



Game Design

We Will Survive

0356011 黃柏皓 0356629 呂學昱
0356042 洪浩哲 0356650 何雨蒙
0356627 蔣承翰

Background

- 4 people barely survived after a plane crash.

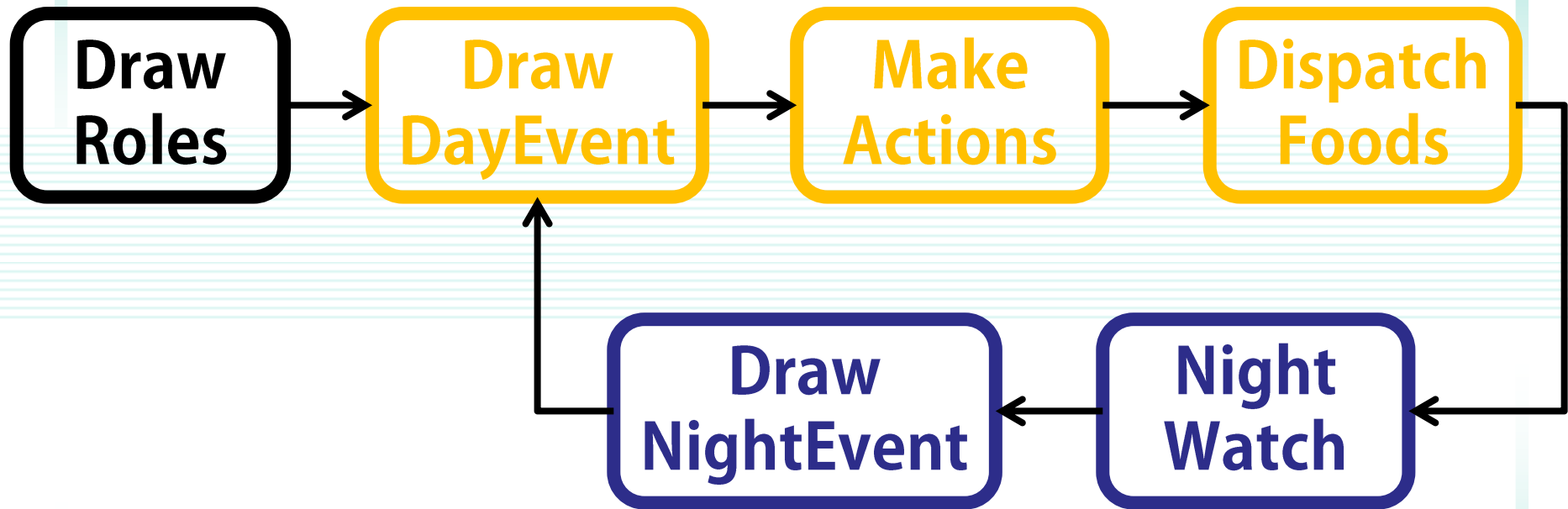


Resources

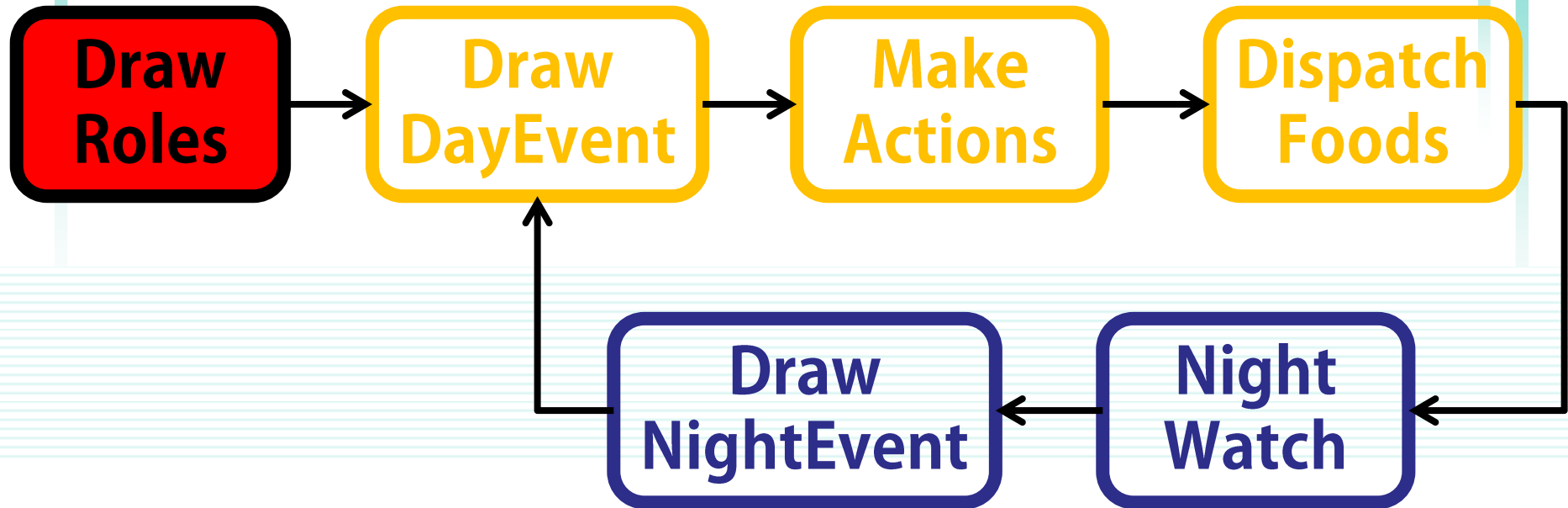
- Food
- Wood
- Stone



Game Phases

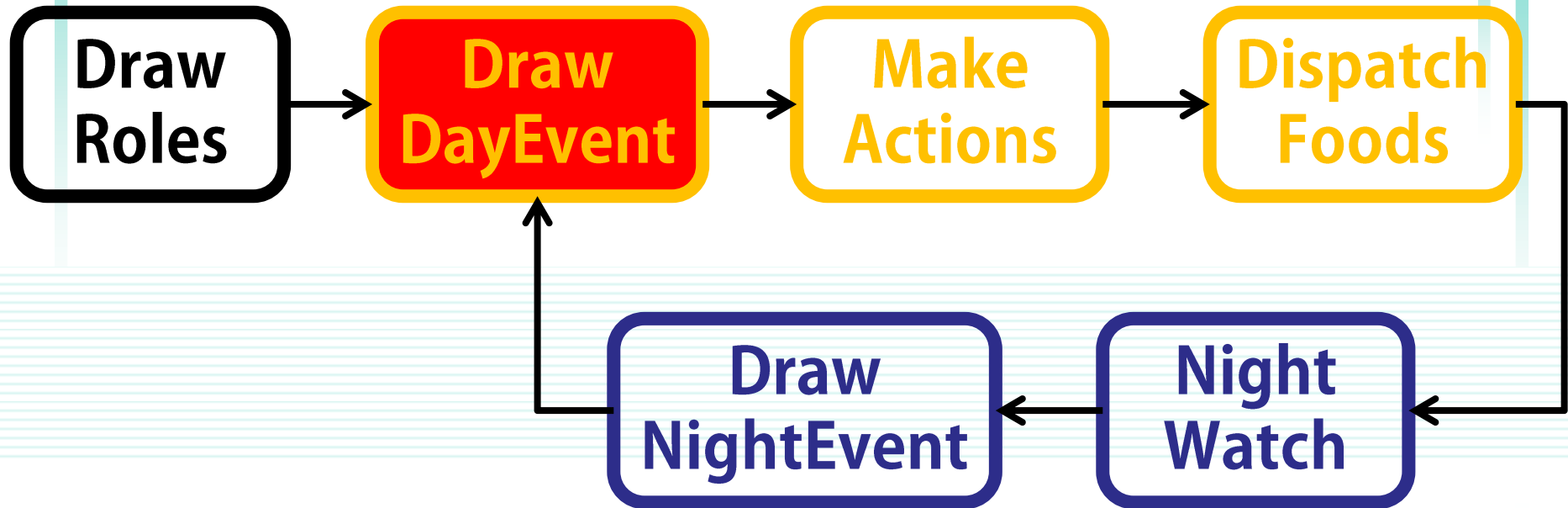


Game Phases (1/6)



