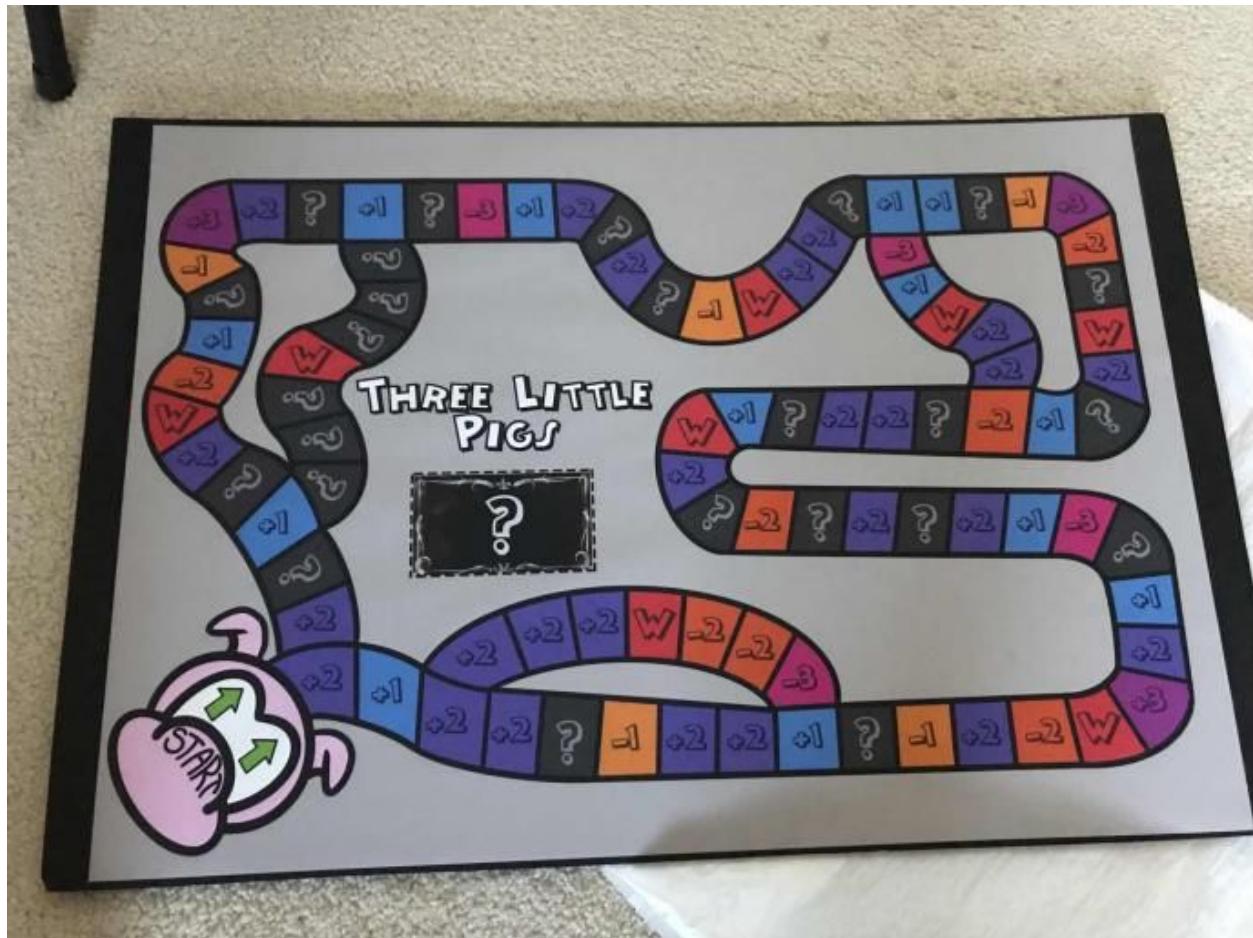


Three Little Pigs: Game Design Document



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Revision History

Version 1.0:

- Board game has an end.
- Only a few chance cards allow for “Wolf” opportunity.
- Players win by reaching the “end” of the game.

Version 1.1 Changes:

- Created more “Wolf” opportunities.
 - Rolling 6’s and spot on board creation.
- Created “levels” to houses.
- Took away board game “end”.
 - Board now loops, offering different paths for player’s to take.

Version 1.2 changes:

- Clarified what direction the players start moving at the start of the game.
- Clarified how long the “Wolf” transformation lasts.
- Removed the rule that allowed players to become a “Wolf” after rolling a 6.

