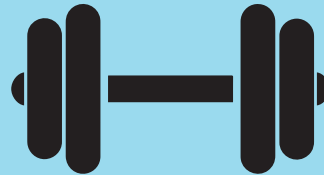
**Dumbell**  
You found a dumbell!  
You gain strength.

Item Card Front 2



**Protein Shake**  
You found a protein shake!  
You gain strength.

Item Card Front 3



**Dumbell**  
You found a dumbell!  
You gain strength.

Item Card Front 4



# ITEM CARDS -- BACK



Item Card Back 2



Item Card Back 1

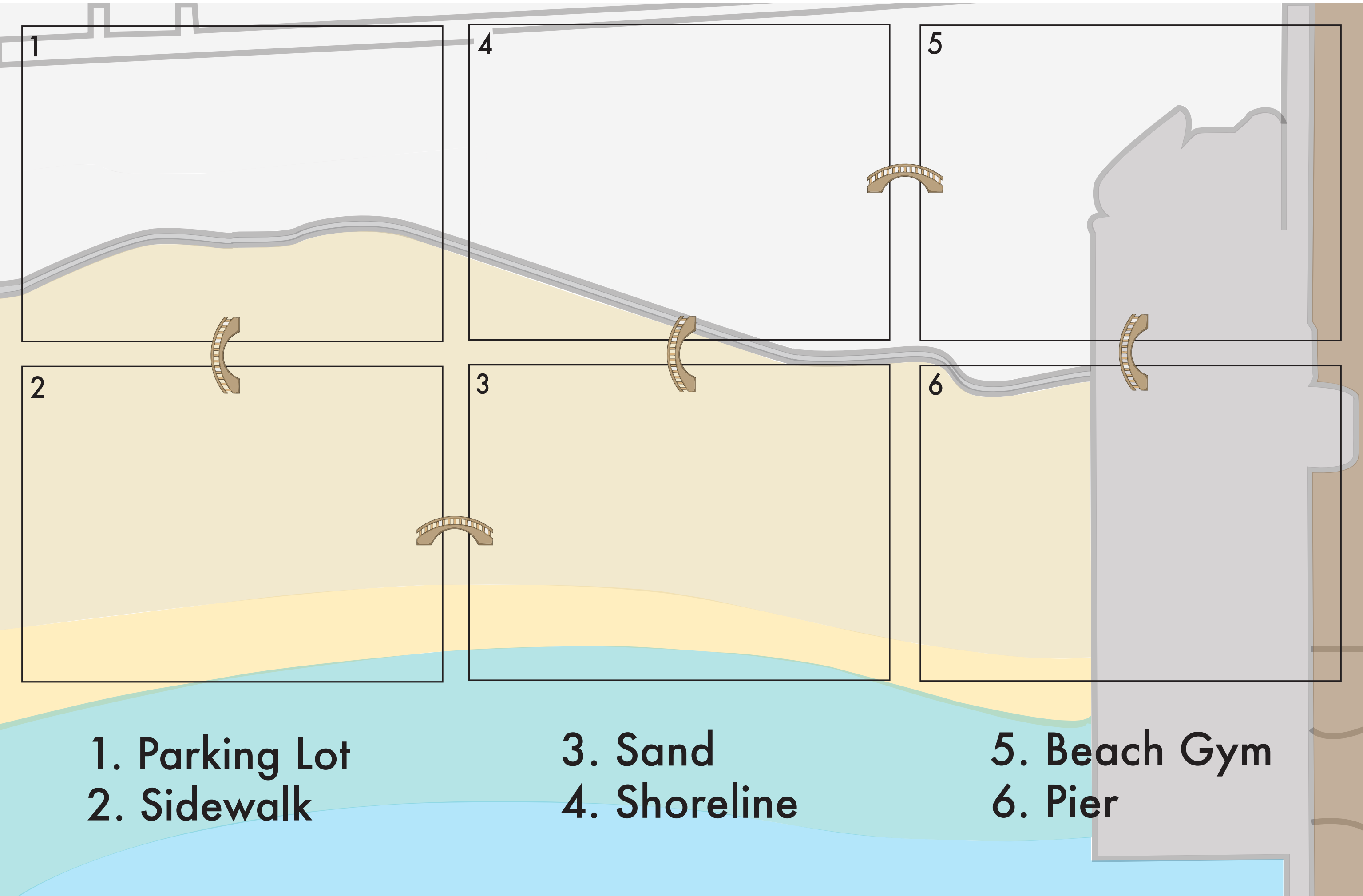


Item Card Back 4



Item Card Back 3

**GAME MAP**



1. Parking Lot  
2. Sidewalk

3. Sand  
4. Shoreline

5. Beach Gym  
6. Pier

## 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 >

Branden O., Sophie T.

### Buff Bird Beach

#### PREMISE

The game is about birds who have decided to achieve the ultimate gains, and what better place to do this than Buff Bird Beach, where only those worthy of gains go. The players work together as workout buddies to out shine every other bird on the beach. At the end a friendly competition will take place and the person with the highest Collective Stats is given the role of Pure Muscle.

