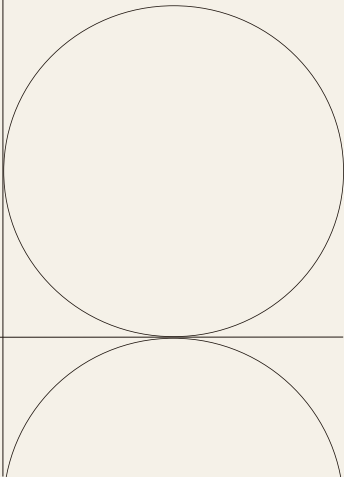


# Project Documentation



## Overview

|                 |  |
|-----------------|--|
| Game Name       | Bubble Reign   |
| Game Platform   | Physical Tabletop (Board + Dice + Cards)   |
| Game Genre      | Turn - Based Multiplayer Strategy  |
| Player Count    | 4 Players or 2 Players   |
| Game Speed      | Generally Slow Development, With Sudden Peaks  |
| Team (Members)  | Doomsday Force (Kush, Arpan, Aman, Krishnanand, Aravind, Vishal)   |
| Project Dates   | Start Date: Jan 23, 2025<br>End Date: Jan 25, 2025   |
| Objectives      | <ul style="list-style-type: none"><li>● Destroy The “Cursed” Bubble Remnants Of The Other Factions</li><li>● Defend Your Own “Holy” Bubble Remnants</li><li>● Be the faction to cause the most destruction within given time</li></ul> |
| Target Audience | Strategy Game Enthusiasts, Card Collectors & Fantasy World Fans  |

## Game In Brief :

4 Broken Factions of the ancient Airdom battle over the 24 remnants of the great bubble artifact to restore themselves their rightful inheritance. Players are presented with a unique deck of character cards for each kingdom and must strategically place their units to defend and attack simultaneously

in-game. The aim is to protect their own bubble remnants while trying to capture the bubble remnants in possession of the other kingdoms.

# The Game Story :

The ancient Airdom dominated the floating island. Powered by the great bubble at the core of it's capital, the society flourished for ages. But the long peace and prosperity decayed the sense of justice and morals of it's inhabitants, the elementals. A conflict in the governing council led to a four-way split among the leading powers of different elemental factions. Fire, Water, Nature & Stone the 4 leading factions caused a massive civil war, leading to the great bubble shattering into 24 pieces, with 6 pieces falling into the hands of each faction. But the greed of elementals know no bound. Even a 1000 years after the war, these factions are still clawing at each other in an attempt to sieze possession of the bubble remnants. What it led to was mass destruction and unimaginable loss of life. As society moves forward, enough believe it is for the better to get rid of these remnants instead of merely possess them once and for all. And so, the Crusade for the great bubble's remains begin.

## Game World Specifics

|                       |   |
|-----------------------|---|
| <i>World Division</i> | 4 Factions - Fire, Water, Nature, Stone   |
| <i>Fire Faction</i>   | The Fire faction, located in the heart of the great volcanic valley, is a kingdom of fiery temper and indomitable will. They, who used to lead the armies of the great airdome were exiled into the valley during the civil war.                                  |
| <i>Water Faction</i>  | The Water faction, located in the great whirlpool, are people of flowing grace and unwavering will. The ancient administrators of the Airdom, driven on the verge of extinction by the war now seek solace in a new utopia.                                       |
| <i>Nature Faction</i> | The Nature faction, dwells in the heart of Emerald forest, are a people deeply connected to the natural world. Natural hunters and sages who read the stars, they are known for their adaptability and their ability to blend seamlessly into their surroundings. |
| <i>Stone Faction</i>  | The Stone faction, guardians of the ancient mountains are a people of Superhuman strength And unyielding Defense. Masters of siege warfare and impenetrable defenses, they are known for their resilience and ability to withstand any assault.                   |

## Starting The Game :

- Shuffle the unique decks of each faction
- Pick up the top 5 cards on your deck
- Place them on any 5 tiles within the inner zone of your faction's starting area
- Perform a high-dice and players start their turns in descending order from the highest roller
- From now, the game begins and it's upto you to setup your style of play and strategies!

