

# GAME DESIGN DOCUMENT

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## TITLE:

Bubble Up

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## IDEATION:

When we were first introduced to the theme, *Bubbles*, we found ourselves completely uncertain about what direction to take or what we were expected to create. However, as we began discussing and brainstorming, several ideas gradually emerged. Through initial research, we realized how much existing card games had subconsciously influenced our thinking.

Building on this insight, we explored ways to integrate certain elements from popular card games into our own concept. One idea we particularly liked was to introduce various characters with unique powers. While this was promising, we eventually decided to abandon it, recognizing that such complexity would make it challenging to incorporate into a card game format effectively.

Turning our focus back to the theme of bubbles, we conceived a game centered around growing bubbles as large as possible by strategically using energy and power cards. This concept aligned well with the theme and provided a solid foundation for further development.

After numerous iterations and refinements, we ultimately created a game that adhered to our initial objective but underwent significant changes in its overall design and mechanics. Throughout the process, we encountered various challenges and loopholes. However, we made every effort to address these issues to ensure the final product offered an engaging and enjoyable experience for players.

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## PLATFORM:

Physical Card Game

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## GENRE OF THE GAME:

Strategy Building Card Game

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## PURPOSE OF THE GAME:

To win the game by growing your bubble as big as possible by strategically playing cards.

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## GAME MECHANICS:

**COMPONENTS: 118 cards and 4 boards**

### **Main Character Boards (4):**

These represent the players and have unique growth and decrease combinations.

Types of Main Character Boards:

**Cloud** (Positive Growth Impact)

**Star** (Positive Growth Impact)

**Circle** (Negative Growth Impact)

**Crescent** (Negative Growth Impact)

### **Symbol Cards (24):**

Types of symbol cards:

**Water Bubble** (6)

**Air Bubble** (6)

**Soap Bubble** (6)

**Ice Bubble** (6)

Each character needs a specific sequence of symbols to gain points at the end of the game. When the game ends, they have that particular sequence, their final growth score is multiplied by the amount of necessary cards they possess, but if they have any extra symbol cards which do not match their particular sequence, those many points get subtracted from their bubble.

The combinations for each character are:

Cloud: Water Bubble, Air Bubble, Ice Bubble

Star: Air Bubble, Ice Bubble, Soap Bubble

Crescent: Water Bubble, Ice Bubble, Soap Bubble

Circle: Soap Bubble, Water Bubble, Air Bubble

### **Action Cards (94 cards):**

**1. Burst Card:** The highest-impact card that can throw a player out of the game.

**2. Positive Growth Cards:** Helps the 'cloud' and 'star' character's bubble grow, and acts as negative points for the 'circle' and 'circle' characters.

The types of Positive Growth Cards are:

+1 (12): These increase the growth by one point.

+3 (10): These increase the growth by three points.

+5 (8): These increase the growth by five points.

**3. Negative Growth Cards:** Helps the 'crescent' and 'circle' character's bubble grow, and acts as negative points for the 'cloud' and 'star' characters.

The types of Negative Growth Cards are:

- 1 (12): These increase the growth by one point.
- 3 (10): These increase the growth by three points.
- 5 (8): These increase the growth by five points.

**4. Freeze Cards:** Make the player next to you, skip two turns.

**5. Deflect Cards:** Protects you from negative effects by backfiring the effect on the attacker.

**6. Shield Cards:** Protects you from the negative effect of the attacker.

**7. Boost Cards:** Doubles the points of the existing growth cards.

**8. Restart Cards:** Brings back a player's bubble to a starting level.

**9. Game Changer Cards:** Forces every player to handover ALL their cards to the player on their left (including their character cards).

**10. Mimic Card:** Repeat the previous player's actions (either action or growth)

If the previous player has played a growth card, and you play a mimic card you will have to keep score of your points on the provided notepad. Mimic card only works on action cards and growth cards.

