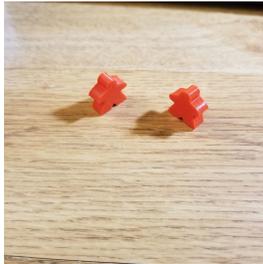*In New Washington, crime runs the city. Gangs creep around every corner of the city, hoping to rule their own sector and increase their reputation. The most powerful of these gangs is the Yui, the most prestigious and well-known gang ever created.*

You are an assassin, sent by your Clan with the very goal of eliminating the most important members of the gang: the Boss and his subordinates. Alongside this, you've been tasked with taking out another assassin sent in to eliminate your targets. Doing either will be enough to satisfy your clan.

Welcome to *Project Assassination*

Components Outline:

(1) 7x7 Game Board
(1) Coin
(2) Player Pieces (3D Art Credit: *BigBadBison* on *Thingiverse)*

(2) Character Cards

(2) Weapon Slot Cards

(2) Boot Slot Cards
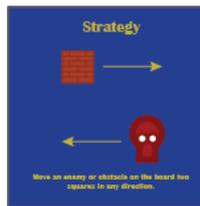

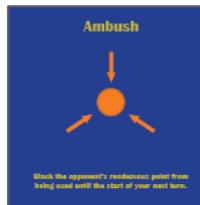Health Point Markers (originally *House pieces* from *Monopoly)*
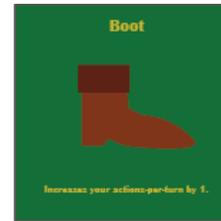

(10) Obstacle Cards
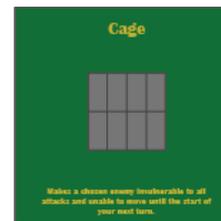

(3) Strategy Cards

(3) Ambush Cards

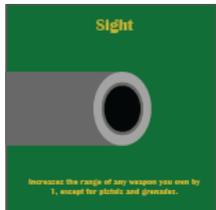

(3) Cover Cards

(4) Boot Cards

(3) Health Pack Cards

(3) Cage Cards
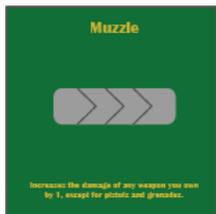
(3) Loot Crate Cards

Loot Crate

Take the top two cards of the discard pile.

(3) Sight Cards

Sight

Increases the range of any weapon you own by 1, except for pistols and grenades.

(3) Muzzle Cards

Muzzle

Increases the damage of any weapon you own by 1, except for pistols and grenades.

(5) UZI Cards

UZI

Range of 3.
Damage of 2.
Choose one target within the indicated range to deal damage to.

(5) Shotgun Cards

Shotgun

Range of 1.
Damage of 2.
Deal damage in a row of 3 squares next to your place in any chosen direction, all at the same time.

(3) Grenade Cards

Grenade

Range of anywhere on the Board.
Damage of 2.
AoE of 2x2.
Choose anywhere on the board to deal 2 damage in a 2x2 square.

(1) Sniper Card

Sniper

Limitless Range.
Damage of 5.
Pierces through multiple targets in front of you.
Can only be used ONCE, then discarded into its own pile.

(2) Paralysis Pistol Cards

Paralysis Pistol

Limitless Range.
If shot at an enemy, it becomes invulnerable, and cannot move or attack until the start of your next turn.
If shot at a player, they lose a turn.

(2) Grunt Cards

Grunt

Range of 1.
Damage of 3.

| 1 | 2 |

(2) Heavy Cards

Heavy

Range of 2.
Damage of 5.

| 1 | 2 | 3 | 4 |

(2) Medic Cards

Medic

AoE of 3x3.
Heals enemies for 1 at the end of the enemy placement phase.
If there is no placement, heal at the end of a turn cycle.

| 1 | 2 | 3 |

(1) Boss Card

Boss

Range of 5.
Damage of 5.

| 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 |
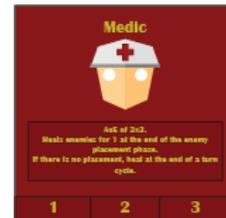
Setup:

1. Place the two *Player meeples* onto their respective squares on the board, labeled *"1"* and *"2."*
2. Place the *Sniper card* onto the very center square on the board, labeled *"Sniper."*
3. Place four obstacles onto their indicated squares on the board, labeled *"(Place obstacle here)."*
4. Place two *Boot cards* onto their indicated squares on the board, labeled *"(Place boot here)."*
5. Place two *UZI cards* onto their indicated squares on the board, labeled *"(Place UZI here)."*
6. Place two *Grunt cards* onto their indicated squares on the board, labeled *"(Place grunt here)."*
7. Make a shuffled deck consisting of all *item cards,* which are those colored *blue,* and place it onto the square labeled *"Item Deck."*

8. Make a shuffled deck consisting of all *collectible cards,* which are those colored *green* and *gray,* and place it onto the square labeled *"Collectible Deck."*
9. Make a shuffled deck consisting of all *enemy cards,* which are those colored *red,* and place it *next to the Collectible Deck.*
10. Both players must move two markers onto their *Character Cards.* One marker must be placed on the number *10* in the *Health Points* section, while another is not present on the *Victory Points* section until either player collects one.

Goals:
1. **Possess more Victory Points than the opponent before all enemies on the board are killed.**
2. **Survive until the opponent dies, whether by your hand or an enemy's.**
3. **Obtain 12 Victory Points by eliminating enemies or shooting the opponent.**

Procedure:
1. The player who goes first is determined by *the flip of a coin.* One person calls out a face, and a coin is flipped. If it lands on the face called out, that person is *Player 1.* If not, that person is *Player 2.*
2. At the beginning of the game, both players start with the pistol weapon, which has a *range and damage of 1,* as indicated on the *right side of the weapon slot card,* as well as *10 Health Points* and *0 Victory Points,* which is indicated by using *markers* on a *character card.*
3. A turn proceeds as such: First, the player may choose to draw a card either from the **Item deck** or the **collectible deck**. If an *Item card* is drawn, then they are given the opportunity to use the card *as soon as its drawn.* Then, they may use their respective *meeple* to perform *actions.* An *action* may be **moving a square** or **attacking something with a weapon.**
   a. **Note:** The player who goes first, *Player 1,* **cannot draw a card at the beginning of their first turn.** After their first turn, and for all turns thereafter, they are then permitted to do so. The player who goes *second, Player 2,* on the other hand, may *draw a card on their first turn.*
4. Upon obtaining a *collectible card,* the player must place it directly onto a *rendezvous point.* The player cannot use the Collectible until they move onto the point to obtain the item, indicated by a yellow circle that says *"Move to Spawn"* on it, alongside the player's number. Upon obtaining the collectible, it is used *immediately,* and the player is then teleported back to their spawn point.
   a. There is no limit to the amount of cards that can be placed onto a rendezvous point. All items present on the point are collected as soon as the player moves over it.
   b. A card **must be placed onto the point** before the player moves or attacks.
5. Upon obtaining an *item card,* the player may choose whether to keep it in a reserve or use it immediately, as long as they haven't moved or attacked in that turn yet.
   a. Up to 5 item cards can be kept in a reserve. When a player owns 5 cards, they cannot draw another unless they discard one from their reserve.

6. A player immediately takes damage when they move within the *range* of an enemy, indicated on their card. The player then takes the amount of damage indicated on the enemy card by moving the marker on the HP section on their character card.
7. When attacking a target, it must be within the range of a weapon that a player owns on their turn. At that point, they can then declare that they are attacking the target. The target then takes damage, and a marker is moved accordingly.
    a. If an enemy is damaged, then a marker on their Health Point indicator, located at the bottom of their card, is moved accordingly
    b. Successfully attacking the opponent, regardless of damage, rewards a player with 1 Victory Point.
8. After a take their turns an *enemy placement phase* begins. This is when a player draws a card from the enemy deck, then places the enemy onto the board.
    a. The enemy cannot be placed **on squares that have a red skull with a cross, within the range of another player,** or **where a player will be within the enemy's range.**
    b. The player who gets to place an enemy is determined by certain criteria:
        i. First, by whoever has the least Victory Points. The player with the least Victory Points will place the enemy.
        ii. If both players have the same amount of Victory Points, or none, then the player with the lowest HP will place the enemy.
        iii. If the above doesn't apply, which is usually the case for early-game, then a coin will be flipped to determine who will draw from the enemy deck and place it on the board.
            1. Player 1 is heads.
            2. Player 2 is tails.
    c. The enemy placement phase stops being present once all enemies have been drawn onto the board
9. Steps 1-4 repeat, from one player, to the next, to enemy placement, until the enemy deck is exhausted and all enemies have been cleared from the board. From there, whoever has the most Victory Points wins. The game will also end when one player dies, or when one is able to collect 12 Victory Points.

