

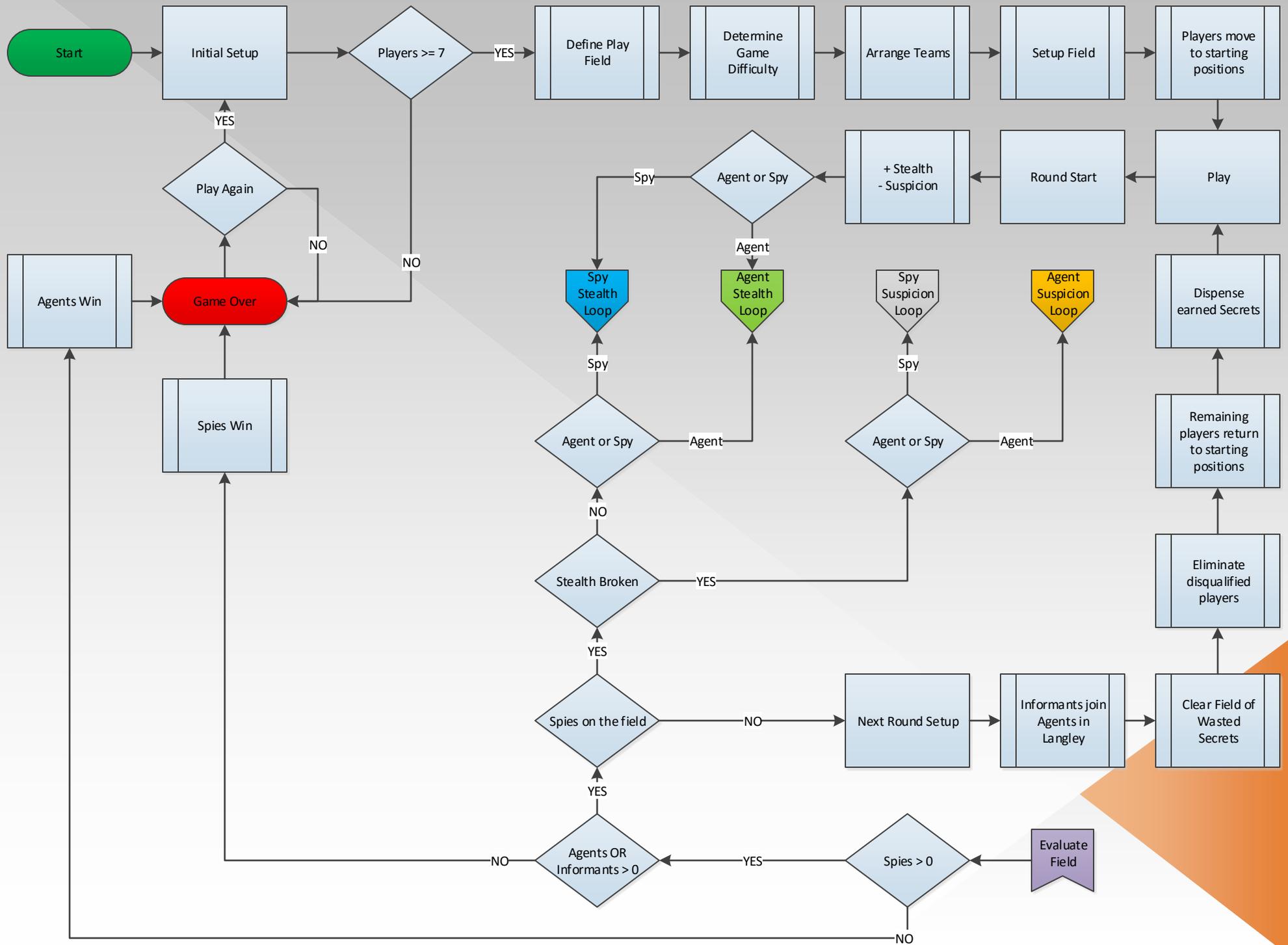
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