**11. Symbol Catcher Card:** When this card is played, the player can choose any symbol card they want from the discarded pile.

**12. Thunder Snatcher Card:** When this card is played, the player can choose to steal any other player's one or two cards.

### **Setup:**

Each player gets a main character card.

Shuffle the action and symbol cards together.

Deal 5 cards to each player. Place the remaining cards in a draw pile.

### **Gameplay:**

Starting the Game:

Each player draws one card at the beginning of their turn.

### **Taking Turns:**

On your turn, you may play any one card (either growth card or action card) (you may play a symbol card if it's not needed in your character combination)

Use various cards to maximize your character's bubble growth or counter opponents.

Follow the effects of cards played (e.g., growth, deflection, freezing another player's turn).

Play the growth cards and symbol cards on the character's page in front of you

### **Ending the Game:**

For 2 players: When a player's character's bubble bursts.

For 3 players: When all cards have been drawn, or 2 player's character's bubble bursts.

For 4 players: When all cards have been drawn.

The player with the largest bubble size at the end wins.

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## THEME: Bubbles

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**TESTING:** We tested the game using our prototype several times to identify the loopholes and problems that the players could face, and have tried our best to make sure that there are no loopholes.

This is one of the times we were testing:





# bubble<sup>UP</sup>

RULE BOOK

## **Objective:**

Win the Game! Grow your bubble as big as possible by strategically playing cards.

## **COMPONENTS: 118 cards and 4 boards**

### **Main Character Boards (4):**

Following are the characters:



These represent the players and have unique growth and decrease combinations.

### **Types of Main Character Boards:**

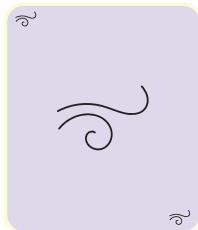
Cloud (Positive Growth Impact)

Star (Positive Growth Impact)

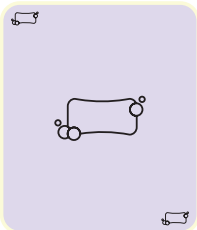
Circle (Negative Growth Impact)

Crescent (Negative Growth Impact)

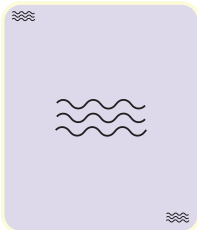
## Symbol Cards (24):



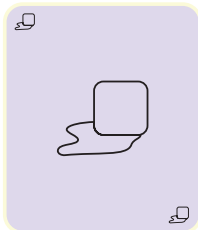
*Air Bubble*



*Soap Bubble*



*Water Bubble*



*Ice Bubble*

## Types of symbol cards:

Water Bubble (6)

Air Bubble (6)

Soap Bubble (6)

Ice Bubble (6)

Each character needs a specific sequence of symbols to gain points at the end of the game. When the game ends, they have that particular sequence, their final growth score is multiplied by the amount of necessary cards they possess, but if they have any extra symbol cards which do not match their particular sequence, those many points get subtracted from their bubble.

The combinations for each character are:

Cloud: Water Bubble, Air Bubble, Ice Bubble

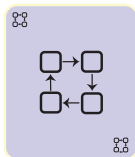
Star: Air Bubble, Ice Bubble, Soap Bubble

Crescent: Water Bubble, Ice Bubble, Soap Bubble

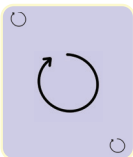
Circle: Soap Bubble, Water Bubble, Air Bubble



## Action Cards (94):



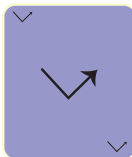
Game Changer Card



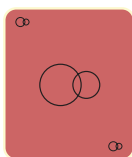
Restart Card



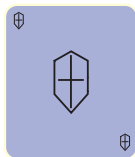
Boost Card



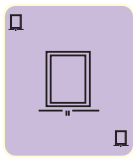
Deflection Card



Thunder Stealer Card



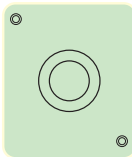
Shield Card



Mimic Card



Freeze Card



Symbol Catcher Card



Burst Card

### Types of Action Cards:

**1. Burst Card (2):** The highest-impact card that can throw a player out of the game. When this card is played, it bursts the character's bubble of the player on the left. That means they are eliminated from the game.