Note: Players are able to see each other's reserved item cards.

Essential Components:

- **Game Board:**
    - What the game is played on. The board is comprised of a 7x7 grid, with a backdrop of a bar that the two assassins encounter.
        - Preset Cards: These are squares where particular cards must be placed *before* the game starts. These are indicated by phrases that say *"(Place ___ here)."*
            - In total, *4 Obstacles, 2 UZIs, 2 Boots,* and *2 Grunts* must be placed onto the board before the game starts.
        - Rendezvous Points are squares where the player must place *Collectibles* upon drawing drawing one from the *Collectible deck*. There is no limit to

the amount of Collectibles that can be placed onto the point, and once a player steps onto the point to collect their Collectibles, they are immediately teleported back to their spawn.

- Both players have their *own* Rendezvous Point to use, indicated by *"Player 1"* and *"Player 2."*
- Once a player moves onto a Rendezvous Point, *even if there are no Collectibles on it,* they <u>must</u> teleport back to their spawn.
- If a player happens to obtain *more than two weapons* from a Point, they must *choose two to keep,* and *discard the rest.*
  - The same applies if a player somehow obtains *more than two boots.*
- If an enemy is placed next to a Rendezvous Point, teleporting off of the point will cause the player to *avoid damage.*
- An action is *not* used up when teleporting.

■ <u>Tunnels</u> immediately teleport the player to the next square with a Tunnel icon on it.

■ <u>Heal Points</u> heal a player for 2 Health Points as soon as they step onto it. It can only be used once per turn.

■ <u>Spawn Points</u> are where both players begin the game. Neither *enemies* nor *Obstacles* can be placed onto these points.

■ Squares where <u>*Obstacles* and *Enemies* cannot be placed</u> are indicated with squares that have the respective icon and a *cross* over it.

- Enemy restrictions are indicated by a *red skull* with a *cross* over it.

What Earns Victory Points:

- **Each enemy is worth a certain amount of Victory Points,** depending on their *strength* and *abilities.*
- **Shooting the opponent with a weapon,** regardless of how much damage, earns the attacking player *1 Victory Point.*

Actions-per-turn Clarifications:

- On a player's turn, once they have finished playing any Items that they would like to play, they are able to *perform actions with their meeple.*
- *Moving* is one such action. The player may spend an action to *move onto a square in any available direction.* They can move as long as they stay within their *action-per-turn limit,* which *starts at 2,* and can *increase* to up to *4* with *Boots.*
  - Both players **cannot move onto the same square.**
  - There is **no diagonal movement whatsoever.**
- *Attacking* is another such action. The player may spend an action to *attack a target,* whether it be an *Obstacle, enemy,* or the *opponent.* A player is limited to *one attack-per-turn* if only *one or no slots are taken up by a weapon.* They are limited to *2 attacks-per-turn* if *both of their weapon slots are filled.*
- <u>**Inventory Cards:**</u>
  - Cards that allow players to *keep track* of *certain statistics,* including *health, Victory Points,* and *how much of a particular weapon they own.*