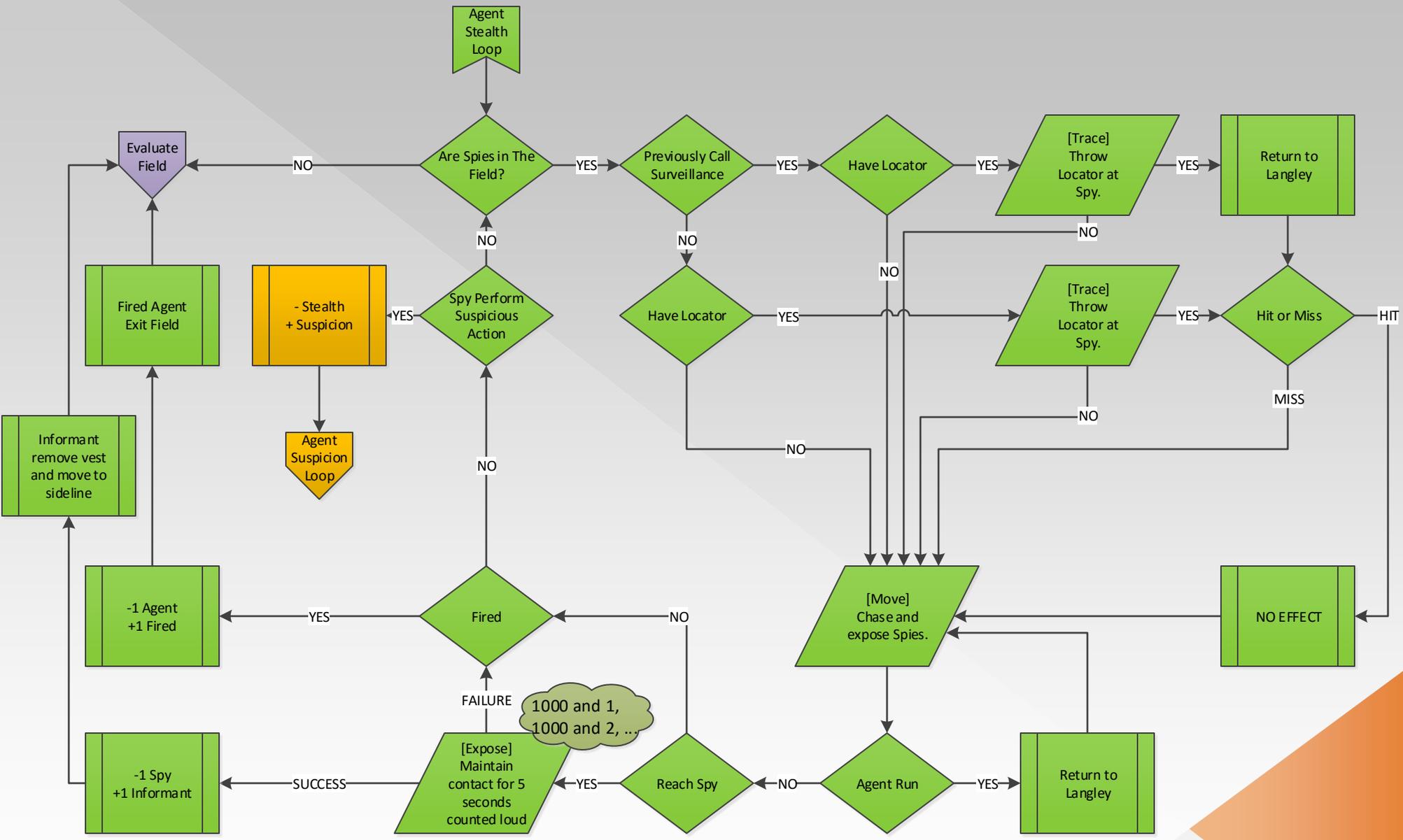
Course Name: Game Design I