YOU CAN ONLY PLAY THIS CARD IF YOU HAVE THE SEQUENCE REQUIRED FOR YOUR CHARACTER

**2. Positive Growth Cards (30):** Helps the 'cloud' and 'star' character's bubble grow, and acts as negative points for the 'circle' and 'circle' characters.

The types of Positive Growth Cards are:

+1 (12): These increase the growth by one point.

+3 (10): These increase the growth by three points.

+5 (8): These increase the growth by five points.

**3. Freeze Cards (6):** Make the player next to you, skip two turns. By playing this card, the next player has to skip their next two turns.

**4. Deflect Cards (6):** Protects you from negative effects by backfiring the effect on the attacker. When a player plays this card on a card which attacks them, then it counter attacks the attacker itself. It is the only card that can defeat the 'Burst Card'.

**5. Negative Growth Cards (30):** Helps the 'crescent' and 'circle' character's bubble grow, and acts as negative points for the 'cloud' and 'star' characters.

The types of Negative Growth Cards are:

-1 (12): These increase the growth by one point.

-3 (10): These increase the growth by three points.

-5 (8): These increase the growth by five points.

**6. Shield Cards (6):** Protects you from the negative effect of the attacker. By playing this card, you protect your character's bubble from any attack of other players.

**7. Boost Cards (2):** Doubles the points of the existing growth cards. This card will double your growth

**8. Restart Cards (2):** Brings back a player's bubble to a starting level.

For 2 players: When this card is played, only you have to restart the game.

For 3 players: When this card is played, you and the person next to you will have to restart the game.

For 4 players: When this card is played, you and the person opposite to you will have to restart the game.

***THIS CARD HAS TO BE PLAYED AS SOON AS IT IS PICKED UP***

**9. Game Changer Cards (2):** Forces every player to handover ALL their cards to the player on their left (including their character cards).

***THIS CARD HAS TO BE PLAYED AS SOON AS IT IS PICKED UP***

**10. Mimic Card (4):** Repeat the previous player's actions (either action or growth)

If the previous player has played a growth card, and you play a mimic card you will have to keep score of your points on the provided notepad. Mimic card only works on **action cards and growth cards**.

**11. Symbol Catcher Card (2):** When this card is played, the player can choose any symbol card they want from the discarded pile.

**12. Thunder Snatcher Card (2):** When this card is played, the player can choose to steal any other player's one or two cards.

## **Setup:**

Each player gets a main character card.

Shuffle the action and symbol cards together.

Deal 5 cards to each player. Place the remaining cards in a draw pile.

## **Gameplay:**

### **Starting the Game:**

Each player draws one card at the beginning of their turn.

### **Taking Turns:**

On your turn, you may play any one card (either growth card or action card) (you may play a symbol card if it's not needed in your character combination)

Use various cards to maximize your character's bubble growth or counter opponents.

Follow the effects of cards played (e.g., growth, deflection, freezing another player's turn).

Play the growth cards and symbol cards on the character's page in front of you

## **Ending the Game:**

For 2 players: When a player's character's bubble bursts.

For 3 players: When all cards have been drawn, or 2 player's character's bubble bursts.

For 4 players: When all cards have been drawn.

The player with the largest bubble size at the end wins.

Bonus points are awarded for symbol card combinations (the total score is multiplied by the number of necessary symbol cards from the combination a player possesses)

The negative growth cards that a player will be possessing will result in negative points. Also the symbol cards that the player does not require and they are holding in their hand will result in 5 negative points per card

For example, if a player needs a combination of water, ice and soap; at the end of the game they have any two of the cards from the combination, their total growth score will be multiplied by 2 and so on.

