

# TRUST

Karol Kováč, 492822: Game Design Proposal

Platform:	board game
Genre:	post apocalyptic pvp survival
Number of Players:	2-5
Target Audience:	survival games PC players who would like to play their favourite genre IRL

## Origins of the game idea:

The best way to understand the concept of this game is to know that the idea came about because it is a combination of two games. My neighbours and I are big fans of the survival PC game Rust. When we no longer felt like sitting in front of the computer, we decided to create a custom Rust expansion for the card game Bang! that we often played. The expansion grew, and currently it includes over 60 items from the Rust game adapted to the mechanics of Bang!, its own crafting/resource system, puzzles, mechanics like armors and auto-turrets. It even modifies the original rules. And so the idea came about to add some kind of map and turn it into a standalone game.

## Gameplay:

If you're familiar with the game Bang!, you could say that this is its version where: each player plays for themselves, instead of drawing, cards are crafted from resources that players can collect/mine from the map, and distances between players are not determined by how they are seated but by the map. When I think about it, it's actually a completely different game than Bang!.

***Players try to gather resources around the map and use them to craft cards (items and equipment) to be used in combats against others. But don't forget to eat and stay hydrated. Not dying from radiation found in monuments and buildings would be nice too :-)***

Each **player** will have:

- cards in hand (inventory with items)
- card placed in front of the player (equipped items)
- deck with cards of actions
- player's board (board with X slots for action cards, health tracker, thirst, hunger and radiation indicators)
- 

**Game:** consists of rounds, until only one player is alive

## Round:

- **Indicators update:** increasing hunger/thirst/bleeding/radiation indicators of players
- **Players take turns** in counter-clockwise order

## Player's turn:

- **Preparation:** collecting items done crafting, changing equipped items
- **Action lock:** choosing actions
- **Action evaluation:** evaluating effects of actions on board from left to right

# TRUST

Karol Kováč, 492822: Game Design Proposal

## Cards of actions:

*Basic: obtaining/using items to/from inventory (drawing/playing cards from hand)*

- **Hunt** an animal (obtain food), **Mine** stone (obtain stone), **Cut** tree (obtain wood)  
**Move** (to adjacent location), **Use item with** (from inventory),  
**Consume** (food item from inventory), **Craft basic item** (from resources in inventory),  
**Build** (deployable item) . . .

*Using equipped item:*

- **Shoot** (with equipped gun), **Reload** (equipped gun),  
**Heal** (use bandage/syringe/medkit), **Use equipped item** . . .

*Place specific actions (can be used only if plate in specific location):*

- **Recycle** (items from hand), **Loot** (boxes), **Buy, Sell, Trade, Camp,**  
**Craft advanced item** (using workbench) . . .

## Map:

The map will be randomly generated/created by players at the beginning of the game with various types of hexagonal locations.

**Locations:** there will be two types of locations:

- *Nature locations:*  
**woods, meadows, swamps, deserts** (to obtain resources, each of the natural locations is specific. It provides different resources, possibilities, advantages, and disadvantages)
- *Monuments:*  
**Abandoned shops, factories, power plants, airports, reactors, buildings** (places where players can loot and obtain interesting items, recycling options, crafting of better items, in each of the locations it will be possible to find something different).



# TRUST

Karol Kováč, 492822: Game Design Proposal