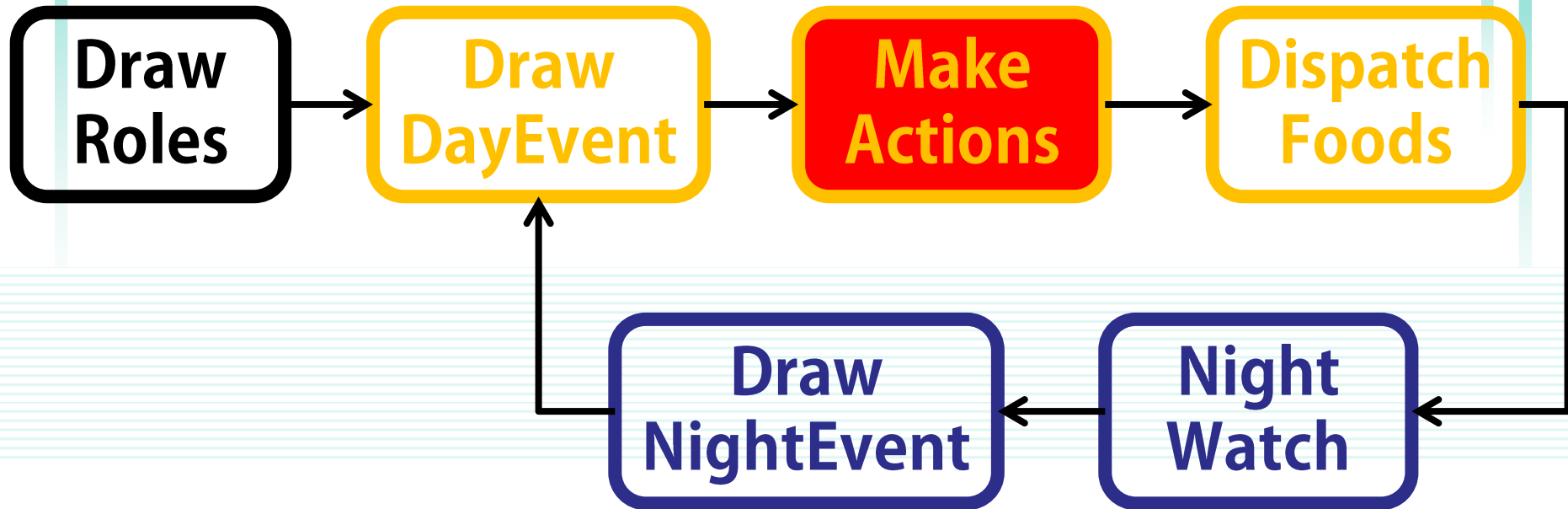
- Draw 4 **Roles Cards** as Characters
 - Farmer, Engineer, Worker, Sailor, Soldier, Hunter

Game Phases (2/6)



