

GREEDY

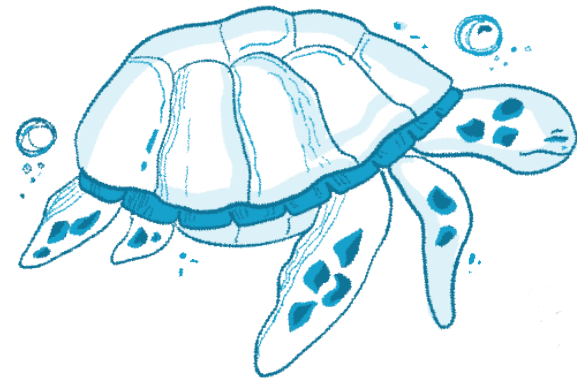
Bubbles

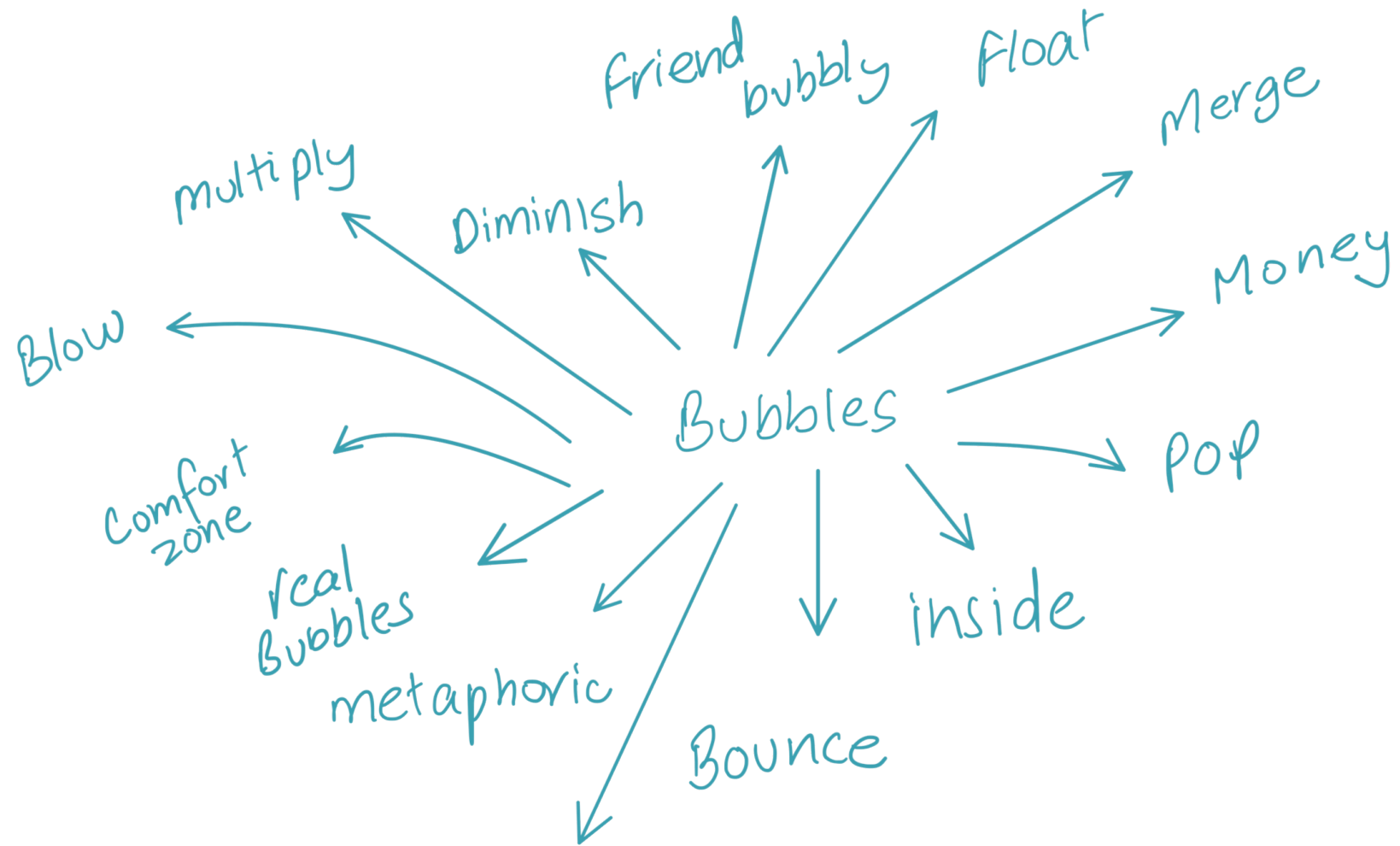


IDEATION

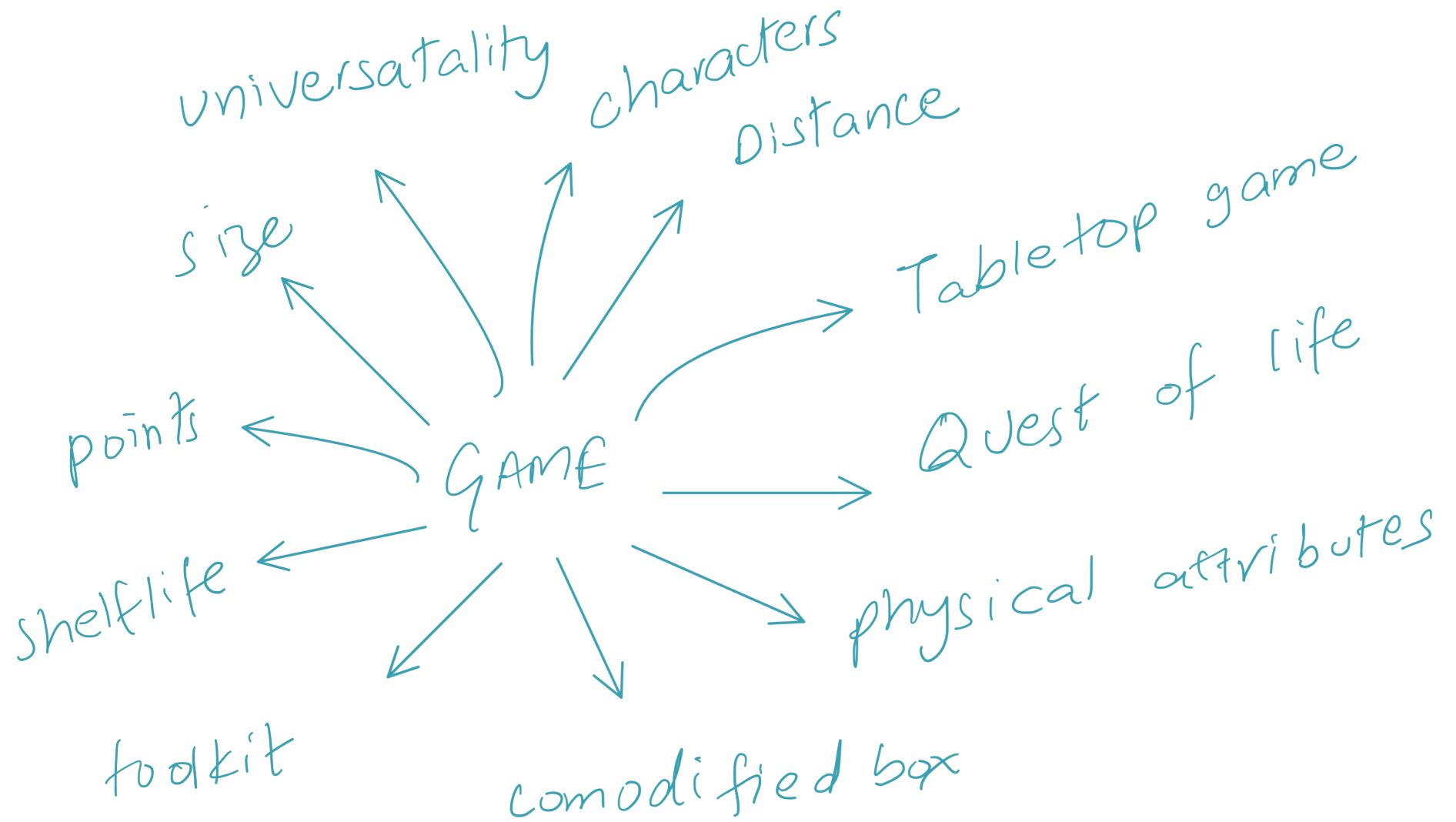
"Greedy Bubbles" is a board game reflecting society's role in fueling greed to achieve goals. Players begin at the ocean's depths, progressing by rolling a dice, advancing only on a 6. Along the way, they encounter spaces like Risk (gamble resources), Wealth (gain resources), Safe (neutral stability), and Revive (recover losses). Luck and choices determine whether greed surpasses wealth or players progress wisely.