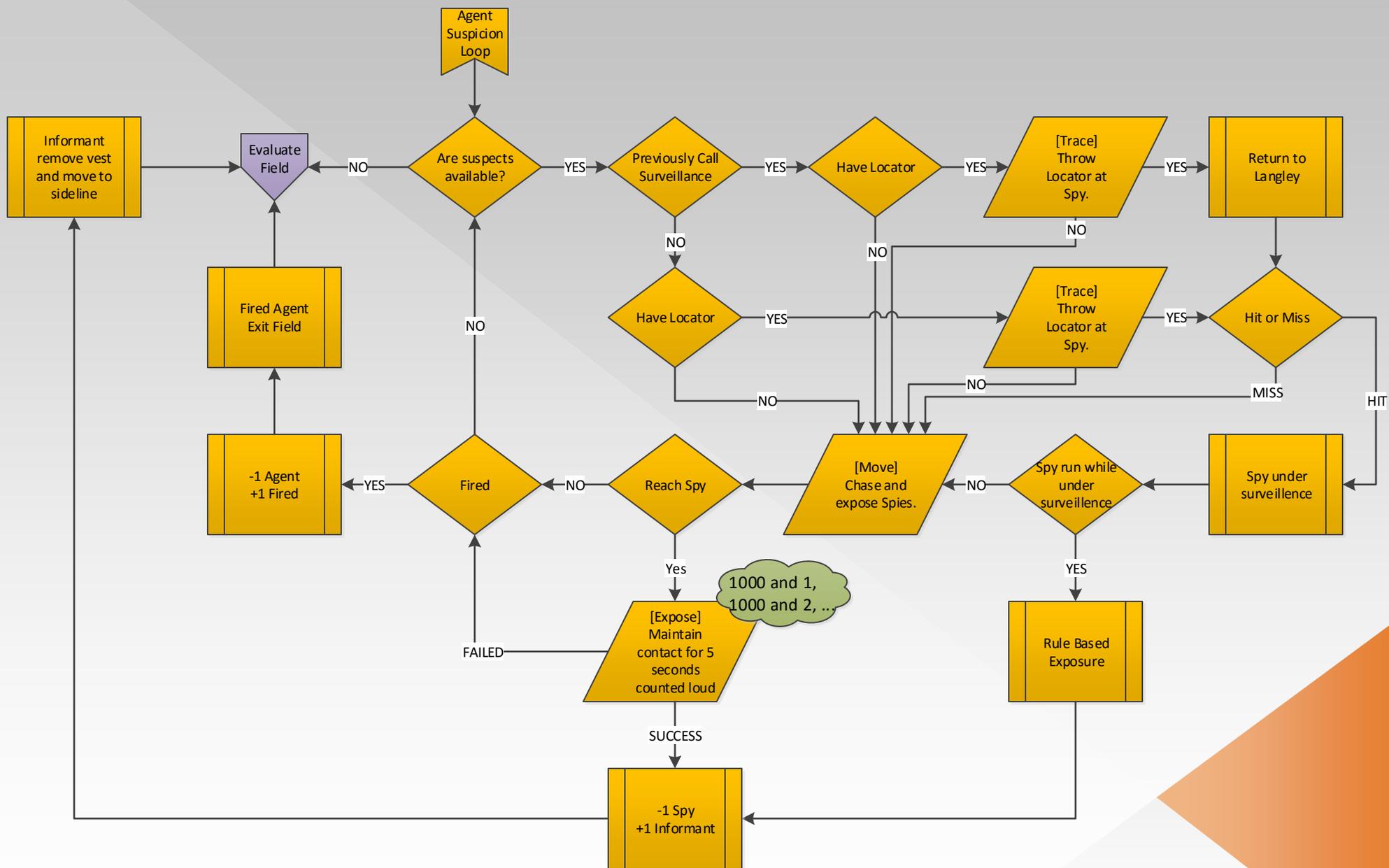
Assignment Title: Week 4 Assignment: Bonus / Make-Up