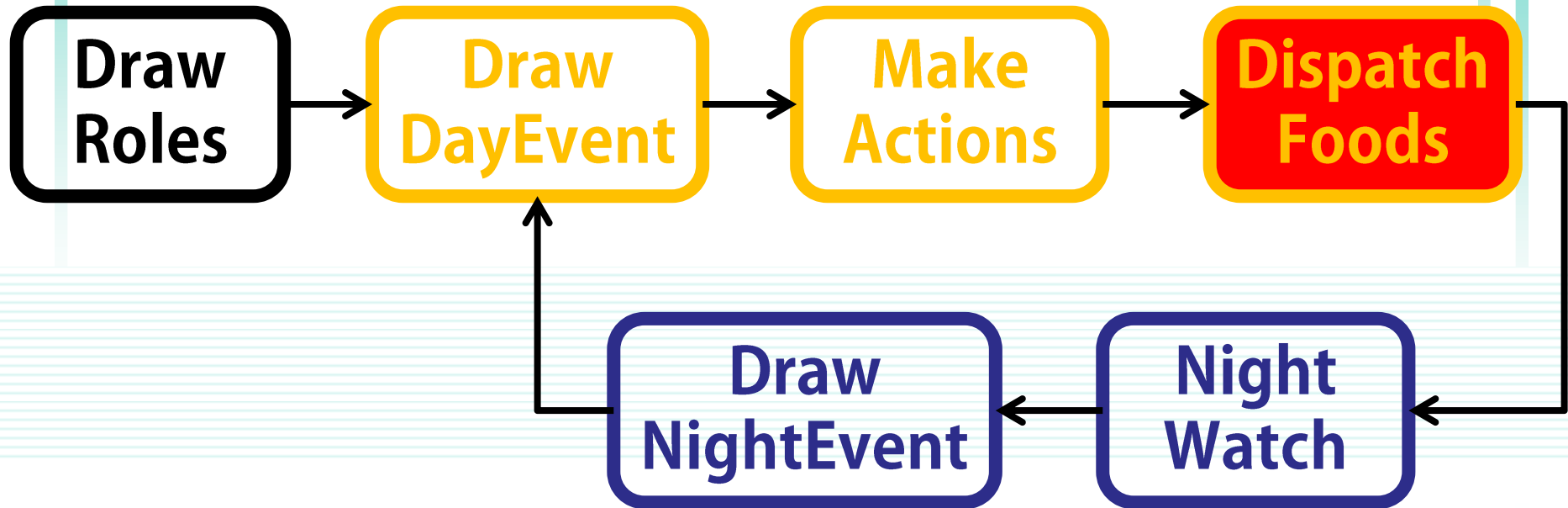
- Draw a **DayEvent Card**
 - e.g. BumperCrop, BlazingSun, Flood, ...

Game Phases (3/6)



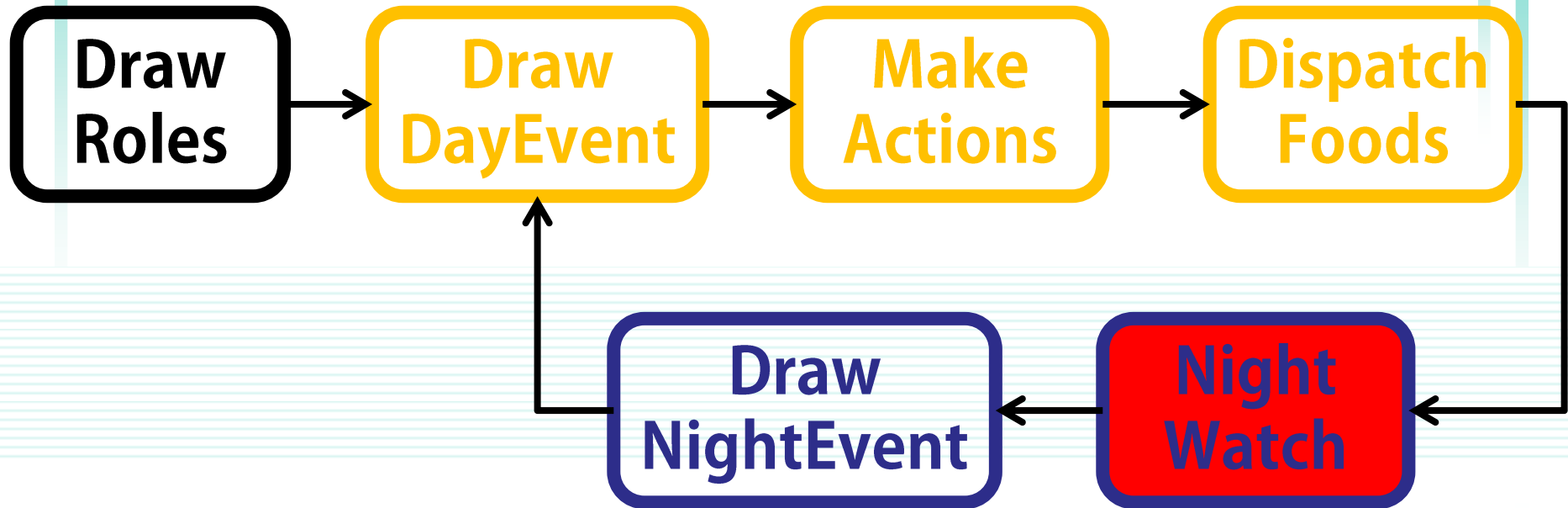
- Assign a **Action** to Each Character
 - e.g. FindFood, Constuct, Harvest, ...
 - Each action cost **1 HP**