Game Goals:

At the start of the game, players will have to choose and play one of the titular “Three Little Pigs”: Wiggles, Einstwine, and Hamlet. Their goal is to journey around the board to try and collect as many building materials as possible before they/another player’s token (Pig) reaches the end of the game.

- ❖ Build your house.
- ❖ Huff and puff, and hinder other players by becoming the “Wolf”.
- ❖ Chance cards can change the flow of the game.

Story Overview

The story starts off with the three pigs on a clear sunny day, looking for a new place to set up their homes. To kill two birds with one stone, the pigs agree to walk along the trail to look for building materials as they go along.

As the pigs move along the path, they run into numerous obstacles, such as the weather, the trail forcing them to lose building materials, the Big Bad Wolf, and the biggest threat of all: Each other, as each pig does their best to try and one up each other.

The story reaches its end as one of the pigs reaches to the end of the trail. Since there are no more building materials left, the three pigs start to build up their houses and see how much their travels through this trial have paid off.

Game Controls

In order for the players to move their token across the board, they will need to roll one six-sided die, and then move the equivalent number of spaces shown on the die.

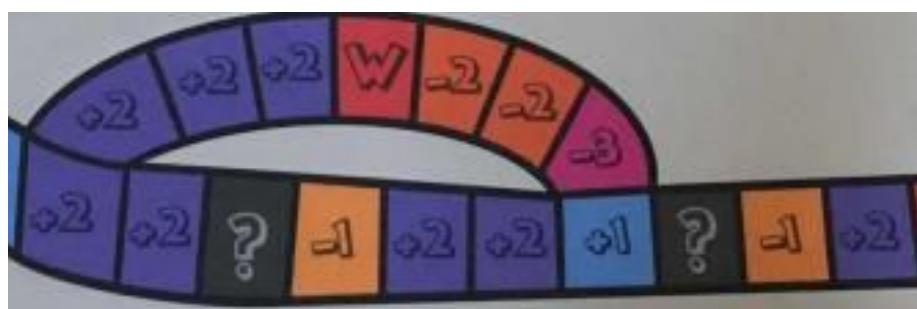
Scoring

The game is scored through completion of your house. Materials act as your in game currency, with the total amount in your pile showing how much you have to build up each section of your house. As you build your house, you are able to complete sections which are worth X amount of materials. For example, the foundation is 5 building materials, while the chimney is 3 building materials. The game ends when a player has completed all five sections of their house.

In order to collect materials and add to their total, players will move through the board. If you land on a numbered tile with a plus (+) sign, you take that many building material(s). If you land on a numbered tile with a minus (-) sign, you lose that many building material(s). If the player lands on a space with a question mark (?), that player takes one chance card from the deck, and follows the instructions given on the card. Chance cards can manipulate whether a player is adding or losing building materials to/from their pile.

Universal Game Mechanics

After a player rolls their die, they move said amount of spaces to land on a tile, if a player lands on a tile that has a plus (+) or minus sign(-), then they follow the symbol by adding or subtracting that amount of building material(s) from the current amount they have in their setup.



If a player were to land on a question mark (?) tile piece, they will then have to pull a mystery card from the deck of chance cards. After reading their chance card, they must immediately follow what is instructed on the card. The chance cards normally include descriptions that have the player add or subtract a set number of materials from the player's own setup, or they are given an opportunity to sabotage their fellow players (Pigs).

