Content Formal Game Elements Analysis: Back to Earth

1. Objective:
a. What are the game objectives?
Race, Forbidden Act, Escape
b. What is the primary object of your game?
Prisoner: Escape from the prison and get to the pod first.
Guard: Capture a prisoner.
c. What are the secondary objectives of your game?
Prisoner: Don't get caught by a guard, or you become a guard and can't win.
Guard: Race to get to the pod
2. Player Interaction:
a. What type of player interaction is your game?
Unilateral, RPG
3. Rules & Procedures:
a. What are the starting action procedures of your game?
Each player will roll the dice, and the player with the lowest roll becomes the guard. If there is a tie, the players who tied will roll again. Each player, including the guard will start on the start box. The prisoner who rolled the biggest number during the first roll goes first. The player on his/her right goes second. After one round has completed, the guard can then roll to start.
b. What are the progression of action procedures?
Prisoners and guards will take turns rolling the dice and moving. When a guard lands on the same spot as a prisoner, the guard becomes a prisoner and the prisoner becomes a guard. The same thing will apply if a prisoner lands on the same spot as a guard.   Players will also be affected by spots on the board. Players can take whichever path they would like.
c. Are there any special action procedures? What are they and when are they executed?
Some spaces have stuff a player has to do (ex., become the guard automatically)
Triangles will cause a prisoner to become a guard, and when that happens, the previous guard will no longer be a guard, but a prisoner. There can only be one guard at any given time.
d. What are the resolving action procedures?
When a prisoner gets to the pod, the game is over and that player wins.
e. What are the explicit rules?
1. Only a prisoner can win the game. A guard must become a prisoner before they can win.
2. Players can go around the board using any path, but must go the same direction during the turn. (they have to either choose forward or backwards, they cannot alternate)
3. When a guard lands on the same spot as a prisoner, the two players switch roles and the guard puts the marble/ball onto his/her piece.

4. When a prisoner lands on a triangle, they become the guard. The player that was previously a guard then becomes a prisoner. There can only be one guard at any given time.
5. If the guard lands on a spot where more than one prisoner is located, the guard will choose one prisoner to become the guard.
6. If the prisoner lands on a spot with a guard in it, the prisoner still becomes a guard, and the guard a prisoner.

4. Game Resources:

a. What are your resources?
dice, characters, guard extra piece
b. Does it have utility?
Yes
c. Is it scarce?
Yes, there are only enough resources for the max number of players

5. Game Mechanics:
You should be able to justify how you are incorporating at least 3 of the following mechanics:
a. Turn/Move?
Roll a dice to get the number of moves that the player will move. It will be turn-based.
b. Action Points?
Moving the amount rolled on the dice, and if applicable draw a card
c. Auction or Bidding?
None
d. Randomness?
Dice roll
e. Capture?
The guard will land on the same spot as the prisoner/prisoner land on guard spot, and the two players will switch rolls.
f. Catch-Up?
There are more "bad spots" near the finish to make things more challenging
g. Role-Playing?
One player starts as a guard, the other players start as prisoners.
h. Tile Laying?
None
i. Victory?
First prisoner to get to the pod without being turned into a guard wins.

6. Conflict:
a. Conflict? Competition?

i. Opponent
Prisoners vs. Guards (is this what it's asking about?)
ii.Obstacle

None

  iii. Dilemma

    Take the quickest path and risk landing on bad spots, or take a long path.

    Race to the finish, but risk still being a guard when you get there, and then have to go back to find a prisoner to capture.

7. Boundaries:

  a. What are your game boundaries?

    Players have to stay on the board and within the spots on the board.

  b. What separates your game from "real life"?

    It's in space… and there's a prison. In space.

8. Outcome:

  a. How is the end/winner determined?

    The winner is the first prisoner to get to the escape pod without being turned into a guard

  b. Zero-Sum or Non-Zero Sum game?

    Zero-sum

9. Probability:

  a. What type of randomization tool will you incorporate into gameplay? (Dice, Spinners, Cards, Coins, etc.)

    Dice roll

  b. Be able to provide that proof that you tested out the probability of certain outcomes with the use of these tools.