## **Extra Points:**

1. If a player picks up a card and is left with only Shield and Deflect cards in their hand, they must place the picked-up card back into the deck (somewhere in the middle) and draw another card.
2. On the Game changer, Restart and Burst cards, the Mimic card will not be applicable.
3. If you get a 'Symbol Catcher' card and you already have all the symbols that you need for your particular combination, then you can put it back in the deck and pick up another card.
4. You have to put your required symbol cards down (beside your character card), to gain points at the end of the game. If when the game ends, you have symbol cards in your hand, it will result in negative points.
5. If you are a character that is impacted by positive growth cards, and you draw a negative growth pile from the draw pile, you can discard the card when you get a turn.
6. Shield Card protects from every action card other than 'Burst Card'.
7. Deflect Card protects from every action card.

## **Example Scenarios:**

1. If a player has a Burst card and the opponent has a Deflect card, the sequence of actions depends on the situation:

### **Default Scenario:**

The opponent must first draw a card and then play the Deflect card.

### **Special Scenario:**

If the opponent knows that the next card (to be drawn) is a special card with a unique symbol on the other side, they must play the Deflect card first. After playing it, they will then draw the special card and follow whatever action or game change is specified by it.

2. If a player plays a Burst card, the following rules apply to the next player:

### **Mimic Card:**

A Mimic card cannot be played in response to a Burst card.

### **Reflect Card:**

The only card that works against a Burst card is a Reflect card.

### **Deflect Card:**

If the next player plays a Deflect card, they cannot take another turn immediately. They must draw one card, and their turn is skipped, passing play to the next person.

## **Tips for Strategy:**

Use shield and deflect cards to protect against attacks.

Save powerful cards like the burst or game changer for the right moment.

Keep track of opponents' growth and play decrease cards strategically.