Upon reaching the finish line, players accumulate two resources: Wealth and Greed. The winner is the one with the highest value (Wealth - Greed), symbolizing the balance—or imbalance—between ambition and societal-driven greed.





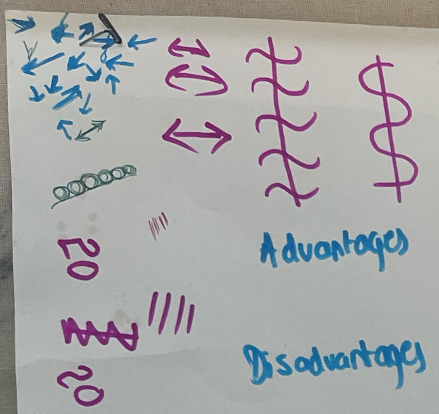
Too much air makes
the bubble grow but
then pop!



... that checkpoint, according to me \$

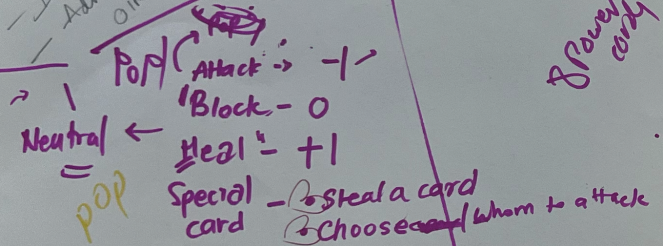
document gameplay

Tadd



2 special tokens
x elite - prestige

Deep Sea
Adventure
DINK GAMES

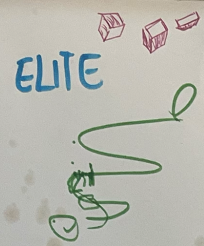


Gameplay

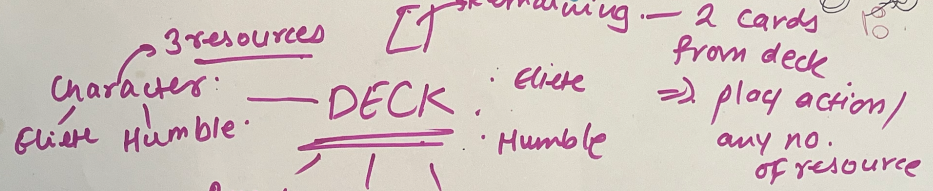
Natural
Wealth
Good
Safe
Risk

Combine

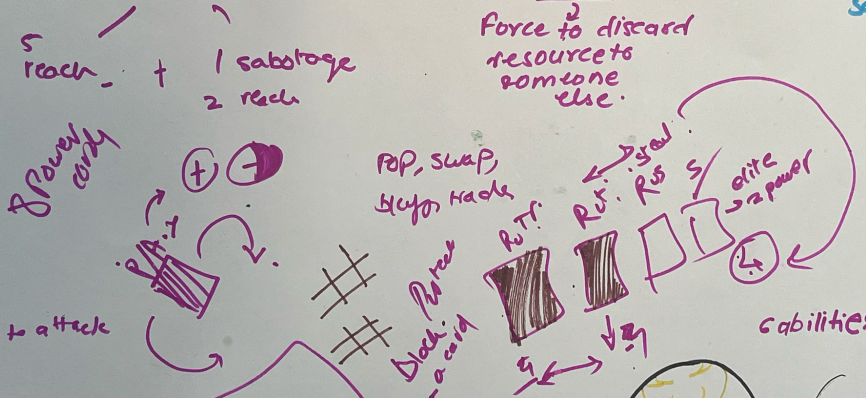
TAMASHA



ELITE HUMBLE AVERAGE (Society bubble)



- Resource: Power, Trust, Reputation
- Action: Sabotage, More, Manipulate, Blackmail, Bribe => Trust
- Event: Revolution - All elite players, Betrayal - Coerce power, Thirt in power
- Goal -> Humble players climb up the social ladder.



challenge

lose 2 game points

go 3 steps back

(You can use 2 tokens)

2 paths

Greedy Bubble

Board game

* Bubble gets filled

* get burst - if filled extra

* falls - they take down people some spaces around them

- Represents Society
- Rat Race
- Middle man / Common man
- Backstabbing
- Onion
- 2 face
- Below line



Narrative: Deep Deep Under the sea Bubbles compete to grow larger and reach the surface, but the greedier they get, the closer they are to bursting. Oh! only a clever bubble that balances risk & reward, fame and greed will make it to the finish intact!