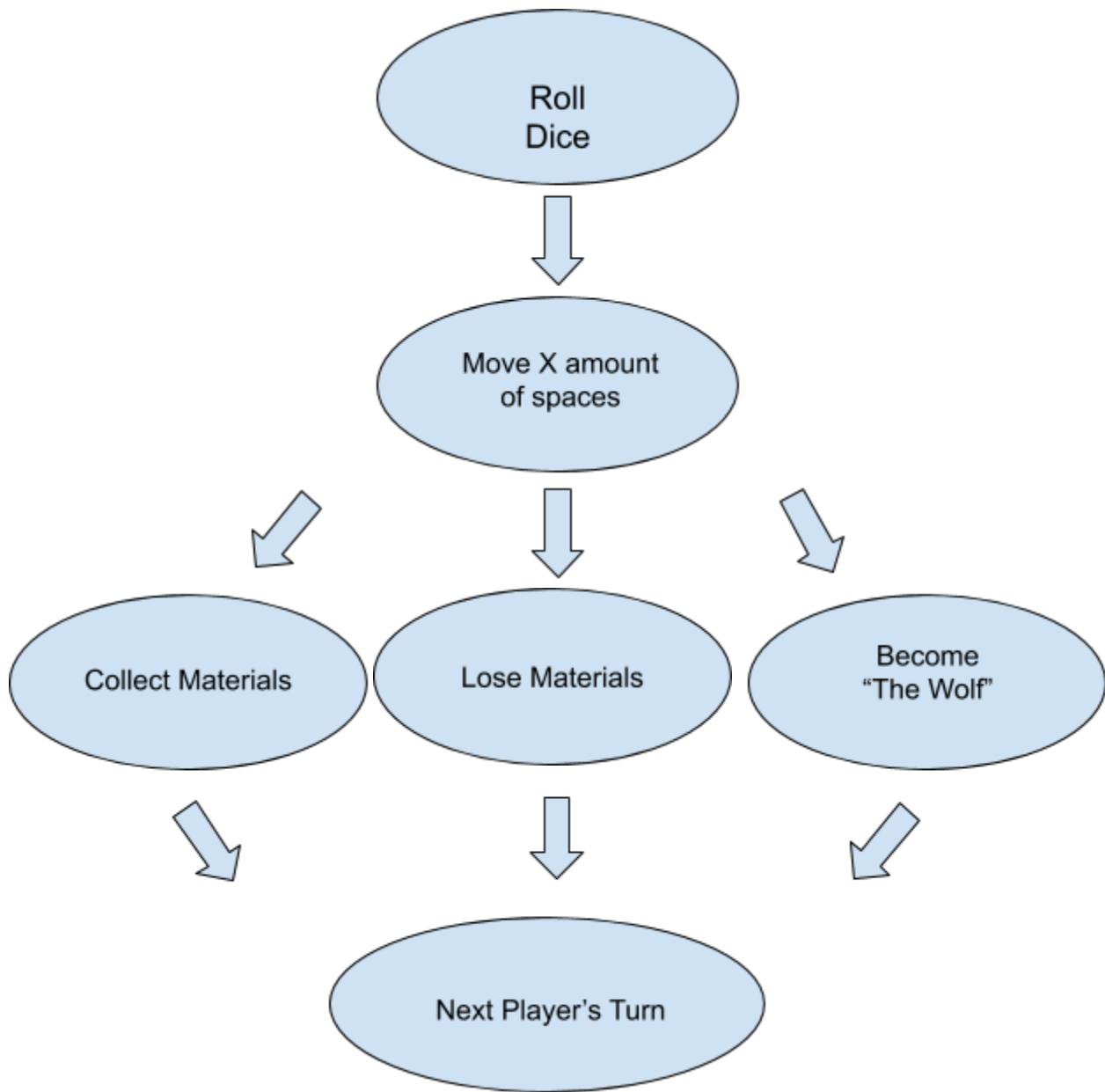


Collectables



In “The Three Pigs”, there is one type of collectable called building material. Building material is what the pigs will use to construct their new homes at the end of the game. There are three types of material: Brick, Wood, and Straw. The type of material you collect is determined by the pig that the players choose at the start of the game.

Game Flowchart



Player Character(s)

Wiggles



Wiggles is a hard-working pig, and the most responsible one out of the “Three Pigs”. She took up the role of leader after their mother kicked them out of their home. She does her best to keep her two brothers out of trouble, which is a considerably heavy task. Wiggles believes that “Wood” is the way to go, since it is the most efficient material to work with, due to its easy time management and sturdiness.