- ■ Character Cards show a player's *Health Point* and *Victory Point* count.
        - ■ Weapon Slots allow a player to keep track of *what weapons they have at any given time.* Both players start off with the *pistol* weapon, indicated by the second slot. The first weapon collected is *placed onto the first slot,* while the *second is placed onto the second.*
- ● **Cards From the Deck:**
    - ○ At the beginning of each turn, **the player must choose a deck to draw a card from.**
        - ■ The **Item deck** provides the player with cards that can be used immediately after drawing, and can be saved in a deck of up to 5 cards. These cards are the color **blue.**
        - ■ The **Collectible deck** provides the player with powerful cards that *must be collected from a rendezvous point* before using. Alongside cards with effects, the deck also includes *Weapons* that the player may attach to a *weapon slot,* as well as *boots.* If a Collectible has an effect, it must be used *immediately* after taking from a rendezvous point. These cards are the color **green.**
        - ■ The **Enemy deck** allows an *enemy to be placed onto the board* by *either player.* Most enemies will *attack the player* when they step within their *range,* while another *heals their fellow enemies.* These cards are the color red.
    - ○ **Items:**
        - ■ Obstacles block movement over the square it is placed on, and must be navigated around.
            - ● Nothing can be shot with a weapon past an obstacle relative to the player's direction.
            - ● An Obstacle can be destroyed if a player uses an action on their turn to shoot it with their weapon, provided that it is within their weapon's range.
            - ● Squares where Obstacles *cannot be placed* are indicated by the obstacle icon with a *cross* over it. Alongside this, Obstacles *cannot be placed* on *Rendezvous Points, Spawn Points,* or *Heal Points.*
        - ■ Strategies allow a player to move an enemy or obstacles by *two squares in any direction.*
            - ● Limitations to *both enemies and obstacles* still apply. Enemies and Obstacles *cannot be moved onto restricted squares,* and Enemies *cannot be moved within the range of a player.*
        - ■ Ambushes allow a player to *block the opponent's Rendezvous Point from being used* for their next turn. This means that, for a turn, the opponent *cannot move onto the point to collect any of their items,* and cannot *draw a card from the collectible deck.* A blocked *rendezvous point* is indicated with an *Ambush on top of it,* as well as *all items on it.*
    - ○ **Collectibles:**

- Take note that there are preset collectible cards on the board when the game starts, like a few *UZIs* and *Boots.* These cards are obtained *as if they have been taken from a rendezvous point,* and are used accordingly.
- Boots increase a player's *actions-per-turn* by *1.*
  - Once a boot is collected, it is placed onto a *Boot Slot.*
  - Each player can only wear *2 Boots.*
- Health Packs heal a player for *5 Health Points* once collected, and are immediately discarded after use.
  - Players cannot *save Health Packs.* They are used *immediately* upon collection.
  - If a player collects a Health Pack when they have more than 5 health, they *do not overheal.* They heal up to the maximum of *10.*
  - Health Packs *cannot be collected* when a player is at full health.
- Cages make an enemy chosen by the player *invulnerable to all attacks,* as well as *unable to move.*
  - An enemy with a Cage is indicated by *a cage placed on top of their card.*
- A Sight is a powerup that attaches to a weapon to increase its range by *1.*
  - Each weapon can *only hold one sight.*
  - A *Shotgun with a sight* allows the player to shoot *3 horizontal squares in any direction,* as well as *another square on top of the middle one.*
  - A weapon is indicated to have a sight by *placing a Sight card below it,* while it sits in a weapon slot.
- A Muzzle is a powerup that attaches to a weapon to increase its damage by *1.*
  - Each weapon can *only hold one muzzle.*
  - A weapon is indicated to have a sight by *placing a Muzzle card below it,* while it sits in a weapon slot.
- Loot Crates allow a player to take the *top two cards of the Item discard.*
  - If the two cards taken exceed the player's Item card limit of 5, then two must be discarded.
  - If the player has 4 cards in their reserve when they use a Loot Crate, then they must choose *1* to discard.
  - Must be immediately used after collecting from a rendezvous point, cannot be saved.
  - If a Loot Crate is collected before there is anything in the discard, then *discard it.*
- Weapons are types of collectibles that can be *equipped by a player into a weapon slot.* All weapons have a set *range,* which is the number of squares far that the weapon reaches, where a target may be shot within the range, in any direction that is *not diagonal.* They also have a set

damage, which is the amount of of *Health Points* that will be taken away from an *enemy* or *opponent* when they are shot.

- Both players may hold up to *two weapons,* as indicated on their *weapon slot.*
- Obstacles block shooting targets *past it,* relative to the *player's direction.*
- The *Range* and *Damage* of each are labeled on their card.
- The UZI has a range of *3 squares,* where the player must choose **one target to shoot** within the range.
- The Shotgun **hits the three squares directly in front of the player,** all at the same time.
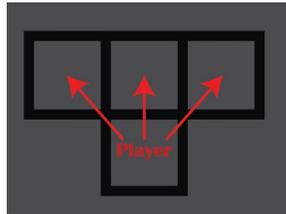
- The Sniper has a limitless range, and can pierce through multiple targets in the direction that the player specifies.
  - The Sniper can only be used once. Once it is shot, it is placed into its very own discard for the rest of the game.
  - A Sight or Muzzle cannot be attached to a Sniper.
- Grenade:
  - This weapon acts like a *normal collectible,* in that it must be *used immediately* after being collected from a rendezvous point.
  - After acquiring from rendezvous point, player may choose any area on the board to deal *2 damage* in a *2x2 square.*
- Paralysis Pistol:
  - Limitless range.
  - Grants particular detrimental effects upon shooting a certain target.
    - If shot at an *enemy,* they cannot attack until the start of your next turn.
    - If shot at an *opponent,* they completely lose a turn.

