

Digital to Physical

Pre- Production: Vampire Hunter Board Game

Team Juice: Mykaela Anne, Trinket & Joshua

For our pre-production/playtest, we finally decided to create a simple game called Vampire Survivors, inspired by the game on Steam. We faced some difficult decisions over the past few days when choosing a game to develop physically, mainly due to our varied tastes in games. However, we came up with a plan for a group project that accommodates 4 or more players who must survive against waves of spawning mobs.

"Vampire Survivors" is a roguelike game where players aim to survive as long as possible while fending off waves of enemies. The game ends when all players are defeated. The player who survives the longest or defeats the most mobs is the winner. Players can also form temporary alliances to fend off larger waves of mobs. Additionally, we introduce stronger mobs or bosses at certain times, requiring players to cooperate to defeat them.

Collection/Level system: You must collect an amount of gems equal to the level divided by 2 rounded up (example: level 1 and 2= 1 gem, level 3 and 4=2 gems, etc)

Setup:

1. Board Setup; Place the hexagonal board in the center. All players character pieces start in the middle of the board
2. Player Setup: Each player chooses a character with unique starting weapons and abilities. Distribute initial health markers and place player pieces on the starting position

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3. Mob Setup: Keep mob pieces and experience gems in a designated area.

Materials & Components:

- Character Pieces
- Character Card Descriptions
- Hexagonal platform, slightly larger to accommodate multiple players and mob spawns
- Dice: Used to determine actions such as movement, spawning mobs, and attacks
- 30 minute timer+
- Items, Armor, Weapons, Abilities
- Mob Designs & pieces: Tokens or miniatures representing various types of enemies
- Cards:

Ability Cards: Representing weapons and abilities player acquire from their character

Health Marker: Tokens or Dials to track players' health

Turn Sequence:

1. Each player rolls a die to determine their movement and the number of mobs that spawn.
2. Players use their abilities to fend off mobs. Mobs attack players if they are in range.
3. Collect

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+ VampireS Items

+ VampireS Characters

+ VampireS enemies

>character and item rules

- Every character deals 1 damage+there might from items or themselves
- Every character has 10HP+whatever they add from items or themselves
- Every character has 1 might + whatever they add from items or themselves
- Every character has 0 armor+whatever they add from items or themselves
- every character has 5 speed+ whatever they add from items or themselves
- range and damage are determined by weapon
- you can attack with each weapon separately(ex: you can attack with bone twice, then attack with whip once, then use your characters extra attacks to attack with bone again)
- useable items are used then put back into the shuffle pile

HP:How much damage they can take before death

Might:How much extra damage they deal to everything in range

Armor:negated damage from enemy attacks

Speed: How many spaces they can move

Range: how far you can hit

Damage: how much you hit an enemy for

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Ex: Antonio Belpaese

HP: +20(30)

Might: +3

Speed: 5

Armor: 0

Weapon: Whip, 6 damage, 2 range.

>Rounds

- at the beginning of each round, roll 2d6 to determine how many monsters spawn, draw an enemy card from the pile and place them according to the card
- every player rolls a dice to determine who moves first this round
- the round ends when every enemy is defeated or every player dies, in which case you lose

>Turns

- every player moves, then attacks. If you have any leftover movement you may move the remainder.
- once every player has moved and attacked the enemies may move according to there card