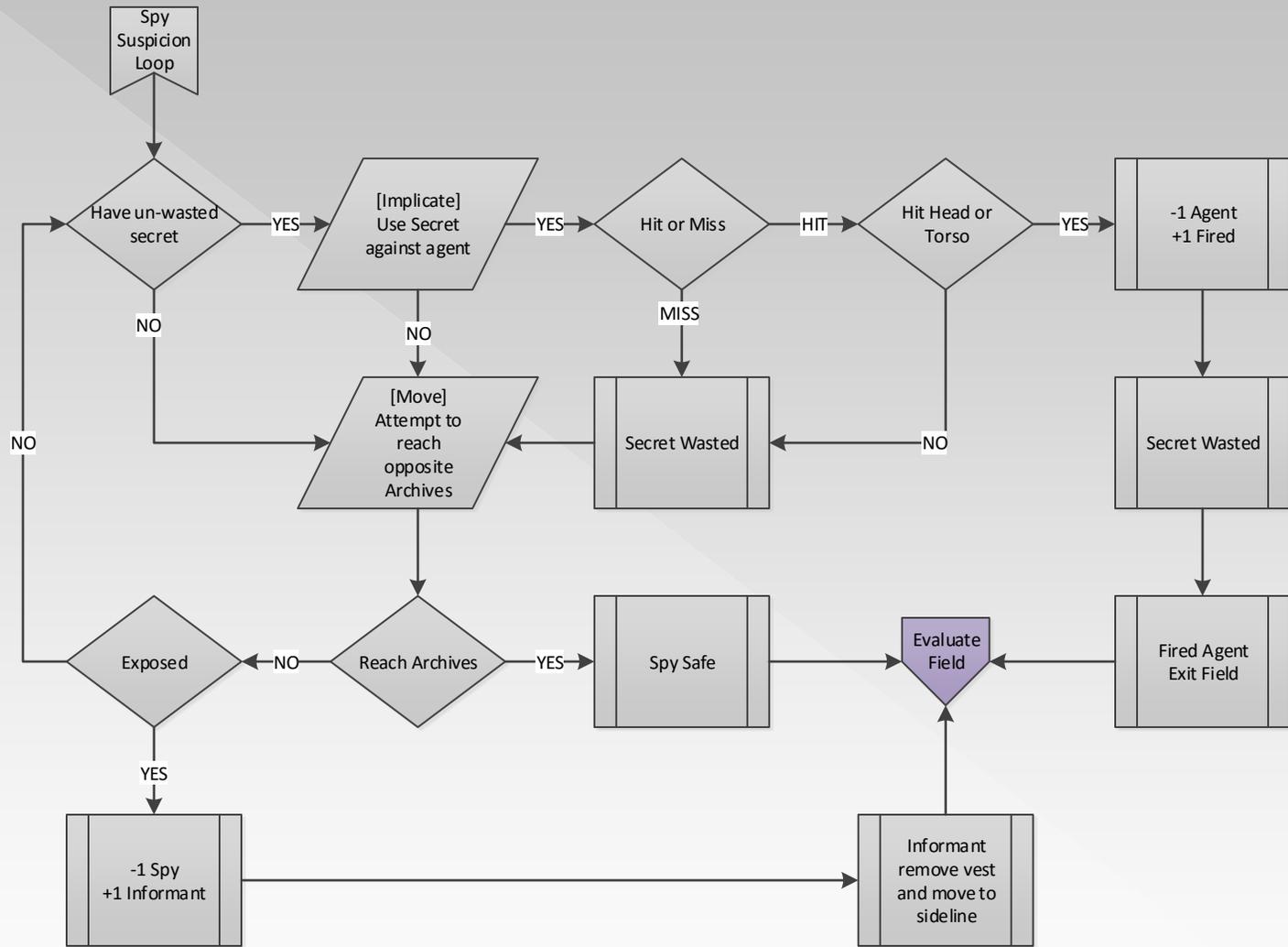
Matthew Mathis
Threat Detection
Espionage