- **Enemies:**
  - Eliminating *enemies* will allow both players to earn *Victory Points,* but will also present some risk to both players, as they *deal damage,* and can be placed by *either player.*
  - These enemies *cannot be placed on squares* that have **a cross on top of a red skull.**

- All enemy cards have *Health Point* indicators at the bottom of their card. If there is no marker on their card, they are assumed to be at *full health.* A marker is used only *if they take damage.*
- If a player steps within the range of *2 enemies,* they will take damage from **both.**
  - <u>Grunts</u> are easy to eliminate, as long as the player is more than one square far, and grant only *1 Victory Point* on kill.
    - Range of 1.
    - Damage of 3.
    - 2 Health Points to kill.
    - Worth *1 Victory Point* on kill.
  - <u>Heavies</u> are a bit more difficult to eliminate, and dish out a significant amount of damage. They are worth a *lot* more than the *grunts.*
    - Range of 2.
    - Damage of 5.
    - 4 Health Points to kill.
    - Worth *3 Victory Points* on kill.
  - <u>Medics</u> do not deal damage, rather, they *heal enemies that are nearby.*
    - Heals enemies within a *3x3* square of its position.
    - 3 Health Points to kill.
    - Medics *do not attack,* in *any way.*
    - Worth *3 Victory Points* on kill.
    - The Medic **only heals enemies.** Players *cannot be healed by them.*
  - <u>The Boss</u> is a *powerful enemy* that presents both players with a *high risk of attacking,* but also awards a *large amount of Victory Points* when killed.
    - Range of 5.
    - Damage of 5.
    - *10 Health Points* to kill.
    - Worth *10 Victory Points* on kill.
    - The Boss *cannot be placed onto the board* if *less than 5 enemies are present* at the time of enemy placement. If this happens, its card is moved to the *bottom* of the enemy deck, where it will be the *last enemy drawn onto the board, regardless of the number of enemies present.*

<u>Design Rationale:</u>

        With *Project Assassination,* I attempted to make a game centralized around the concept of *assassination.* The first thing that popped into my head when I started work on this project was the *Assassin's Creed* franchise, a game series that inspired me as an adolescent. The idea of being tasked with **eliminating a large amount of targets**, while at the same time **fending of a rival group,** seemed like an *incredibly fascinating concept to me.* I attempted to implement this idea into my game, beginning with my first five one-page GDDs, which all related to this concept one way or the other. With this, I also wanted the game to possess **victory flexibility,** in that there is *more than one way to win the game.* For example, rather than *aiming directly for opponent,* the player could instead *attempt to take out enemies to gain Victory Points,* or even *surround the opponent in enemies* to *have them killed.*

        In terms of meaningful gameplay, I believe that I have allowed all players to *have their own, unique method of playing the game,* while, at the same time, **not breaking it.** Despite the large amount of restrictions present on the board as a result of iterations, I have observed quite a bit of strategies that players have utilized to win the game.

        My game successfully pulls together its various elements by **relating every single element** to the **goals.***.* The *collectibles* allow the player to upgrade themselves in order to successfully take on *enemies* or the *opponent,* while *items* allow the player to *slow down the progress of the opponent.* Several elements on the board, including *Tunnels* and *Rendezvous Points* allow both players to traverse the board easily, and *Heal Points,* as well as *Health Packs,* allow a player to catch up when they are at a disadvantage.

