



Assignment 4: Part 1
Pot LUCK? Game design document

Charles Currie
Lee Ackerman
Melanie Laurie
Stefanie Nitta
University of British Columbia
ETEC 565
Professors Jennifer Jenson and Suzanne de Castell
July 11, 2019

Our Game Design Template/Criteria is based on combining elements from Fullerton (2014) and the Game Design Canvas by Ari Bancale.

Overview

Pot LUCK? is a card-based party game. Inspired by the “mystery meal” experience at potluck dinners, players tempt one another while adding secret ingredients to a new meal. As each new ingredient card is added, the player uses a word or two to describe the secret ingredient. Along the way, one of the players can decide to try to eat the meal - hoping that their stomach can handle the mystery meal. If a player can stomach the meal, they gain points based on values assigned to the cards in the meal. If they can't stomach the meal, they end up with no points. Some cards with foods that have some healthy attributes, offer positive points. Some cards, with less healthy foods, offer negative points.

At the end of each meal, there is an opportunity for a bonus point for the players that didn't get to eat. Each of the hungry players names the meal. The player that ate the meal is the judge of who came up with the “best” name and awards the bonus point.

In summary, the goal is to have fun with food, strategy, deception, creativity, nutrition and friends!

Players & Interaction Style

Pot LUCK? is a party style card game for 3 to 6 players. Players compete to collect nutrition points while preventing other players from collecting nutrition points. A mobile phone AR interaction is included to judge the digestibility of each of the meals.

Objective

The objective of Pot LUCK? is to be the first player to score 30 nutrition points through the meals that they eat.

Story

Sadly, the most feared words in social circles is “Let's have a potluck dinner!” Not only is the food a mystery, but you have to be courteous. In Pot LUCK?, we're putting the “social” back into “social gathering”

Playing with 2 to 5 of your friends, throw together the ingredients you always feared seeing in the same pot! Each dish created can only be eaten by one player, so you have to decide whether you're working to create a high-scoring dish, or if you're going to sabotage the dish and your competitors' scores. Your wits are your only asset. Bluff, mislead or even tell the truth as you add ingredients to the dish - everyone loves jellyfish, right?

And, always keep in mind that while we may choose the meal, the meal might not choose us. Some meals don't sit well and end up being purged from the stomach. If you can't keep the

meal in, you don't get any points! If you manage to keep the food in, you get the points from the round.

The little food critic or chef inside each of us gets to surface at the end of each round as each player gets a chance to participate in naming the dish.

Now, the mystery dish can be fun and doesn't have to flip your stomach!

Outcomes

A player wins the game when they are the first to reach 30 nutrition points. Why 30 you may ask? Well, interesting fact: It is believed that the modern iteration of the potluck meal originated from the 1930s during the Depression (Martin, 1933).

Assets

The game included a deck of 45 food cards. 25 cards are nutritious foods and each card is worth +1 point. 20 cards are unhealthy foods and each card is worth -1 point. For the less modern player, there is also a die to support analog play. For the modern player, an Augmented Reality app is available.

Boundaries

You will need a flat playing surface, like a table.

With the starter pack, you are limited to creating dishes with the ingredient cards. However, there are 5 blank cards to add additional favourite ingredients to the deck.

Rules

1. A deck of 45 cards is shuffled, including nutritious foods and unhealthy foods.
2. 5 cards are dealt to each player
3. Taking turns, each player lays down a food card face down (starting with the player to the right of the initial dealer - 'first player'). The player must say an adjective related to the food to provide a hint about what's being added. The adjective used should align with the players strategy for the round - do you want others to crave the dish? Are you trying to scare people away from the dish? Or, are you just trying to get a laugh?
 - a. Suggested adjectives have been provided on the cards to help, but it is encouraged that players also try to come up with their own to use.
4. After each player has laid down their first card, the first player can then choose to eat the dish or not. If the player does not choose to eat the dish, they must lay down another card and say an adjective related to the food.
5. This process continues until a player decides to eat the dish or once the last player in second rotation is reached.
 - a. The last player will have to eat the dish. Note that the last player can choose to lay down a card to better their total points or eat the dish as-is.
6. In analog mode, the player who eats the dish then must then roll a die to see if they can stomach it.