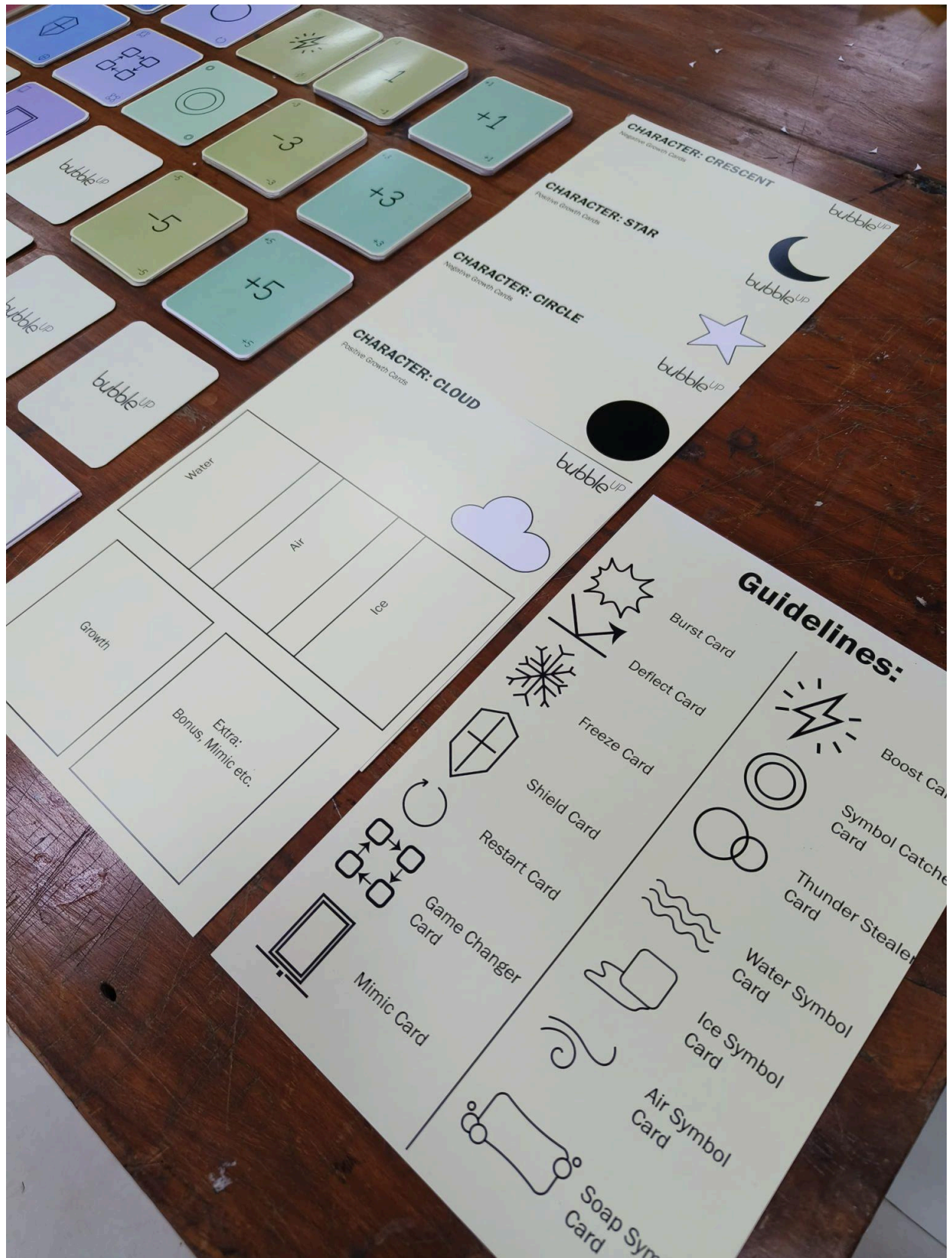
**So buckle up for the challenge... oh no, BUBBLE UP for the challenge!!!**

## PHOTOS AND VIDEOS:

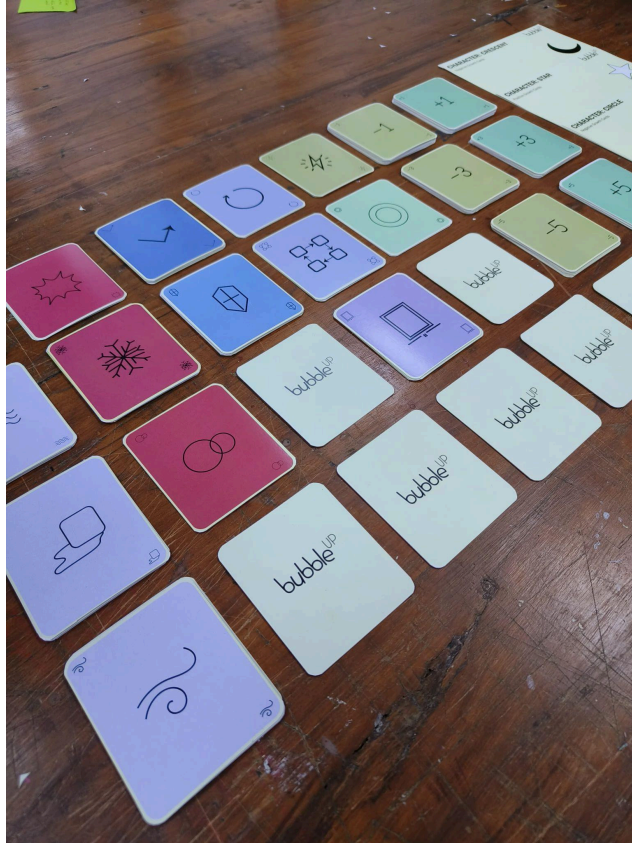














GAME MADE BY:  
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