## Game Basics :

- Player turns are decided by high-dice roll in descending order
- Movement of a player in each turn is decided by the total number rolled on the die
- Attack/Defence is played out by roll of die as health & attack stats essentially don't exist
- A bubble remnant must be attacked for multiple turns in a row, uninterrupted, to be destroyed

- Players cannot move on turns where they decide to draw and summon a unit instead

# Card Deck Basics :

- Each faction's unique card deck contains 20 cards
- The 20 cards consist of 4 heroes with unique abilities and 16 soldiers of common classes
- Players must start their turns game by picking up the 5 cards at the top of the deck
- The units drawn from the initial 5 cards are placed on the board
- Players are granted the ability to draw a card whenever after every 5 turns at their own choice
- If a unit dies on the board, their active card goes to the bottom of the pile
- Each player can have a maximum of 7 units on the board at any given time and a max of 2 hero
- If a card is drawn while the player has hit unit limit on board, they are forced to replace any active unit on the board with the newly drawn card

# Movement Basics :

- Total movement allowed per turn determined by dice number rolled
- No movement to be done if a new unit card is drawn in a given turn
- Doubles will provide you with an additional turn
- Hazardous zones and Slow down zones are placed all across the terrain such as water bodies & miasma, lava zones When a unit walks into a hazardous or slow zone, they are stopped by default at the first step and must traverse across with a slow movement debuff.

# Combat Basics :

Each and every combat in this game is played by dice rolls

## Unit vs Unit

- If you roll 6 and below it is a successful attack.
- If you roll 7 and above, it is a failed attack. (Excl. 11 and 12)
- If you roll 2 or 12 it is a critical attack worth 2 hits
- If you roll 11, you get counter attacked and suffer from 1 hit

## Bubble Remnant Siege

- Only Heroes can destroy Bubble Remnants
- Heroes must conduct siege on the remnants for multiple turns, uninterrupted
- If interrupted by an attack, they must start over the siege cycle again
- A dice roll is allowed at the start of each turn for the period of a siege in which the player is given an opportunity to score a critical siege hit by landing 2 or 12.

## Elements At Play

- Certain elements are strong against others and weak against some others. Fire is stronger than Nature, Nature is stronger than water, Water is stronger than fire.
- Opposing elements can pose great threat to your troops while weaker elements are easier to attack and destroy.

## Unit Health :

|   |   |
|---|---|
| <i>Tank Hero</i>                            | 4 Hits (Common), 3 Hits (Hero)            |
| <i>Tank / Warrior Hero</i>                  | 3 Hits (Common), 2 Hits (Elemental Weak.) |
| <i>Warrior / Ranged Hero / Support Hero</i> | 2 Hits (Common), 1 Hit (Elemental Weak.)  |
| <i>Rangers / Support</i>                    | 1 Hit                                     |

## Advanced Gameplay Rules :

Players can choose to move via No Man's Land (in the center) or the Miasma Forest encircling the island (is a hazardous zone).

The 5 black stelle's spread across the map serve as sources of miraculous buffs. A player cannot gain buffs from his own territory's stelle. The central stelle lets you choose 1 among 3 miracles. 2 are amazing buffs while one is a curse so beware if you wish to try your luck.

Miracles (buffs gained from stelle's) can be saved and used whenever needed by the user. Only 2 miracles can be held by a user at any point in time.

When a stelle is used, it goes into cooldown and one must wait 10 rounds before that stelle can be used again.

Miracles provide for surprises and game changing moments hence they must not be revealed when they are gained, but only revealed when they are used by the user.

## Conclusion

Bubble Reign offers a unique blend of strategic depth and tactical combat, inviting players to engage in a dynamic struggle for control of the shattered Bubble Artifact, With it's turn-based

gameplay, simultaneous unit placement and diverse factions with unique abilities, Bubble Reign promises an engaging and challenging experience for players who enjoy strategic board games.