

HOTEL INNSMOUTH

BCM300 Project Dossier

Game: Hotel Innsmouth

Name: Hong Wai Lam

Student No.:7074025



Table of Content

<i>Table Of Content</i>	<i>II</i>
<i>Overview</i>	<i>III</i>
<i>Theme and settings</i>	<i>III- IV</i>
<i>Genre</i>	<i>III</i>
<i>Story and Narrative</i>	<i>IV</i>
<i>Market</i>	<i>IV</i>
<i>Mechanics</i>	<i>V- VIII</i>
<i>Rules</i>	<i>IX- XI</i>
<i>Development Process</i>	<i>XII- XIV</i>
<i>Prototype</i>	<i>XII- XIII</i>
<i>Playtesting</i>	<i>XIV</i>
<i>Iteration</i>	<i>XV</i>
<i>Conclusion</i>	<i>XV XIX</i>
<i>Future Plans</i>	<i>XVII- XVIII</i>
<i>Reference</i>	<i>XIX</i>

Overview:

Hotel Innsmouth is a game with the style of role-play and mystery, which all players are set to be the characters in a hotel. People over 18, especially those who like to watch mysterious movies or role-playing, are the target audience of the game. This game is for 3-6 players, which includes 5 Survivors characters and a Monster Lord, people can play the game with friends or family.

The source of the name of the game is that the background story of the game is set in the hotel, and the theme is a mysterious suspense. Therefore, "Innsmouth", the name of a small town made up by American horror novelist Howard Phillips Lovecraft, is also used as the name of the game.

Theme and settings:

The theme of game is set as role-play and mystery because I love watching mystery and crime series, such as the Sherlock Holmes and a TV variety show called Crime Scene. Also, I like playing role-play mobile game (RPG) so much which players can act as different characters and may have different superpower. Therefore I decided to design a board game for the mystery lovers and RPG lovers like me.

- **Genre:**

From [week 3 lecture video](#), Chris Moore introduced many different theme of games and talked about the games on different theme. Players do not need to guess or find the murderer in the game, only need to consider the number of

steps taken each time and complete the character's goal, but the game involves the player's "death", so I will classify the game as horror, murder & mystery and fantasy.

- **Story and Narrative:**

Here is the story world about the background story of the game that I created, and introduce the players to understand the basic settings of the game.

“You and other 4 survivors found yourself awake in the hotel, and you need a key to escape from the hotel. But the hotel is full of monsters and traps, and they are all controlled by a Monster Lord. There are some Token cards that may help you to escape or fight over the Monster Lord. But be careful, some of them may cause harm to you. You may choose to cooperate with other Survivors and help each other to win the game.”

- **Market:**

According to Rolling, B (2019), it is important to know who exactly I'm trying to appeal to, which is the target audience of game. I can find the games with similar theme through Board Game Geek. For examples, [Sherlock Holmes Consulting Detective. The Thames Murders & Other Cases](#). For my game, my target audience are people who like mystery, horror or enjoy role-playing.

The basic concept of my game is about the battle between two types of characters of the game because they will have totally different goals. Similar to the game mentioned above, players' moves are based on their choice, not luck, to increase the challenge or tension of the game. I think it will attract people who like to think when playing games.

Mechanics:

According to the [lecture on week 4](#), the mechanics is one of the important part of a game because game mechanics provide ways for players to interact with each other and game components. Game mechanics also is the methods invoked by agents for interacting with the game world ([Sicart, M, 2008](#)). So I will explain the mechanics of my game in the following.

❖ Turns & Actions:

Every players will take actions during their turns. But by using the character skills, some players will be able to take actions on other's turn, or take more than an action during their own turns.

❖ Movements:

Players need to take movement on the map but the movement is based on the player's choice such as how many steps they want to take within the range (1 to 4 steps for Survivors, 1 to 2 steps for Monster Lord and Monsters), rather than by luck, which is

rolling dice. But it also need luck when encountering with Monster Lord and the monsters So it would be the interesting part of the game

