

Emotion Game Journal:

My Emotion: Uplifted

Pre-ideations:

1. What games can make you exactly feel uplifted?

- Games that makes people laugh
 - Being filled with happiness
 - EX: Zelda
- Relax and comfort
 - EX: Animal Crossing



- - Collaborations with your friends
 - Doesn't need you to think too much about or do any lies to win the game
 - Understands that there are people cared for your
 - Giving hope

2. Physical or Tabletop Simulator?

- Maybe more to tabletop
- Could be transferred from simulator to physical later

3. Players:

- 1 v 1 (But not exactly against each other, more like a frenemy.)
 - They don't know what the other person is doing
 - They have different goals but won't beat each other
 - No scores

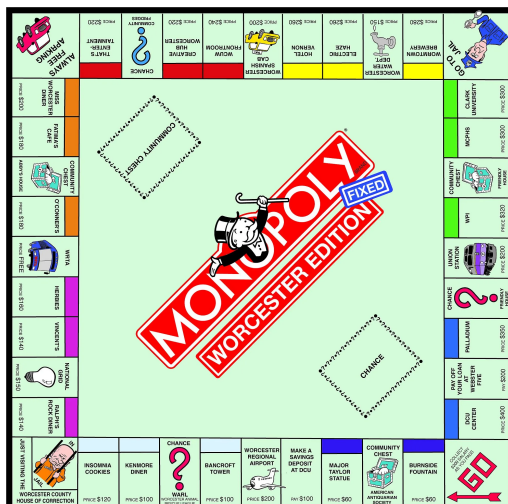
Game Design:

Feb 17:

- Narrative is important in this game
- A game that allows you to direct a person to a better life
 - Have cards that makes both players play
- Little tokens are used for moving on tiles
- Name of the game: Brighter
- Game machines:
 - 2 people are helping each other to survive in life but also had their own goals
 - A is independent and B depends on A
 - Mother and child
 - Brother and Sister
 - There will be different characters, players need to decide on either who is A and who is B
 - A Character pile is a set of characters
 - B Character pile is another set of characters
 - A and B have connections decided by dice in the connection card
 - In the start of the game they are living a bad live
 - The goal is to make their life better (Big goal)
 - Cards for people to choose for their small goals (Small goal)
 - Making life choices for the two is the main theme of the game
 - Many different choice cards are used to direct the game
 - Each choice leads to different result
 - There are Negative and positive effects and roles that give different buffs
 - Players need to help each other to reach their goals and yet cannot say it to each other
 - The board are something like monopoly, but instead of buying houses, they are life situations
 - Board could have Ages on them which tells you what age are you on now
 - Please do not die

Objects needed:

- 10 goal cards
- 2 token characters
- Board with 10 or more tiles
- 20-30 choice cards



Feb 24:

- I need a digital version of the game!!!
- I need the rules to be more clear!!!
- I need more interactions between the players!!!
- My goal is to make people engage in conversations and that is my definition of uplifted...
 - HOW??
- Interactions:
 - Why do I need interactions with others?
 - It is a requirement if you still want to play the game
 - You need to get something to win the game
 - Why talking with others solve this problem?
 - Because the things needed to win is not in my hand!!
 - How can you make people to do the above stuffs in YOUR game??
 - HERE IS WHAT YOU HAVE NOW:
 - A board that goes all the way up to age 100 starting from 0
 - 2 players
 - Surprise cards
 - Event cards
 - Money cards
 - HERE IS WHAT YOU NEED:
 - An interaction system where interactions are required between players
 - A solution for the interaction system; meaning the outcome of the interactions
 - Both them need to be intercepted into the game
 - Monopoly need players to interact with each other because they need to buy lands from each other because this is a way to win the game
 - Players need something from each other
 - Put the game on tabletop!!!!

Solutions:

- Merge the event cards into the board, when they hit a grid they need to pull the according to the card of the grid.
 - They play and then they have hit an event
 - They need to solve the event or else they will receive consequences
 - Consequences will make them lose the game
 - The only way to win is by accomplishing their goal
 - In order to solve it they need help from the other person
 - They need to INTERACT!!

