

# GAME DESIGN DOCUMENT

GAME NAME : BUBBLEBOUND

IDEATION:

## BUBBLES

1. Layer Based game.

↳ using a stick with magnet to attract bubbles to your side.

↳ The board is a maze.

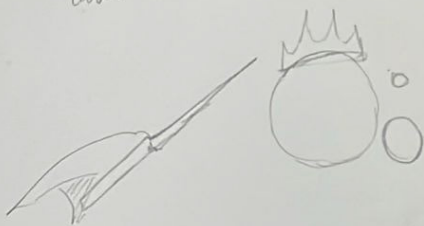
↳ The one with most bubbles win.



2. "Bubbles" from Powerpuff Girls saving her sisters who are in the middle of the board.

↳ her rival Mojo Jojo competes with her to finish the game first.

3. Make a game based on various type of bubbles like oil bubbles, soap bubbles, lava bubbles etc.



4. merging 2 & 3.

bubble princess & other king compete against each other to reach the special object to save their respective kingdoms.



**PLATFORM:  
BOARD GAME**

**GENRE OF THE GAME:**

- Fantasy
- War

**THEME:  
BUBBLES**

**AGE:  
8+**

**MADE IN INDIA**

**LOGO:**





# The Legend of Elemia

The kingdom of Elemia was born from a cataclysmic event: the collision of a celestial bubble and a fiery meteor. This collision gave rise to three distinct realms: the watery depths, the oily plains, and the fiery peaks.

For centuries, these realms coexisted in a fragile balance, ruled by two powerful beings:

Queen Aquaria, sovereign of the watery depths, her shimmering crown a symbol of peace and serenity.

King Ignis, master of the fiery peaks, whose explosive temper matched the molten rivers of his domain.

But the oily plains, once overseen by a mysterious neutral force, fell into disarray when the balance of power shifted. This instability spread across Elemia, shattering the harmony between the realms. The watery depths grew restless, plagued by whirlpools and collapsing currents. The fiery peaks erupted in uncontrollable storms of flame. As tensions mounted, blame was cast in every direction, and alliances turned to animosity.

When diplomacy failed, Queen Aquaria and King Ignis prepared for war. Their champions were called to battle, each entrusted with the power to restore their kingdom—but only at the expense of the other.

The Bubble Princess, a swift and cunning warrior of the watery depths, was tasked with retrieving fragments of the celestial bubble to restore her realm's tranquility. Her delicate, glimmering bubbles could defend, distract, or entrap.

The Dagger Prince, a battle-scarred veteran of the fiery peaks, sought particles of the fallen meteor to reignite the stability of his fiery home. His piercing thorns could cut through nearly anything, leaving no defense impenetrable.

Both champions believed they carried the true hope for Elemia, and neither was willing to back down.





As the realms descended further into chaos, the Bubble Princess and Dagger Prince clashed repeatedly across Elemia's volatile landscapes. Their encounters were fierce and unrelenting:

In the swirling currents of the watery depths, the Dagger Prince endured crushing waves and suffocating pressure, his head slicing through bubble traps as he advanced toward his goal.

In the oily plains, the Bubble Princess struggled against the slick terrain and unpredictable, fire-infused eruptions that played to the Dagger Prince's advantage.

In the scorching heat of the fiery peaks, the Dagger Prince unleashed his full might, but the Bubble Princess's agility and ingenuity kept her alive, using bursts of water to quench his flames temporarily.

Each believes in their purpose. Each knows that only by defeating the other can they bring salvation to their kingdom.

Every encounter is fiercer than the last. Their rivalry is absolute. There is no room for compromise, no thought of alliances. The only goal is victory—at any cost.

As the champions clash again and again, the realms teeter closer to collapse. The one who triumphs will restore their kingdom's power, while the other's realm will fade into obscurity.

The fate of their kingdoms is a prize to be won, and neither the Bubble Princess nor the Dagger Prince will rest until they claim it.