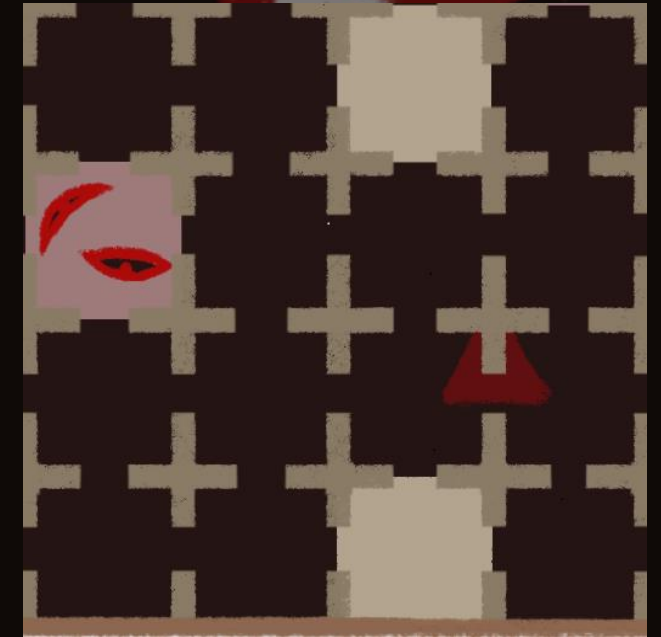
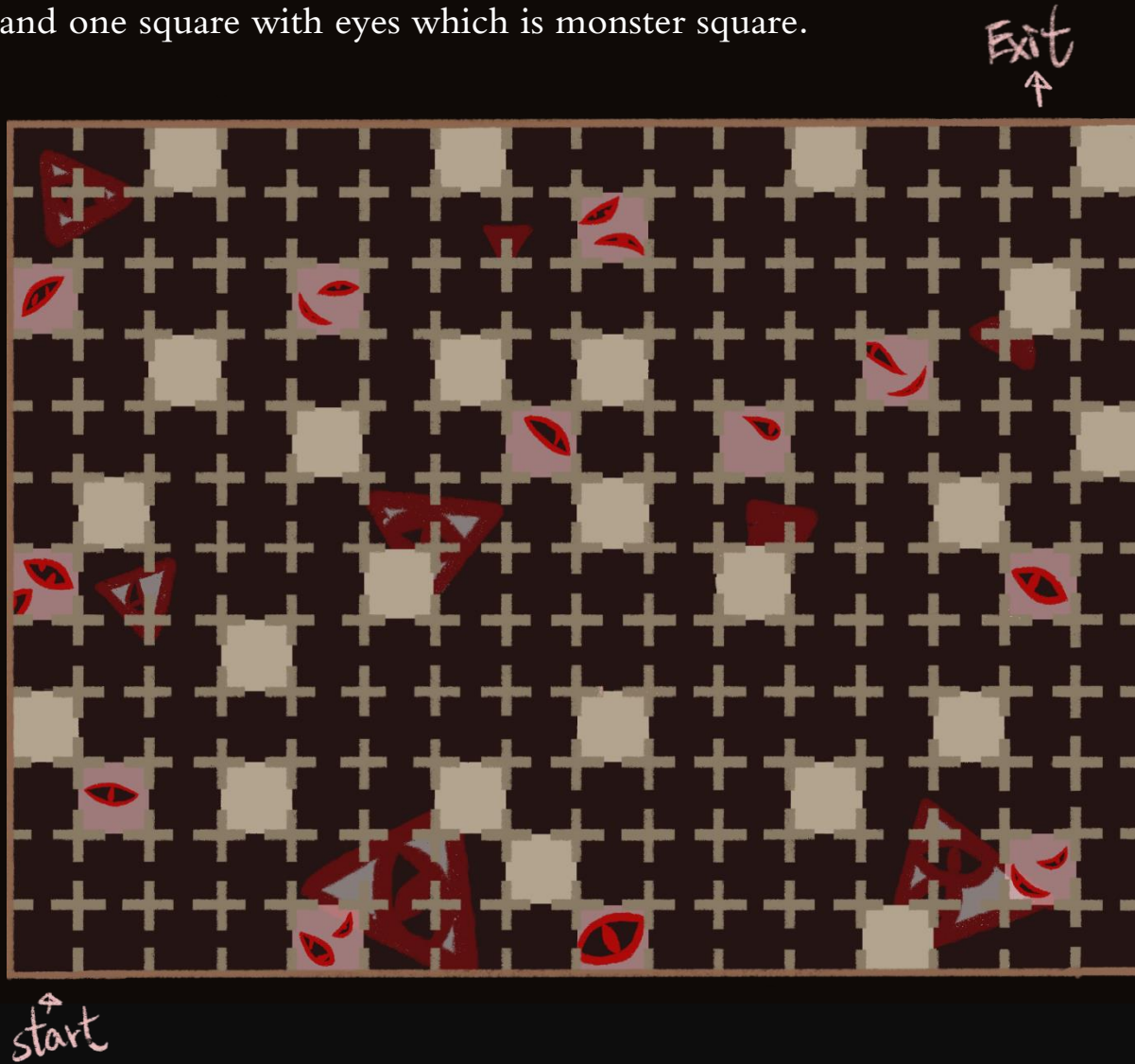
❖ Asymmetry:

-Indirectly: all players will have their turns when playing games, and take steps on map.

-Directly: players have different characters skills, while one player (Monster Lord) is against other players

❖ Board:

The map is divided into 12 pieces of map in total, each pieces include 2 filled squares which are draw card squares and one square with eyes which is monster square.



Take one map piece as an example.