{ WILL YOUR BUBBLE RISE TO GLORY? OR POP UNDER PRESSURE }


Components: 1) Players - 2 to 6

2) Duration: 30-40 mins.

3) Objectives: Accumulate as much wealth/air as possible without bursting the bubble. The player with the most value (wealth-greed) at the end of the journey win (reach surface)

Strategy: In routes
In shells

Physi: Game board: set (100) spaces

cal:  SAFE * Reduce greed meter

→ Air/Wealth Tokens

→ Greed scale/lives

→ Player Tokens/bubble

→ Dice

NEUTRALIZE

WEALTH * Collect tokens but ↑ greed

RISK * Roll dice

→ 1 to 2: Lose 2 wealth
→ 3 to 4: bubble pops
→ 5 to 6: Gain 2 wealth
↑ Greed by 2

Losing conditions: Least value

- Popping Conditions:
- 1) Land on same space as another bubble. (decide by ↑ greed) (↑ greed that pops)
 - 2) When you surpass 10 greed scale.
 - 3) On risk - when 3-4 rolled (pop means reset to level)

Winning Conditions:

- 1) Value (wealth-greed) most
 - 2) Advantage: 1st to surpass the line gets opportunity to chose from among the criteria (2)
- ⇒ 1 air ↑ 1 greed ↓
⇒ 2 air ↑
⇒ 2 greed ↓

If a player win crosses a line 1st,
1) help: air ↓ greed ↓
2) sabotage: air ↓ greed ↑

Trade in greed/wealth

once I acquire a checkpoint, player other

checkpoint - wealth. Checkpoint + trade

ELITE

AVERAGE

(Society bubble)

remaining - 2 cards from deck

greed max

bottom

Trading

document game



GENRE OF THE GAME

Genre of the Game: Strategy with Luck and Morality Elements

Strategy: Players must make calculated decisions about greed, risks, and resource management.