Einswine



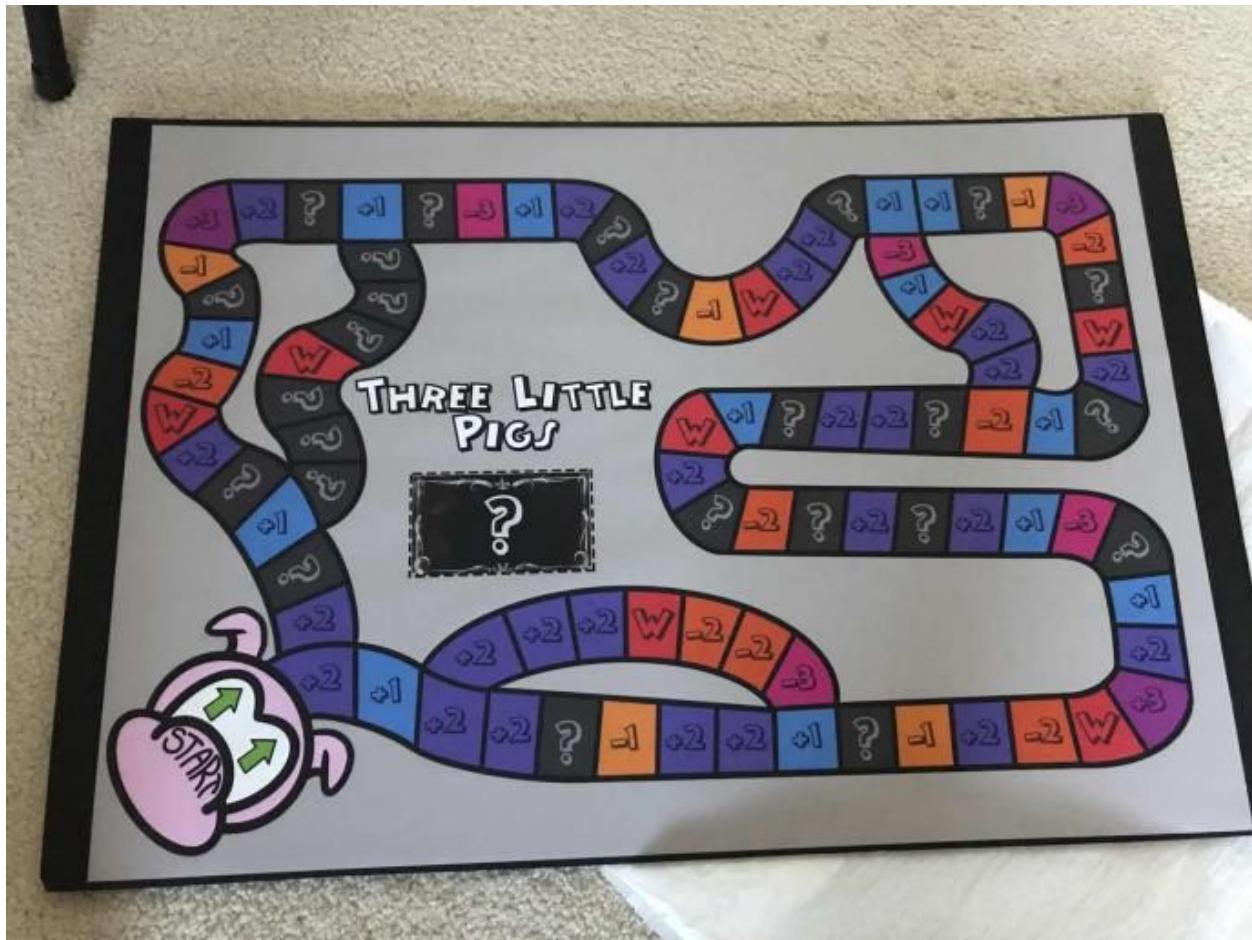
Einswine is the most intelligent of the trio and considers finding/ building a base of operations to be the highest priority. He seeks to continue his dastardly experiments on how to further evolve to the highest peak of the food chain. He requires material of the highest quality, so “Brick” is the only material he will touch, with no exceptions.

Hamlet



Hamlet is the youngest of the three pigs, and just enjoys time relaxing. Unlike his two siblings, he just likes to joke around and chill, not taking anything seriously. In his eyes: “Life is just too short to worry about the small stuff”. His personal preference for building material is “Straw”, since it's easy to find, doesn't take a lot of effort to set up, and holds up to everything besides wind. But when is that ever going to come up?

Map Overview



Each tile represents something different. Players will either land on a plus (+), minus (-), question mark (?), or "Wolf" (W) spot.

- ❖ + modifiers mean players will gain the amount of materials stated.
- ❖ - modifiers mean players will lose the amount of materials stated.
- ❖ ? modifiers mean player will pick up a chance card.
- ❖ W modifiers mean players become the "Wolf" for that turn.

Players will always start on the board by moving right. As they navigate the board, they are able to choose to take branching paths.

Rewards and Economy

Our economy is based off of the building material that you collect throughout the game. Whenever you land on a plus (+) sign, you will be rewarded with some more building material. If you land on a minus (-), you will lose building material. Each player has a designated building material that they will collect.

Building materials are:

- ❖ Straw
- ❖ Wood
- ❖ Brick

State Modifier

Players can become the “Wolf” as they play the game, either through chance cards, or by landing on certain tiles on the board. When they become the “Wolf”, they are able to affect another player’s progress. Players will be able to do this by choosing a player they wish to effect, followed by rolling a die (d6) for damage. Whatever number the dice lands on determines how many materials the chosen player will lose.

Technological Requirements

Tools used to create the board, building materials, and character pieces were:

- ❖ Photoshop
- ❖ Procreate (on iOS)