❖ Cards:

Cards increases the luck elements and constructs ways for events and actions to occur in the game.

There are 2 types of cards which are Character cards and Token cards. There are 10 Character cards, including the cards that introduce the skills of Monsters, and 43 Token cards in total.

◦ Character card:

There are 5 Survivor characters and one Monster Lord, each of them has different skills.



<u>Student</u> : Can take one more extra step	<u>Thief</u> : Can draw an extra token card
<u>Nun</u> : Can heal a player including itself	<u>Gangster</u> : Can do an extra attack
<u>Politician</u> : Can move one of the player	<u>Monster Lord</u> : Can control all monsters
<u>Werewolf</u> : Can take one more extra step	<u>Vampire</u> : Can steal a health from one player
<u>Zombie</u> : Can stop a player's turn	<u>Skeleton</u> : Can move on other players turn



Token cards:

Good cards including:

- Escape Card: help Survivors escape from monsters once.
- Lucky Draw Card: get an extra chance to draw a card from token deck.
- Heaven Gift Card: recover a health of player.

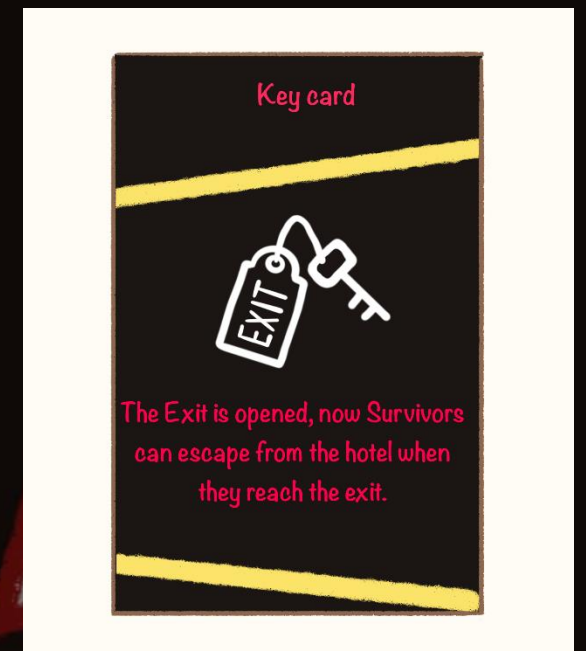
Bad cards including:

- Assault Card: lost a health.
- Trap Card: pause for a turn.
- Move Card: move a step backward.

Monster cards including:

- summon a Werewolf on map
- summon a Vampire on map
- summon a Skeleton on map
- summon a Zombie on map

Key card



Rules:

Core gameplay loop of game:

1. Draw the dice to decide your character and who goes first, the one with the highest number will be the Monster Lord (or choose a character randomly) and will go first.
2. Each of you can choose to take at least 1 step at a time and you can choose to use the character skills during your turns. (Refer to “Move on board” and “Skills of Characters” below)
3. When you step on the draw card square, then you need to draw a Token card.
4. When Survivor steps on the monster square, then Survivor needs to encounter with the Monster. (If Monster Lord steps on the monster square, nothing will happen.)
5. When Survivor and Monster Lord step on the same square, then Survivor needs to encounter with the Monster Lord. (Refer to “Encounter with Monsters/ Monster Lord” below)

6. After one of the you (including Monster Lord) drew the Key card from the Token deck, the Exit will be opened for all Survivors, then Survivors can escape from the hotel when they reach the Exit.
7. When all Survivors reaches the Exit of the map or all Survivors died, or all Survivors are killed by Monster Lord. Then the game end.

Three Act Structure:

Aristotle, the Greek philosopher, set out how a dramatic structure that can be understood, Just like the structure, there is also a basic structure of game to create relationships between mechanics and narratives, which called pacing gameplay, the three act structure, according to the [week 5 lecture video](#).

1. Beginning:

-Setting up the map, players can combine the map pieces freely.

-Choosing characters, players can randomly choose the characters or by rolling dice.

-Understanding the rules of the game and the goals of characters through Rule card.

2. Middle:

-The game has played multiple rounds.

-Tension of the game increased due to the actions done by players.

-Players learned the gameplay and trying hard to win the game.

-Players also try to achieve their goals, Survivors try to reach the Exit of map while Monster Lord try to kill all Survivors.

3. End:

-The game ends and player(s) win the game

-Survivors win when all Survivors reach the Exit. Monster Lord wins when all Survivors are killed.

Details of 'How To Play':

Goals of Players:

-Survivors aim to escape from the hotel or defeat Monster Lord.

-Monster Lord aims to kill all other players.

Move on board:

-Survivors can move up to 4 steps.

-Monster Lord can move up to 2 steps. (Can only choose to move one of the Monsters' pawn or Monster Lord's pawn)

-You can only move in one direction at a time, but not diagonally.