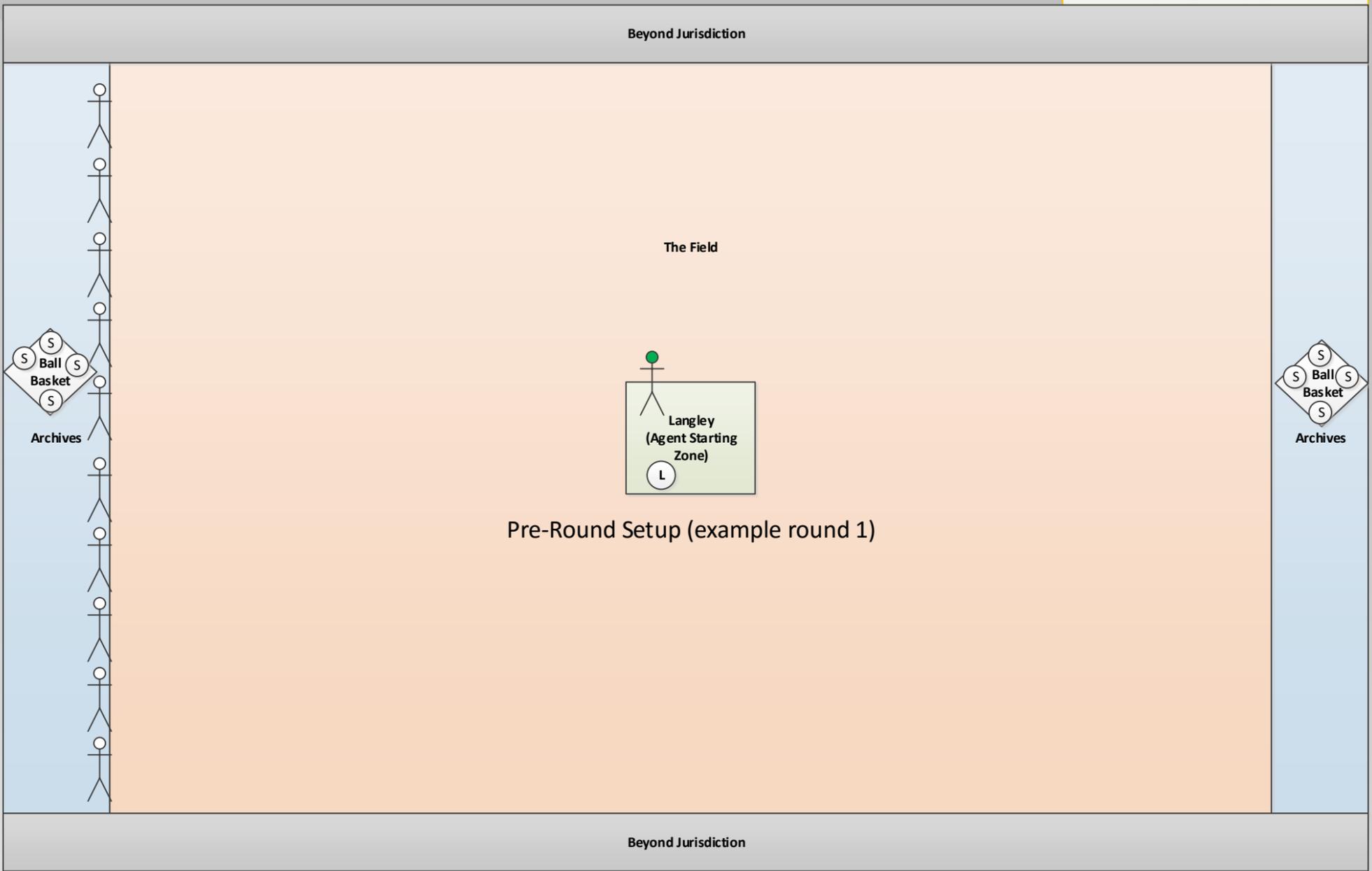
Spies attempt infiltrate the Agent's Archives in search of secrets that can be used to damage an Agents reputation. Agents attempt to prevent the Spies from retrieving information by Exposing them and flipping them to their side. The first team to eliminate the entire opposing team wins.