#### Inspiration:

This game is inspired by our Character Animation class where we accidentally created a very inspiring, built bird. You will compete against other birds to be the buffest of them all.

**Venest Beach:** Our game is set on Venice Beach where the characters will start in the parking lot and end on the pier.

#### There are 3 characters:

Seagull (Home Turf)  
Duck (Big Bill)  
Pigeon (The Pack)

#### The goal:

Becoming the buffest bird on Venice Beach.

## DAY 2: PLAYER CHARACTERS

### 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:

<b>A fantasy adventure game:</b> <ul style="list-style-type: none"><li>• [Attack] = Strength</li><li>• [Dodge] = Dexterity</li><li>• [Health] = Grit</li><li>• [Free Attribute] = Magic</li></ul>	<b>An Animal Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Bite</li><li>• [Dodge] = Run</li><li>• [Health] = Tiredness</li><li>• [Free Attr.] = Species</li></ul>
<b>A Spelunking Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Grab</li><li>• [Dodge] = Hold</li><li>• [Health] = Hunger</li><li>• [Free Attribute] = Light</li></ul>	<b>A Social Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Gossip</li><li>• [Dodge] = Ignore</li><li>• [Health] = Cool</li><li>• [Free Attribute] = Secrets</li></ul>

**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. Lift

**FLAVOR:** > Assert your dominance by outlifting other birds by improving your form and beating your max.

**CORE MECHANIC:** Versus test Lift. If you meet or exceed a bird's Strength, deal **1 damage** to them and receive **1 fame**.

#### 02. Strength

**FLAVOR:** > Use Strength to get bigger muscles and more gains.

**CORE MECHANIC:** Versus Test Strength. If you get under a monster's Lift, take **1 damage**.

**OTHER MECHANICS:**

- **Gym Sesh:** Exchange Strength for Confidence

#### 03. Confidence

**FLAVOR:** > Confidence is key to lifting and building self esteem.

**CORE MECHANIC:** Whenever you take **damage**, **subtract 1 Confidence** if you reach zero something happens...

**OTHER MECHANICS:**

- **ZERO HEALTH:** Go back to previous area or Sacrifice 1 Strength and 1 Lift for 2 confidence

#### 04. Fame

**FLAVOR:** > Use fame to buy items and move on to new areas.

**CORE MECHANIC:** Buying items like protein shakes or gym gear can advance your other attributes.

## 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

Seagull		Duck		Pigeon	
Fame	Value	Strength	Value	Confidence	Value
Lift	3	Lift	4	Lift	3
Confidence	1	Confidence	2	Confidence	4
Strength	3	Strength	4	Strength	2
Fame	4	Fame	1	Fame	2
aka. Home Turf		aka. Big Bill		aka. The Pack	

## DAY 3: ENCOUNTERS + ITEMS

### 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.

### ENEMIES

#### Kiwi aka The Newbie

- **[Lift]: 4** (+2 for every zone)
- **[Strength]: 6** (+2 for every zone)
- **[Confidence]: 3** (+2 for every zone)
- **[Fame]: 3** (+2 for every zone)

#### SPECIAL POWERS

> Roll d6 for Enemy, if it is a 1, Enemy loses 1 Confidence and Player gains 1 strength

#### Ravens aka The Twins

- **[Lift]: 3** (+2 for every zone)
- **[Strength]: 3** (+2 for every zone)
- **[Confidence]: 6** (+2 for every zone)
- **[Fame]: 6** (+2 for every zone)

#### SPECIAL POWERS

> Roll two d6 for Enemy, if both d6 match roll again, for every match Player loses 1 Confidence and Enemy gains 2 Confidence

#### ENEMY RULES:

- > Roll a d6 to determine which enemy to fight, 1-3 is Kiwi and 4-6 is Raven for every zone
- > If a character loses against an Enemy, Player's turn is finished and must wait until next turn to battle Enemy again
- > If characters defeat an enemy, they may choose to fight the other enemy or use their Fame to proceed to next zone

## 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

### Rotten Fish

TEST: Static Test Lift

### CONSEQUENCE:

Anyone who fails must take 2 damage to Lift.

### Rotten Egg

TEST: Static Test Confidence

### CONSEQUENCE:

Anyone who fails the test must take d3 damage to Confidence.

## 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.

## ITEMS

### **Protein Shake**

EFFECT: Gain 1D6 Strength

### **Dumbbell**

EFFECT: Gain +2 Lift

### **ITEM RULES:**

>Item cost depends on how much Fame you have, 5 Fame for the 1st item, 10 for the second and so on.