Encounter with Monsters/ Monster Lord:

- When Survivor and Monster Lord or Monsters step on the same square, then Survivor needs to roll the dice with the Monster Lord to choose to fight with the Monster or escape.
- If the Survivor rolls higher number than the Monster Lord, Survivor can choose to attack the monster or use the Escape card to escape.
- After Survivor attacked, the Monster pawn will be removed from the map.
- If the Monster Lord rolls higher number than the Survivor, then the Survivor will lose a health.

Health:

- All Survivors will have 3 health, while Monster Lord and its Monsters only have one health.
- When a player lost all the health, the player will be out of the game.
- When the Monster Lord lost its health, he/she can choose to remove one of the Monsters from the board instead of itself. After all the Monsters are removed from the board, then the Monster Lord will be out of the game.

Skills of Characters:

- Each of the characters have different skills. You can choose to use the skills during your turns, up to 3 times.
- Since the skill of Monster Lord is control all Monsters and all Monsters have different skills, so to balance the Monster Lord and Survivors, Survivors and Monsters' skills are limited to 3 times, while Monster Lord's skill is unlimited.

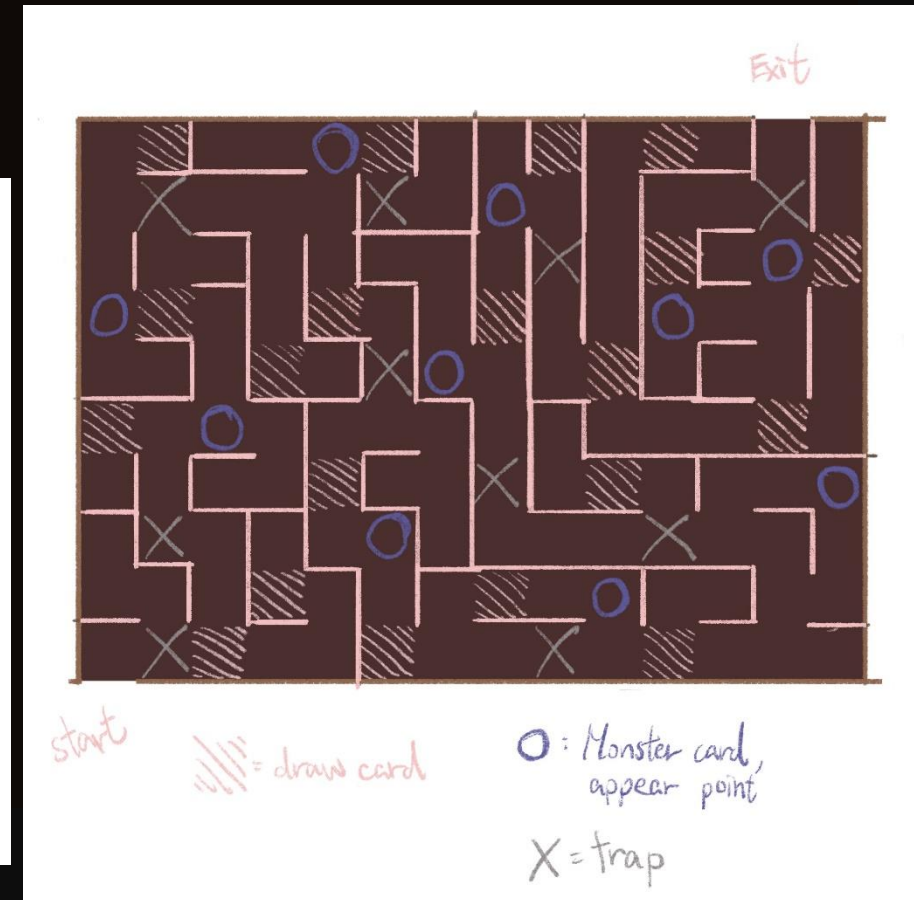
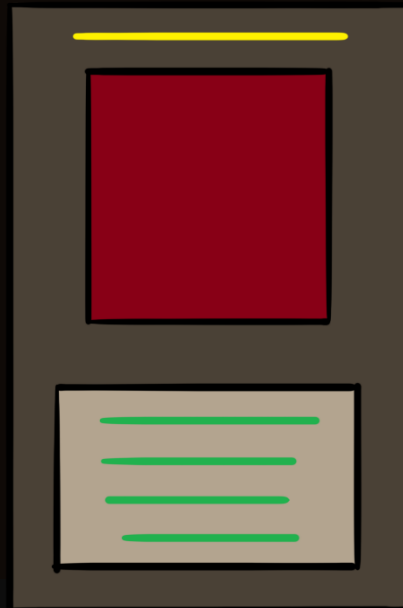
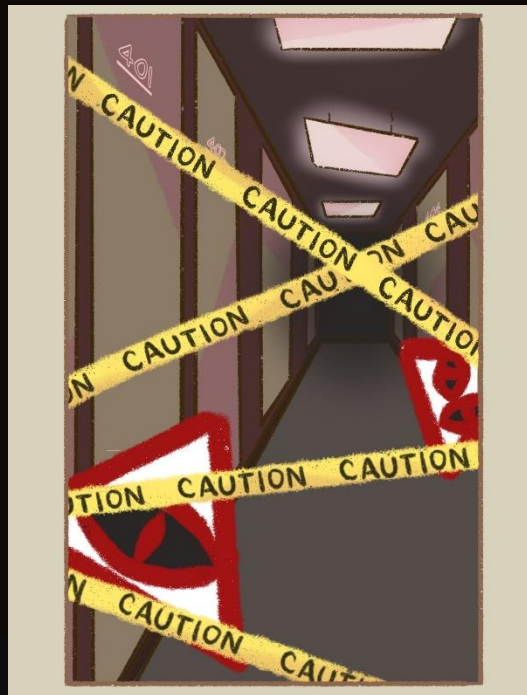
Development Process:

Prototype:

- Prototype of Design:

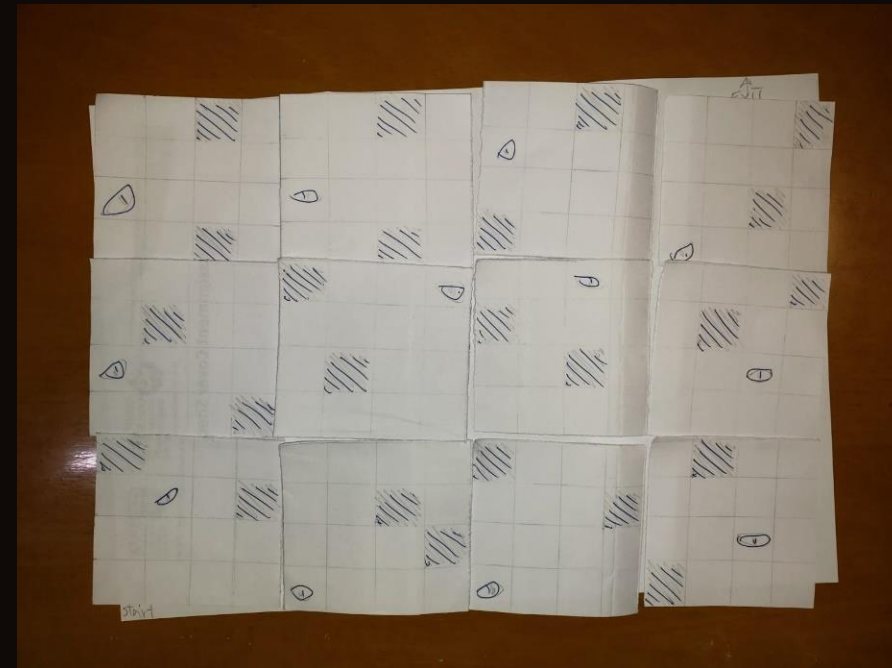
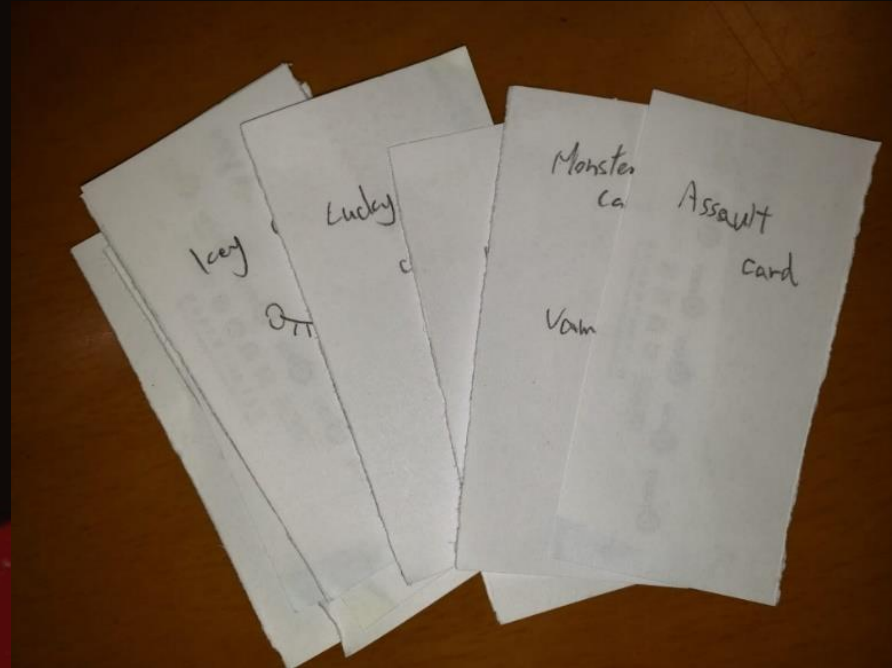
The main color of the game is dark or black and red. Dark tone suits the theme of mystery and horror, while red represents dangerous which also shows the theme. For more explanation of the designs of the cards, please read my blog [Here](#).