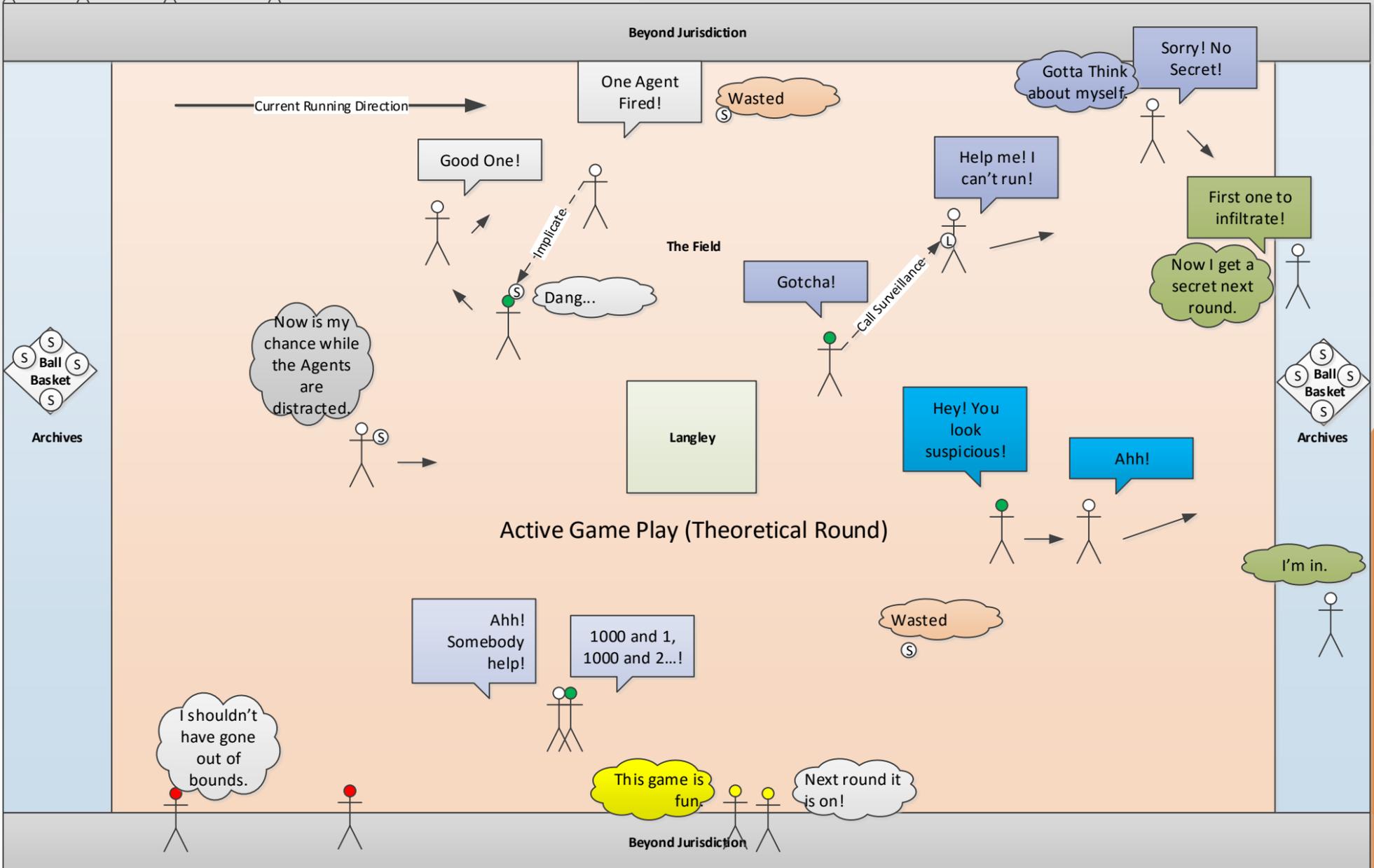






LEGEND

- (L) = Locator
- (S) = Secret
- (Green stick figure) = Agent
- (White stick figure) = Spy
- (Red stick figure) = Fired
- (Yellow stick figure) = Informant



GOALS

1. To survive to the end.
2. To eliminate all opponents.

ACTIONS

1. Move
2. Expose
3. Implicate
4. Trace
5. Stealth

TRANSITION CONDITIONS

1. Round
 - a. All remaining Spies are in the Archives, all informants have left The Field, and all Agents have returned to Langley.
2. Suspicion
 - a. Agents have gained "suspicion".
3. Winning
 - a. All Spies are Exposed.
 - b. All Agents are Fired.

OBJECTS

1. Balls

NOTE* Soft foam balls should be used if children are playing, typically dodge-balls are used but tennis balls can be used to increase the difficulty of taking implicating/tracing.

 - a. 1 Locator (black or green ball)
 - b. Spy secrets (balls) should equal the number of spies playing (all balls should be the same color if possible, but, they must be different from the color of the Locator ball)
2. Players
 - b. 11 or more recommended, 7 minimum
3. Jerseys or vests
 - a. Amount equivalent to the number of Spies playing.