Game Phases (4/6)



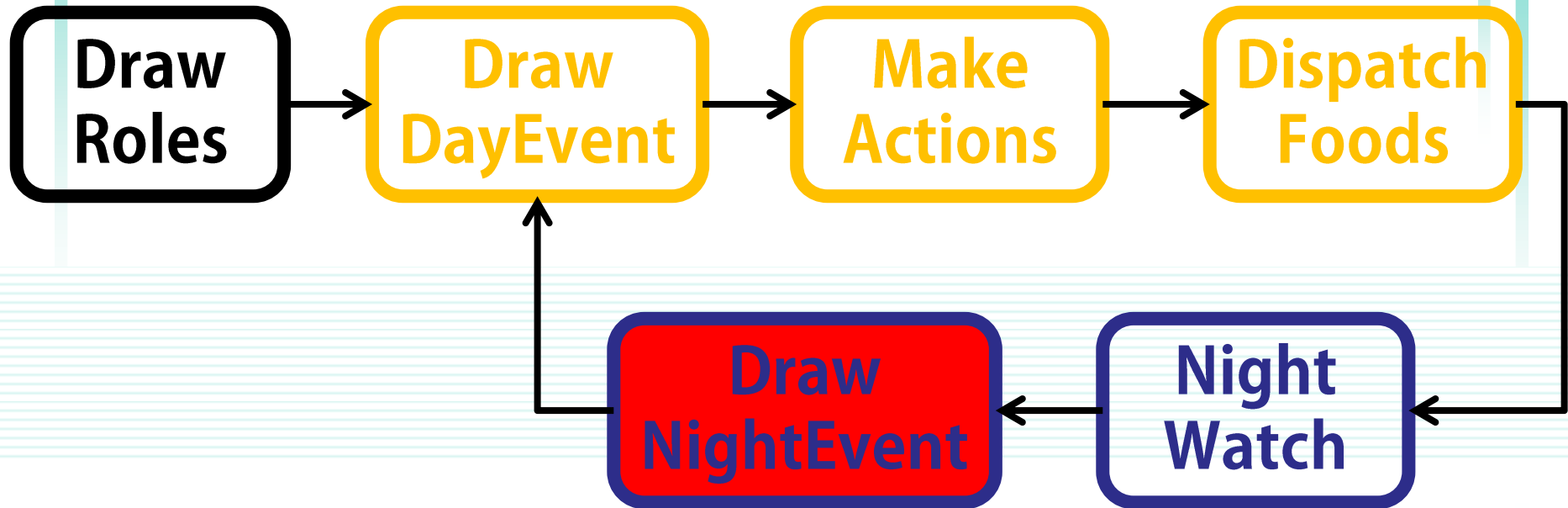
- **Dispatch Foods** to Characters
 - 0 ~ 2 Food(s)
 - **+1 HP** per food

Game Phases (5/6)



- Assign Some Characters to **Night Watch**
 - Each NightWatcher **-1 HP**

Game Phases (6/6)



- Draw a **NightEvent Card**
 - e.g. AngryBear, Downpour, Meteorite, ...

Win

Construction



Ship

A ship that can sail away from island to escape.

Wood: 50
Stone: 50
Time: 5

Win

Construction



Fire Tower

A tower that can attract ships passing by to save you.

Wood: 50
Stone: 50
Time: 5

DayEvent



Passing Ship

Ship passed by this island! If Fire Tower is built, win the game!!!

Lose

- All characters are dead.

