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?
        Set-Up: Each player piece is place on "Start".
        To determine the guard: Each player will roll the dice. The player with the lowest number is the guard, and the player with the highest number goes first.The player on his/her right goes second. In the case of a tie for the lowest number and/or highest number, the players with the tie roll again. The re-roll is specifically for the tie. If a player rolled the highest number before the re-roll and in the tie and higher number is rolled, the previous higher number still goes first.
        Guard Restriction: The guard must skip one turn before he/she can roll to move.
    b. What are the progression of action procedures?
        Players take turns moving their piece. The guard must land on the same spot as a prisoner to capture them. If a prisoner lands on the same spot as a guard, the guard can capture them. In the event of a capture, the two players switch roles (prisoner becomes a guard and guard becomes a prisoner).
    c. Are there any special action procedures? What are they and when are they executed?
        To help the guard: There are spots on the board that act as portals for the guard. The guard can use it to get to another location on the board (only spots that have the special marking).

        Bad news for the prisoners: Several spots on the board will cause a prisoner to become a guard. In this event, the existing guard becomes a prisoner.
    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 one dice is used in this game.
    2.   Only a prisoner can win the game. A guard must become a prisoner before they can win.

3. Players can go around the board using any path, but must go the same direction during their turn.
4. Players must have a ball in their character piece if they are a guard.
5. When a guard lands on the same spot as a prisoner, the two must switch roles.
6. When a prisoner lands on an automatic guard spot, 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.
7. On your turn, if you land on the same spot as a prisoner, you must go forward to the next available space. No two prisoners can be on the same spot at any given time.
8. Guards can capture a prisoner that lands in the same spot as them.
9. As guards cannot escape, the guard must pass through the finish spot to the next space.

4. Game Resources:

a. What are your resources?
2 dice, 8 characters, 8 guard extras, board

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. Clockwise turn order.

b. Action Points?
Moving the amount rolled on the dice

c. Auction or Bidding?
None

d. Randomness?
Dice roll

e. Capture?
The guard lands on the same spot as the prisoner/prisoner land on guard spot.

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 wins.

6. Conflict:

a. Conflict? Competition?

      i. Opponent

            Prisoners vs Guards

      ii.Obstacle

            None

      iii. Dilemma

            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

    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.