Design Diary:

The first thing I did was make *5 one-page game design documents,* as indicated on the rubric, all of which I showed to a few of my friends in a study session. Every single one of them seemed to revolve around a common theme: **traversing a field** to either **eliminate a set amount of targets, fend off another player,** or **both.** Alongside this, some ideas implemented the idea that players would be able to *gradually upgrade their arsenal,* beginning from a simple weapon to a *larger, more complex one*. Enemies would be placed onto the board through a **system of random placement.** There were some variations, which included slightly altering each of these mechanics to make the game **cooperative** or **competitive.**

My friends indicated that they liked the idea of *multiple objectives* being present, alongside a system of *randomized placement* for enemies and the *flexibility* of players being able to utilize multiple strategies, but first and foremost, I needed to figure out *how the heck I would actually implement all of these into an actual game.*

The very first iteration was a case of me **focusing too much on the wrong mechanic.** Originally, the game was **entirely luck-based.** Players would have to *roll a d6* to attack enemies for a certain amount of points, as well as *avoid their attacks.* Alongside this, both players would have to *roll a dice* to *place all enemies on the board before the game started.* Weapons were gained as the player **eliminated enemies,** and each only *increased the number rolled* to *increase points of damage* and *chance of hitting the enemy.*

My first few playtests were more of *prototyping sessions.*

After the very first iteration players were able to choose between **four characters,** each with their **own, unique ability.** For example, *Lucas Drew* dealt *an additional point of damage* to enemies, and *Stella Abrano* had *5 additional health.* As the game began to specialize into *individual strategies,* however, it was evident that the characters would only **restrict** the strategies of each player. These individual characters were *removed* after the game was flexible enough to allow players to play with *their own strategies.*

Dice rolling initially determined a number of things, like *the chance to hit the enemy,* or *how much damage the player would do.* This entire system was seen as *too complex* to players, and after simplifying all chances in the game to *binary choices,* I replaced **dice rolling** with **coin flipping,** whether to **deal damage** or **avoid it.** Eventually, however, *chances to hit prolonged* the game a significant amount, and was **removed entirely.** Once *weapon range* and *damage* were implemented, players would simply *declare* that they're attacking something.

Weapons were a complex beast. At first, they were *gradually gained by killing enemies,* with each progressing weapon being *more powerful* than the previous. This was not enjoyable, and so, they were altered to be **picked up from the field.** Again, this gave room for players to employ **their own strategies,** but meant that I had to balance almost all weapons so that they were *equally powerful.* The *Shotgun* was no longer a simple *damage upgrade from the UZI.* Instead, I gave each their own **benefit** and **detriment.** The UZI can *attack a target from a far distance,* but cannot attack *multiple targets.* The Shotgun can *attack multiple targets,* but from a *short distance.* Originally, the *Sniper* would be the final weapon for a player to obtain once they killed a large amount of enemies, and to add a twist to the game, I decided to *retain its aspect of* being a *powerful weapon,* as it could be used to attract players to a *particular area in the board.*

Most importantly, **the very center. However,** I would have to make the use of the *Sniper limited,* to prevent one player from **absolutely obliterating everything on the board.**

PvP went through very confusing phases. Originally, both players were able to attack each other through an *extensive amount of dice rolls.* As the game developed, however, and each mechanic worked toward the goal of *the player eliminating all enemies,* PvP was **removed entirely.** Attacking another player would only cause them to *lose an action on their next turn,* a mechanic which would communicate that this was still a *competitive game.* Eventually, however, losing an action was **completely removed,** as a player could easily shoot the other repeatedly and catch up to them to *shoot them again,* and was replaced with simple **health damage,** which once again implemented *PvP.*

The system of *actions-per-turn* was implemented to further accentuate the aspect of *gradual upgrades in strength.* At first, action-per-turn upgrades were tied to *weapons,* which was *not enjoyable,* as players would have to *wait until they drew a weapon* to gain a *significant advantage in the game.* Instead, **Boots** were implemented, which allowed players to gain actions in a *fair* manner, as both were limited to *2 boots,* and at least *2* are present on the board at the beginning of the game.

At first, enemies were placed by utilizing a *d6,* and numbers corresponding to each *row and column on the grid.* This was *way too complex,* and was changed to an *enemy placement phase* after both players took their turns. At first, players could literally place enemies *anywhere,* whether **directly next to a player** or **in a manner that blocked rendezvous points.** This was obviously modified, with **restrictions to enemies being placed on certain squares,** and enemies being *unable to be placed directly next to a player.*

The art was not too complex to make. The initial iterations of the game were played utilizing *notebook* or *construction paper,* that was cut into *several pieces.* It wasn't until the last two weeks before the project was due that I actually began work on the art, which was developed using *Adobe Illustrator.* I put thought into *how I would distinguish certain types of cards from others,* which is why each card was *color-coded.*