Also please read my blog: [‘BCM300- Hotel Innsmouth \(Individual contribution\)’](#) to know about the first draft settings.

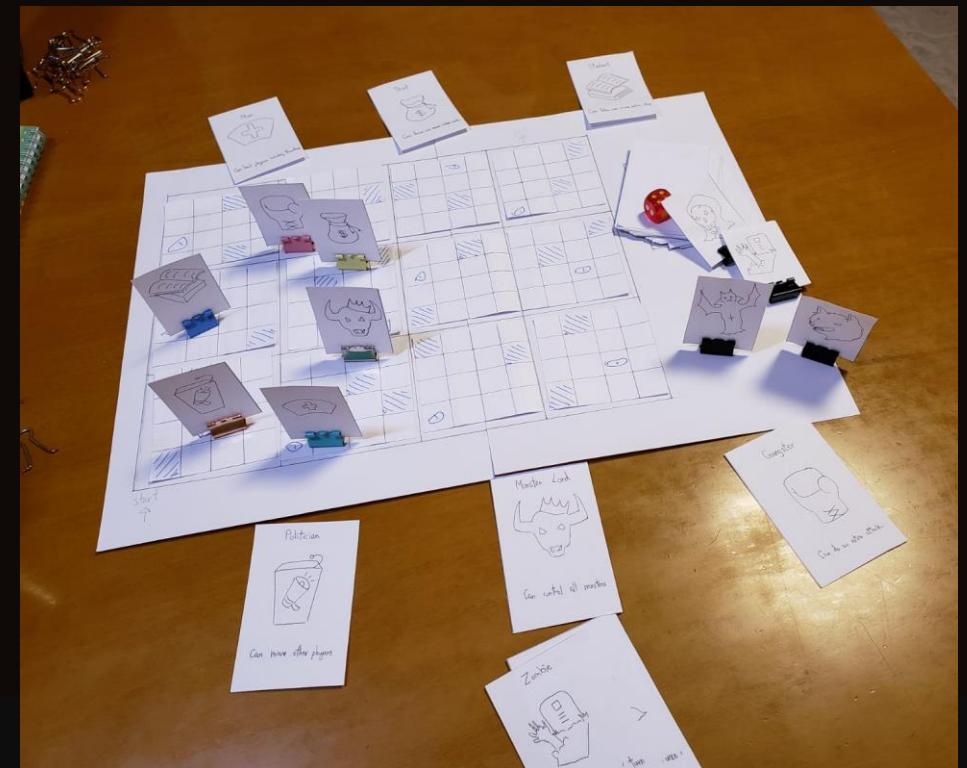


- Prototype of Design:

First physical prototype for test the mechanics and rules:



Second physical prototype with character pawns and fixed size of token cards:

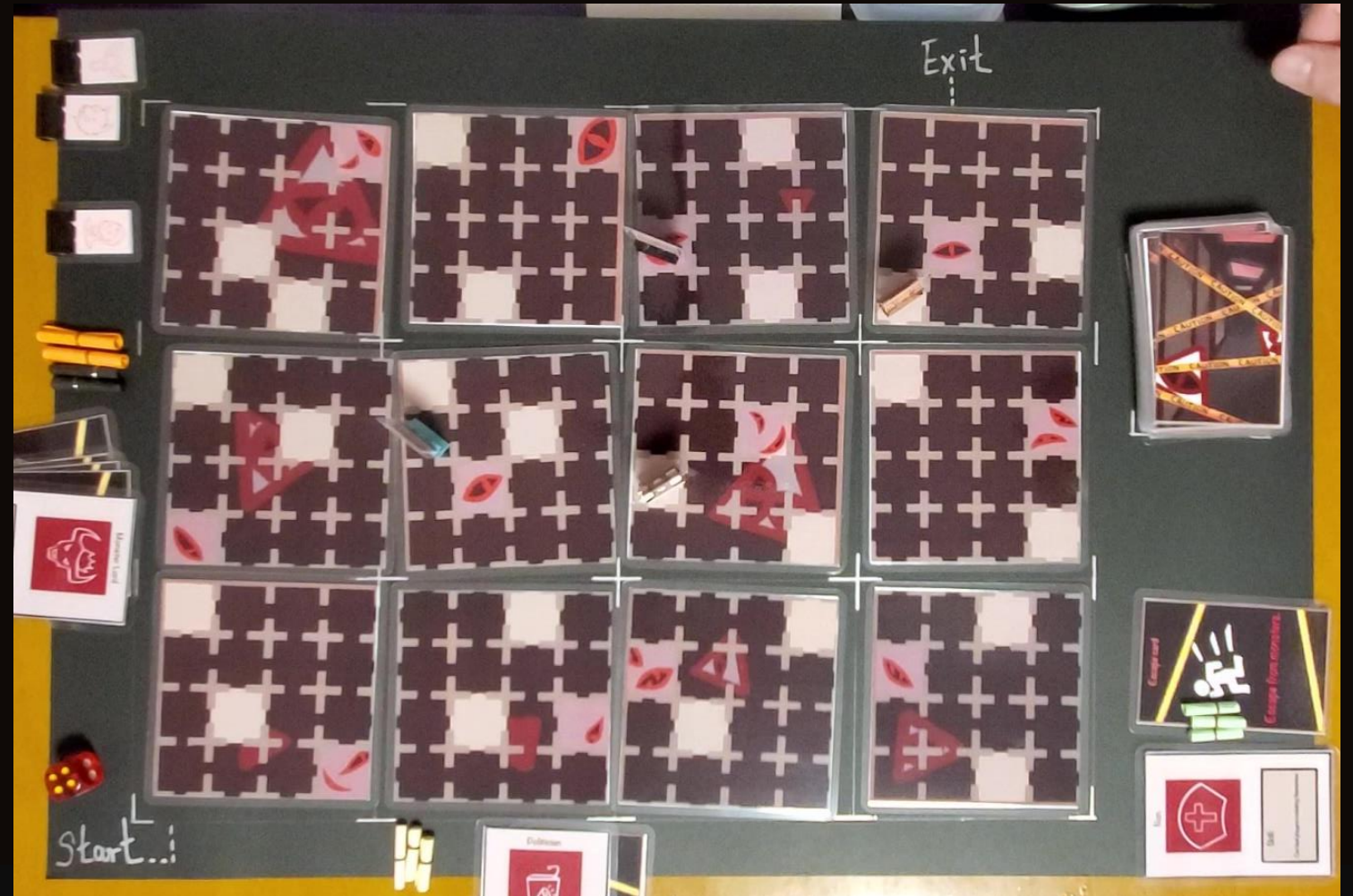


Playtesting:

From multiple times of playtesting, it helps me a lot on developing a better and clear mechanics and rules of the game. And those playtesting are a great chance for me to play my game with family and friends. When having playtesting with my family and friends, they also give a lot of useful comments and advices.

Please watch my YouTube video, to know more about the rules, skills of characters and my playtesting with family.

Video: [“300 game: Hotel Innsmouth- demo + playtesting video”](#)



Iteration:

- Feedbacks:

I received some feedbacks from tutor when having a consultation on lesson. He mentioned that the pawns are too big compared to the squares of the map.

- Changes based on feedbacks I received:

As my tutor mentioned the size of pawns and map, so I try to improve it by creating a bigger map.

Conclusion:

Final version:

Board:



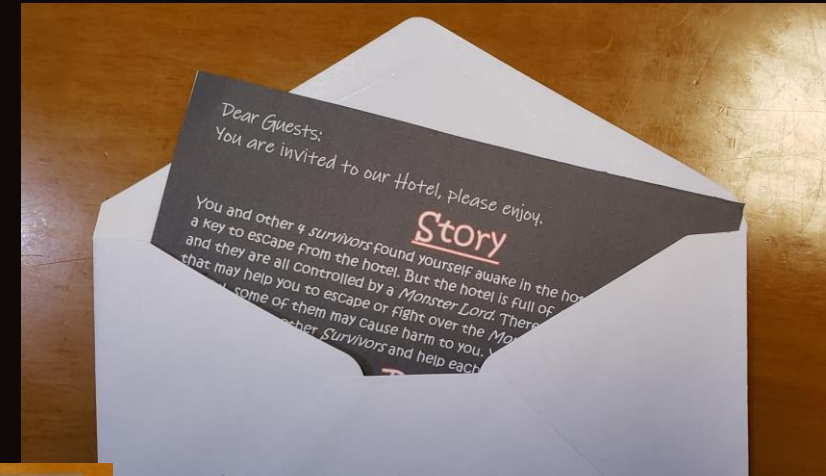
Token Cards:



Character cards:



Rule card:



Dear Guests:
You are invited to our Hotel, please enjoy.

Story

You and other 4 survivors found yourself awake in the hotel, and you need a key to escape from the hotel. But the hotel is full of monsters and traps, and they are all controlled by a Monster Lord. There are some Token Cards that may help you to escape or fight over the Monster Lord, but be careful, some of them may cause harm to you. You may choose to cooperate with other Survivors and help each other to win the game.