- Rules change:
 - Money cards cannot be taken by choice anymore
 - Only through event cards
 - The only way to get rid of a card is by using them
 - Event cards are the only cards that can give players money, negative effects, death passes, and so on
 - Even grid is yellow
 - Death grid is red
 - Rainbow grid is the grid where you can change your life goal
 - Your only way to win the game is by accomplishing your life goal
 - 100 grid is a bonus grid
 - People still can decide whether they want to share about their goals or not
 - Players have play cards that they need to always have 3 in their hands at all time
 - These cards can be played to themselves or they can use on the other player
 - The only way to get rid of player cards is by playing it
 - Ask after playest if they wanted any grids to discard their player card?
- For the next Version:
 - I might have a section for player cards
 - I might need to have money cards facing up for players.




Event cards:




Money cards:







Multiply by 2
On your next Money card you play!




CHANGE!
Trade one of your cards with a money card!




Jail Them!!
You can choose to jail your opponent for 2 turns!



Move up 2 grids!




Time Machine!
You have crashed into something supernatural, you time traveled back a year!
Move back 1 grid!




Special card!
You can re-roll your relationship with each other!

(Please roll the dice again if you wish to change)



Erase! Erase!
You can erase all negative effects!




Player Card

A


Role Card

ROLE CARD
An **unemployed person** who has drinking and smoking problems




26 years old
Budget: **\$2000**

ROLE CARD
A **Salesperson** who has the lowest accomplishments and performance in your company



32 years old
Budget: **\$20000**

ROLE CARD
A **rich person** who just bankrupted




40 years old
Budget: **\$500**

A


Life Goal Card

Earn one hundred thousand dollars




Life Goal Card

Try to get rid of B so that they don't drag you down in life




Life Goal Card

Help B to achieve their goal




Life Goal Card

Be an **entrepreneur** in your life



Life Goal Card


Change your relationship with B at least 1 time



B


Role Card

ROLE CARD
A **child** who was bullied in school




10 years old
Budget: **\$5**

ROLE CARD
A **patient** who has Alzheimer Disease



42 years old
Budget: **\$70000**

ROLE CARD
A **rebellious teenager** who will give everything to your boy/girl friend even when you know that he/she is a jerk that just wants your money and body



16 years old
Budget: **\$700**

B

Life Goal Card


Life Goal Card

Be an **entrepreneur** in your life




Life Goal Card

Save up ten thousand dollars



Life Goal Card

Help A to achieve their goal




Life Goal Card

Stop A from achieving their goal



Life Goal Card

To have a pet



Feb 25: (In class)

- And more specific rules
 - 100 grid
 - Clinic grid
 - What will happen if you run out of money?
- Make money useful/just don't use the money card/ place money cards on board at first and make people gain them once they land on it?
- The goals needs to not have conflicts
- Bankrupt need to be more useful



March 4:

- Change:
 - Add card descriptions in rules
 - Player cards:
 - Change the "Trade one card to money card" card to have a money card instantly
 - Money cards:
 - Change the rules of pulling out money cards to having people put the money cards on grids that they decided at first.
 - Also add instructions to it too.
 - Set rules on what will happen if:
 - No enough money

- Too much money
- Event cards
 - Bankrupt cards:
 - Intense the effect
 - Lower the quantity
- Life goal cards:
 - Change A and B's roles into something that doesn't make them conflict with each other
- Rules:
 - Cards rules needs to be added and specified
 - Usage of cards
 - How to use the card and when to use
 - Make 100 grid more useable
- Winning system:
 - If you reached the 100 years old grid you win
 - If you didn't reach 100 years old, who ever has the most goals accomplished wins
- Art adjustments:
 - Change cards on
 - Bankrupt cards
 - Change the effect to if you got this card you lost all your money and all you have if \$500 dollars
 - Life goal cards
 - Remove the goals that makes them go against
 - Player cards
 - Add a card that makes them go back a grid

Time machine! You have crashed into some supernatural, you time traveled back!

Move back 1 grid