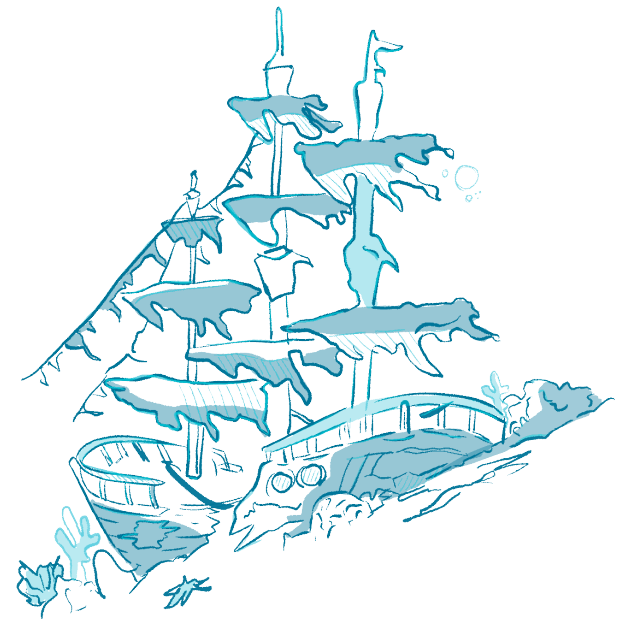
Luck: Dice rolls introduce unpredictability and chance, influencing outcomes.

Morality/Simulation: The game reflects societal dynamics and explores the impact of greed on achieving success, adding depth and relatability.

STORY OVERVIEW

"Greedy Bubbles" takes players on a journey from the ocean's depths to the surface, symbolizing ambition and societal influence on greed. Starting at the bottom, players roll dice to progress, encountering spaces like Risk, Wealth, Heal, and Revive, each representing real-world challenges and decisions.

The game explores the balance between greed and success, where luck and strategy determine if players accumulate wealth or succumb to greed. At the finish line, players compare their resources—Wealth and Greed. The player with the highest net value wins, highlighting the impact of choices and societal pressures on their journey to the top.





GAMEPLAY

In "Greedy Bubbles," players journey from the ocean floor to the surface, balancing luck, strategy, and greed. Players roll dice to progress, moving forward only on a roll of 6. They encounter:

Risk: Gamble for rewards or face losses.

Wealth: Gain wealth points, but each comes with an equal greed point, reflecting ambition's cost.

Heal: Recover from setbacks to regain momentum.

Checkpoint: Secure your progress and avoid returning to the start after risky moves.

At the surface, players calculate their net value (Wealth - Greed), and the highest scorer wins.

TESTING

We tested "Greedy Bubbles" with team members and faculty, identifying key areas for improvement:

Dice Mechanics: Adjusted so that only the first player to roll a 6 gets to start, ensuring fairness and excitement at the beginning.

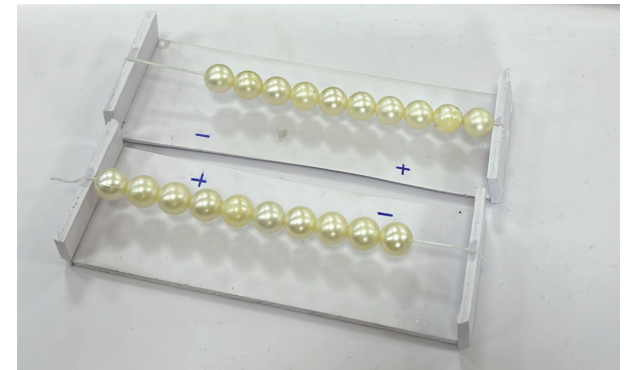
Resource Balance: Fine-tuned the interaction between Wealth and Greed for better strategy and fairness.

Space Dynamics: Refined the effects of Risk, Wealth, Heal, and Checkpoint spaces for smoother gameplay.

Player Experience: Fixed an issue where players often got stuck in the first 5 spaces, improving progression and engagement



COMPONENTS



PROTOTYPE | Final