Rule

1. Draw the dice to decide the characters of players and which player goes first (except Monster Lord, the one with the highest number be the Monster Lord (others can choose characters randomly) and will go last.
2. Each of you can choose to take at least 1 step at a time and you can choose to use the character skills during your turns. (Refer to "Move on board" and "Skills of Characters" below)
3. When you step on the draw card square, then you need to draw a Token Card.
4. When Survivor steps on the monster square, then Survivor needs to encounter with the Monster. (If Monster Lord steps on the monster square, nothing will happen.)
5. When Survivor and Monster Lord step on the same square, then Survivor needs to encounter with the Monster Lord. (Refer to "Encounter with Monsters/ Monster Lord" below)
6. After one of you (including Monster Lord) drew the Key card from the Token deck, the Exit will be opened for all Survivors, then Survivors can escape from the hotel when they reach the Exit.
7. When all Survivors reach the Exit of the map or all Survivors died, or all Survivors are killed by Monster Lord. Then the game end.

Random Map

There are 12 pieces of map in total. Each piece includes 2 filled squares which are draw card squares and one square with eyes which is monster square. You can freely combine the map every time you play.

Goals of Players:

- Survivors aim to escape from the hotel or defeat Monster Lord.
- Monster Lord aims to kill all other players.

Move on board:

- Survivors can move up to 4 steps.
- Monster Lord can move up to 2 steps. (Can only choose to move one of the Monsters' pawn or Monster Lord's pawn)
- You can only move in one direction at a time, but not diagonally.

Encounter with Monsters / Monster Lord:

- When Survivor and Monster Lord or Monsters step on the same square, then Survivor needs to roll the dice with the Monster Lord to choose to fight with the Monster or escape.
- If the Survivor rolls higher number than the Monster Lord, Survivor can choose to attack the monster or use the Escape card to escape.
- After Survivor attacked, the Monster pawn will be removed from the map.
- If the Monster Lord rolls higher number than the Survivor, then the Survivor will lose a health or back to Start (decided by the Monster Lord).

Health:

- All Survivors will have 3 health, while Monster Lord have 4 health and monster has one health.
- When you lost all the health, then you will be out of the game.
- When Monster Lord lost its health, he/she can choose to remove one of the Monsters from the board instead of itself.

Skills of Characters:

- Each character has different skills. You can choose to use the skills up to 3 times.
- Since the skill of Monster Lord is "control all Monsters" and all Monsters have different skills, so to balance the Monster Lord and Survivors, Survivors and Monsters' skills are limited to 3 times, while Monster Lord's skill is unlimited.

Future Plans: (What would you change about the game given more design time?)

➤ Character Pawns:

From the last version of my game, the character pawns are made by binder clips, which used a binder to hold a card with the character symbol to become a pawn. But the style of pawns is quite not matching the theme and aesthetic of game, so if I have more time to complete my game, I may try to find or make the pawns which are more suitable to the game.

➤ Game board design:

As the final version of the game showed above, the board is just a big black paper and it will be difficult to store, so I want to improve it if I have more time.

➤ More game modes:

At the very beginning stage of designing the game, the villain of the game, Monster Lord, was set as a hidden character. So the goal of players is to find out who is the Monster Lord and defeat it. But it's hard to find a way to achieve the idea, let the Monster Lord move the Monsters on the map and kill other players without other players notice.

Also, I had thought of an idea which is a searching mode that without the character, Monster Lord because my friends pointed out a situation that maybe none of the player want to be Monster Lord. So it may be fun if adding a game mode without Monster Lord. But it's hard for me to adjust the rules

too. So I would like to explore or design more different game modes that suits the theme of game and can attract more people to play it in the future.

➤ Degree of completion as a product:

If I have more time, I would like to Improve the degree of completion of my game as a real product. If the game is regarded as a real product, in addition to the content of the product, packaging design is also very important, because it will affect people's initial impression of the game and determine whether it can attract target customers. So I think I will design a box that can hold maps, chess pieces, cards and other props. Packaging

design has many points to pay attention to, such as the size, color and style of the box, to ensure that it will not destroy the overall style of the game and meet the preferences of target customers.

Reference:

Moore, C., 2020, 'BCM300 Game Experience Design - Theme and Setting'. Available at. <<https://youtu.be/rgUYsZuZbWM> >

Moore, C., 2020, 'BCM300 Week Six - Game Mechanics'. Available at.< https://youtu.be/bB_UAFwd4OQ >

Sicart, M, 2008, 'Defining Game Mechanics', The International Journal of Computer Game Research, vol. 8, no. 2. Available at. <<http://gamestudies.org/0802/articles/sicart> >

Moore, C., 2020, 'BCM300 - Synthesis of Mechanics and Narratives'. Available at. < <https://youtu.be/sacKs-Kh9iw> >

Rolling, B., 2019, 'A Crash Course in Board Game Marketing & Promotion'. Available at. < <https://brandonthegamedev.com/crash-course-board-game-marketing-promotion/> >

Board Game Geek. Available at. < <https://boardgamegeek.com/>>