RULES

1. Movement
 - a. Spies may walk or run freely.
 - b. Spies have Stealth at the beginning of each round by default.
 - c. The Agent(s) may only walk at the beginning of each round, unless they gain "suspicion".
 - d. If an Agent runs before they have gained "suspicion" they must return to Langley before they can continue pursuing any Spies.
 - e. Any suspicious action performed by a Spy (i.e. Running, Yelling, or Implicating) will cause all Spies to lose Stealth while simultaneously affording the Agents "suspicion" allowing them to run freely for that round.
 2. Exposure/Firing
 - a. A Spy is considered exposed if an Agent is able to maintain physical contact for 5 seconds or if one of the following rules applies. (The time must be counted out loud by the Agent using the 1000 and 1, 1000 and 2, method to prevent quick counting and to notify other players that a spy is being exposed)
 - b. Exposed spies become Informants and must immediately strip their jersey/vest and must leave the field. They are allowed to join the Agents at the beginning of the next round.
 - c. If all other Agents are eliminated and an Informant is waiting on the sidelines gameplay continues on the next round with the Informant entering as an Agent.
 - d. An Agent is considered Fired if they are hit by an Implication from a Spy in the head or the torso.
 - e. Spies cannot Fire other Spies.
 - f. Fired players are eliminated from the game until a winner is determined.
 3. Gaining Secrets (balls)
 - a. The first Spies, equivalent to the round number, to navigate The Field successfully and reach the opposing Archives receives a Secret to be used when they wish. The secret is only good for one use but the Spy may hold it for as long as they like before using it. (i.e. round 1 = first player across receives secret, round 2 = first and second players receive secrets, round 3 = first, second, and third....etc.)
 - b. Each round provides Secrets equal to the round which just passed. (i.e. round 1 = 1 secret, round 2 = 2 secrets, etc.)
 - c. A player may possess a maximum of only **one** ball at a time. (With exception: See rule 5c)
 - d. Secrets can be traded but must be handed directly to the other player or passed to each other (thrown).
 - e. Players in possession of secrets who qualify to receive additional secrets (crossing the field successfully in the predetermined order) cannot earn additional secrets.
 - f. Any secret that should have been earned by entering an Archive is forfeit if the crossing player is currently in possession of a secret. (i.e. If a player enters their Archive first in round 2 while holding a secret, one of the two secrets awarded is lost. The second player to enter will still earn their secret but the third player will receive nothing.)
 - g. If a secret touches the ground (except in an Archive) the Secret is considered wasted and should be discarded for the round (leave it on the ground so other players know it is out of play).
 - h. The Locator cannot be fouled.
 - i. The Locator is activated by any Agent who picks it up. Other Agents may retrieve the Locator and use it if they have not already. If a Locator is thrown twice by the same Agent that Agent must return to Langley before continuing to play (Agents can only chase Spies after their first throw).
 4. Using Secrets/Locators (balls)
 - a. A ball thrown by a Spy is called an Implication.
 - b. A ball thrown by an Agent is called a Trace.
 - c. If an Agent is hit by an implication (in the head or torso only) the Agent is Fired.
 - d. If a Spy is hit by a Trace, they cannot run for the remainder of the round. (Spies can be hit anywhere) If they run after being hit they are immediately exposed. They may however walk fast.
 - e. Any Implication/Trace that contacts the ground before contacting another player becomes wasted and is invalid.
 - f. Implications/Traces that bounce off of players and hit other players before hitting the ground are considered valid. (multiple Firings/Traces with a single throw can be achieved this way)
 5. Catching a Secret/Locator
 - a. If an Agent catches an Implication they may use the secret immediately as a Trace.
 - b. If a Spy catches a Trace they do not have to walk, and may also use the Locator immediately or carry it off of the field to prevent the Agents from activating it again during the round. Any Trace caught is lost if it is taken off of the play field. (The Locator must be returned to the Agents before the start of every round. A Locator carried off of the field counts as a Secret and adheres to the same rules as outlined in the gaining Secrets section. (If applicable)).
 - c. If any player catches an opposing teams ball while in possession of another ball they may use them both as they wish. (this is the only exception to the "one" ball rule) But, if they are both carried off of the field they both count against the earned ammo for that round as outlined in the gaining ammo section. (If applicable)
 6. Disqualification
 - a. If any player leaves The Field on sides perpendicular to their havens they are considered out of jurisdiction and are eliminated for the remainder of the game.
 - b. Players who intentionally injure other players are permanently eliminated for the remainder of the game and may not be eligible for play in any subsequent games. (players discretion)
- SETUP**
- Initial**
- a. One player elects to be the first Agent.
 - b. The Agent stands in the center of the field (Langley).
 - c. All other players line up on one side of The Field (Archives).
 - d. Balls (secrets) are placed on both sides of the field according to the play turn (they can be in a bucket, basket, or on the ground).
 - e. One ball is in the center of the field. (This is the Locator, it should be a different color from other balls used.)
- Continual**
- a. All players clean the field of stray balls and place them back where they belong (Langley/Archives)
 - b. Remaining Spies line up along the new Archive.
 - c. Agents return to the center of the field (Langley) and any informants join them.