# RULES AND GAMEPLAY

**Players:**\* 2 Players (Solo)

**Game Board:** The three-layer game board is assembled.

LAYER 1 - AZURE SEA

LAYER 2 - MOUNT IGNIS

LAYER 3 - OILY SWAMP

**Characters:**Each player chooses a character: Bubble Princess or Dagger Prince.

**Team Play:**If playing in teams, two teams of each consisting of two players should be formed. One team chooses the Bubble Princess, and the other chooses the Dagger Prince.

**Boost or risk cards:** shuffled and kept as a deck.

**Artifacts:** Artifact cards are shuffled and placed face-down inside the deck.

## **Objective:**

Players aim to navigate the board, collect special cards, and achieve their unique victory conditions. The Bubble Princess and Dagger Prince each have distinct abilities and objectives to master.

## **Movement:**

- Players roll a six-sided die (or spin the movement spinner, if included).
- Move your character to the corresponding number of tiles.
- Follow the rules of any special tiles you land on.
- Players must complete one full round in all layers of the game before advancing to the next layer. This ensures that each layer is fully explored and experienced before progressing.



## **SPECIAL TILE RULES:**

- Bubble Tile (for Bubble Princess):

When the Bubble Princess lands on a Bubble Tile, she can draw a card from the Deck.

Each card grants her a unique ability, power-up, or challenge for herself or the opponent.

- Fire Particle Tile (for Dagger Prince):

When the Dagger Prince lands on a Fire Particle Tile, he can draw a card from the Deck.

Each card grants her a unique ability, power-up, or challenge for herself or the opponent.

## **OTHER SPECIAL TILES:**

- Players take turns rolling the die to move forward the number of steps shown.

Follow the actions of any special tiles you land on:

- Skip Tile: If you land on a tile marked "X," you skip the next player's turn.
- "+" Tile: If you land on a tile marked "+", move forward the number of steps indicated.
- "-" Tile: If you land on a tile marked "-", move backward the number of steps indicated.

If you land on a special tile after moving forward or backward, follow the instructions of the new tile immediately.

## **SPECIAL RULE:**

1. If the Dagger Prince lands on the same tile as the Bubble Princess, the Bubble Princess must return to the starting point and begin the game again.
2. Similarly, if the Bubble Princess lands on the same tile as the Dagger Prince, the Dagger Prince must return to the starting point of the previous layer and restart the game from that layer.



## **Rules: The Dagger Prince and the Bubble Princess Interactions**

### **Azure Layer – Water Bubble Tile Rule**

- If the Dagger Prince lands on a Water Bubble tile in the Azure Layer, he can pop the bubble.
- On subsequent dice rolls, if the Bubble Princess lands on the same popped Water Bubble tile, she must return to the start of the Azure Layer and begin again from the beginning of that layer.
- If the Bubble Princess lands on a Fire Bubble Tile within the Azure Layer, she must immediately return to the starting position of the Azure Layer and restart her progress in that layer.

### **Mount Ignis Layer – destroyed bubble Rule**

- If the Bubble Princess lands on a fire bubble tile in the Mount Ignis Layer and destroys it, the same rule applies.
- On subsequent dice rolls, if the Dagger Prince lands on the destroyed bubble tile, he must return to the start of the Mount Ignis Layer and begin again from the beginning of that layer.
- If the Dagger Prince lands on a Water Bubble Tile within the Mount Ignus Layer, he must immediately return to the starting position of the Mount Ignus Layer and restart his progress in that layer.
- These penalties only affect the respective characters when they step on their opposing bubble tiles within the specified layers.

### **Oily Swamp layer**

- If either the Dagger Prince or the Bubble Princess lands on an Oily Tile within the Oil Swamp layer, they must return to the starting point of the Oil Swamp layer and restart their progress.



## TESTING:

### Initial Playtest:

Played by teachers to evaluate enjoyment, mechanics, and balance.

### Feedback Incorporation:

- Suggested to adjust card options for better variety.
- Advised to add more shield cards for improved gameplay balance.
- Introduced bonus rules for added strategic depth.

### Revised Playtest:

- Tested updated version to ensure changes enhanced gameplay and fun.

### Final Feedback:

\*Confirmed that changes improved overall experience and player satisfaction.