- a. If they roll an even number they are able to digest the food.
 - b. If they roll an odd number then they vomit the food and do not get to keep any points.
7. Alternatively, in digital mode, the player uses the Augmented Reality app, to analyze the cards and the sound effects will inform them whether they can stomach the meal.
8. Now flip over the cards and see what was created! If the player can keep the food down, they can collect the total nutritional points available (nutrition points minus any negative points for unhealthy foods). It is possible to have a negative point total. Sometimes food is just not good for you.
9. The players who did not eat the meal then compete for a bonus point. Each player creates a name for the potluck dish inspired by the ingredient cards.
10. The player who ate the dish votes for the “best” name. The player who came up with the name gets awarded 1 nutrition point.
11. The cards are then all collected. The next player shuffles and deals the cards and the next player in the rotation places down the first food card and the process continues as above.
12. The first player to reach 30 nutrition points is the winner.

Dramatic Elements and Fun Factors

As a card game, there is an element of chance built into the dealing of the cards. There is also the mystery of guessing which cards have been played by the adjective given and if they are nutritious or not. Once a player decides to eat the dish, they must roll a die or use the app to see if they can stomach the meal to collect their points or if all points will be lost. To further add to the drama, it is possible to have a dish that give a negative point sum, but you will not know until after you have kept it down or thrown it up.

The creative naming of the dish by players and selection of the best name for points is a fun bonus activity where players can gain additional points and share a laugh or two over ridiculous names for absurd ingredient combinations.

Player Actions & Skills

Players are very much active and creative participants in the game and contribute to the game’s outcome. While there is the chance element to the cards and die/app, players have the opportunity to be creative in choosing their food adjectives and the naming of the dish. Players also actively reward points to other players for their creativity in their naming of the dish. This makes for an active, fun and socially engaging experience where players get to contribute to the outcome of the game.

There is some strategy to this game and it is dependent on the social dynamics of all the players, thus it is not a stretch to say that some critical thinking and socioemotional skills are in play.

Values

The game is designed valuing creativity, social interactions and developing community. Further, the focus on food diversity and harmony support discussions and thinking about nutrition.

Conflict

There is tension in the game as the players are competing against one another to gain nutritional points. There is also tension with the vomit-o-meter and the reliance on luck as to whether or not a player can digest the meal.

Procedures

As discussed in the rules, this is a turn-based, card playing game. Within a round of game play, taking turns, each player gets to add two cards to the meal. Some of the key procedures include: Build a Dish, Eat a Dish, Digest a Dish and Name a Dish.

After each player has had a chance to add an ingredient to the meal the base of the meal has been created. From this point forward, on each turn, a player can choose to “eat” the meal or add another ingredient to the dish, until the last player, who must consume the dish.

Once someone has decided to eat the dish, chance decides whether they can “stomach” the food. If they fail to digest the meal, they forfeit any points from that round.

At the conclusion of the meal, the players that didn’t get to eat have still have a chance to earn a point. Each player comes up with a name for the new dish. The player that ate the dish chooses the best name and awards a point to the player that provided that name.

Challenge

There are multiple dimensions of challenge to the game:

1. Offering an adjective to the meal ingredients will challenge the player to be creative.
2. Naming the meal at the end of the round requires creativity.
3. Strategic thinking is needed when deciding what to put into a meal, how to try to manipulate the other players, and deciding on when to eat a meal.

Characters

While not assigned a role or character, each player is essentially a guest at a potluck dinner party. It gives them a chance to play a version of themselves. What kind of guest will they be?

Resources

The ingredient cards and the suggested adjectives provided on the cards are the only resources provided by the game. Wit must be supplied by the player.

References

Fullerton, T. (2014). *Game Design Workshop: A Playcentric Approach to Creating Innovation Games*, NY: Taylor & Francis (CRS Press)/ [Chapters 1-3 on Design](#)

Flora, Martin. "Potluck Meal Innovation Due to Depression: Guests Chip in With Part of Dinner", Chicago Tribune, Chicago, January 27, 1933.

All icons are designed by Vexels from <https://www.vexels.com/plans/rmt> except for the following:

- Coconut icon made by Smashicons from www.flaticon.com
- Jelly icon made by flaticon from www.flaticon.com
- Jellyfish, chips, and maple syrup hand vector created by freepik www.freepik.com
- Pot Icon made by smalllikeart from www.flaticon.com
- RPG Maker MV tutorial. (2019). Retrieved from <https://rpgmakermvtutorial.com/>
- Twine / An open-source tool for telling interactive, nonlinear stories. (2019). Retrieved from <https://twinery.org/>
- Zynga Partners With Bwin.Party For Poker In U.K. (2019). Retrieved from <https://www.cardplayer.com/poker-news/14300-zynga-partners-with-bwin-party-for-poker-in-u-k>