ACTIONS

Move

Moving as an action is important because it is a requirement for gameplay. If Spies were not able to move they would not have any means of escaping an Agent who has gotten within arms reach of the player. Conversely, if Agents were unable to move they would not be able to catch Spies. Moving can be either fast or slow as the player chooses. There are advantages and disadvantages to both. Players who opt to move fast (run) are less likely to be caught but also draw more attention. Players who move slowly (walk) don't draw as much attention but have a high probability of being caught. Movement is also a major factor in the action of stealth.

Expose

Exposing is the act of forcibly switching another players team affiliation. Without exposure the game would not be playable because the Agent team would never be able to increase its numbers. Since only Agents can be eliminated with the action of Implicating the inability to expose players would literally break the game. Agents need a way for their team to remain viable into the late game phase. Also without the threat of Exposure the Spies would not have any reason to fear the Agents and thus no reason to run from them. Therefore, Exposure is an extremely important action because both the running and Implicating actions depend on the ability to convert players.

Implicate

Implicating is the only means of eliminating a player from the game proper. If Spies did not have the ability to implicate Agents and eliminate them it is a certainty that the Agents would eventually overrun the Spies because of a lack of game balance. Without implication the game would be broken and one sided, guaranteeing the Agent team a victory after enough time has passed. Without implication the Spies would not be capable of victory. The action of implication balances the gameplay so that there is an outflow of players on both teams. This is a requirement to the winning condition of the game.

Trace

Tracing is an extremely important mechanic to Agents. Without it players who are slower than others may not be capable of exposing other players. This balances gameplay. Trace is also important to the Exposure mechanic. Since the Spies are able to eliminate Agents with the act of Implication something needs to balance the power of that ability. Tracing achieves this by increasing the likelihood of an exposure after a player has been hobbled.

Stealth

Stealth is the action of moving on the playfield in a manner that does not attract attention. It is usable at the beginning of each round by Spies. The action of stealth is gravely important. Stealth prevents the Agents from gaining suspicion which decreases the difficulty at the start of the round for the Spies. Additionally, while the Spies are in stealth Agents are prevented from using the Trace action. Therefore, Spies depend on the stealth action to aid them in progressing as far into The Field as possible before they engage in the action of running.

Documented thought processes while creating the game

A threat is something that makes you feel threatened.

Being threatened has many different aspects to it.

Immediate Threats

Wolf →
 Gun →
 Personal space invasion →
 Knife →
 Aggressive behavior →
 Solitude →
 Disembodied Sounds →
 Silence →

Non-Threat Example

Chihuahua
 Banana
 Distance
 Spoon
 Kindness
 Company
 Known Sounds
 Conversation

Consistent Threats

Proximity

If a threat is far they are concerning because they are unknown or concealed. But if a threat is close it is an immediate threat.

Audibility

Threatening sounds are threatening, if nothing is heard that is also threatening (absolute silence).

DON'Ts

Can't be discovering a threat because that is discovery.

The threat can't be invisible, that is not threatening.

No emotional threats.

No olfactory threats.

DO's

The threat must be tangible.

Players should all feel threatened.

The threat can be elected or not.

The threat can vary in intensity.

Threat can be audible.

Threat can be visible.

Threat can be tactile.

BUILD IT → Left Behind (working title)

What is the threat in the game?

The threat of elimination/being left behind.

But what is its form?

Pursuit/proximity and immediate threats of weapon use.

How are you eliminated?

If you are caught by the threat.

What is the threat?

Proximity, and the threat of elimination.

How is the threat eliminated?

It can be hit by a ball.

How does a player get a ball?

They have to be the first across the field on each turn. ~~You have to cross the field successfully twice.~~

Why would that be difficult?

Because the threat is in the center of the field trying to capture other players.

What happens if they are captured?

They have to join the threats team.

How is a player completely out of the game?

If they are a threat, and are hit by a ball. Or, if they leave the playfield or injure another player.

Can they prevent this?

Yes if they catch the ball they can use it to "gimp" another player.