>Player has the option to purchase a random item when entering a new zone, but there is a 50% chance of an item being a trap card

>When an item is used it will go back into the item pile



## DAY 4: GAME MECHANICS

### 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:

**Win:** Reach The Pier and Defeat Both Enemies.

**Win Part 2:** The Player with the Highest Collective Stats Is Deemed Pure Muscle

**Lose:** All Characters have 0 Confidence at the same time.

## 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. Place all the player cards in area 1, Parking Lot.

**2nd:** Separate the 4 item cards and rearrange them in a random order, so that no player knows what each item is

### 2. PLAYER TURN

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

**1st:** Player rolls dice. Whichever Player rolls the highest number gets +2 Fame and the second highest gets +1 Fame added to Character.

**2nd:** The Player who rolled the highest goes first and the player who rolls the lowest goes last.

#### 2.1. MOVE

**1st:** If any Character has 0 Confidence, or the zone has 2 enemies they cannot move. If all Characters have at least 1 Confidence or at least 2 enemies, they must move.

**3rd:** If any character receives a Trap from ITEMS, roll the Test indicated on the Trap card and take any negative effects for those who fail. Place the trap back in the ITEMS area and rearrange the cards in random order .

**4th:** If the Area contains an Item, the Players decide collectively which of their characters will carry or use that item. When an item is used, place it back in ITEMS and rearrange cards in random order. Any time they Move they may switch which character is carrying the Item.

**5th:** If the room contains an Enemy, continue to 2.2 Combat. Else, proceed to end of the turn.

#### 2.2 COMBAT

Once all players have defeated the enemy, the enemy is moved to the next area. The players have a choice to defeat the second enemy for more fame, or may proceed to the next area. There must be 2 enemies in the zone where all players are located. Roll a d6 to determine which enemy to fight, if lands on 1-3 character fights Kiwi, if lands on 4-6 character fights Raven.

When players enter a new area, combat starts and they must roll to determine which enemy to fight and must defeat them. Combat takes place in rounds, which are outlined below. Except if players take the Heal Stance, they can always attempt to deal 1 Damage to an Enemy each Round.

**1st: Player Stances:** Players pick their stances. Choose 1 for each character from the list below:

- **Aggressive:** Versus Test Lift with Advantage this round.
- **Defensive:** Versus Test Strength, with Advantage this round.
- **Heal:** Static test Confidence, if successful, restore 1 lost Confidence to another Character up to their maximum, but you cannot Test Lift this round  
– OR ALL CHARACTERS MAY –
- **Flee:** Static test Strength. 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 Enemy, Versus Test Confidence versus the Enemy's Confidence for each of the Characters. The Characters that fail can attack after the Enemy. Those that succeed can Attack or Heal now. To Attack, Versus Test Lift versus the Enemy's Strength. If the character succeeds, deals 1 damage to the Enemy.

**3rd: Monster Attacks + Second Attacks:** Roll d3 to determine randomly which character the Enemy attacks. The targeted Character must Versus Test Strength versus the Enemy's Lift.. If the character fails, they take damage. Once the Enemy has attacked. Any character that hasn't Attacked or Healed this round can do so now.

**4th: Ending Combat:** If the Enemy and at least one player have more than 0 Confidence, Return to the first step. Else combat ends. If the Enemy has 0 Confidence, remove the Enemy Card and move it to the next area, adding +2 to all previous stats. Ex) At zone 3 kiwi has +4 to all stats

### **3. END OF TURN**

**1st:** If the player has finished purchasing an item and attacking their turn ends.

**2nd:** Sacrificing 1 Strength and 1 Lift for 2 Confidence ends turn..

### **4. WIN OR LOSE**

If either of the following takes place, the game ends:

**Win:** Reach The Pier and Defeat Both Enemies.

**Win Part 2:** The Player with the Highest Collective Stats after completing Final Zone, Is Deemed Pure Muscle

**Lose:** All Characters have 0 Confidence at the same time.

## GAMESPACE

### 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

The Players move their Characters to the next subsequent Area (1-6). They use Fame to proceed to the next area. Each Zone costs +5 per the previous zone. Ex) Zone 2 Costs 5 Fame, Zone 3 Costs 15 Fame, and so on

## 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:

> Bridge between areas. Players move from the Parking Lot to subsequent areas connected by the bridge.

### DOOR / CONNECTOR RULES:

> Players can only go to areas connected by bridges. In order to advance Players must use their Fame

### SPECIFIC ROOMS:

#### 1. Parking Lot

- > Kiwi & Ravens are located here
- > Player may purchase a random item

#### 2. Sidewalk

- > Costs 5 Fame to enter
- > Kiwi & Ravens are located here
- > Player may purchase a random item

#### 3. Sand

- > Costs 10 Fame to enter
- > Kiwi & Ravens are located here
- > Player may purchase a random item

#### 4. Shoreline

- > Costs 15 Fame to enter
- > Kiwi & Ravens are located here
- > Player may purchase a random item

#### 5. Beach Gym

- > Costs 20 Fame to enter
- >Kiwi & Ravens are located here
- > Player may purchase a random item

#### 6. Pier

- > Costs 25 Fame to enter
- > Kiwi & Ravens are located here
- > Player may purchase a random item