

Game design documentation-

Title - Pirates Dice

Design Goal- The goal of this game was to create a fast-paced and engaging card-and-dice game that incorporates the thrill of gambling and risk-taking. Designed to be simple and quick to learn, the game lasts about 30 to 60 minutes, depending on the players. It's intended to be a lighthearted yet strategic experience, offering the excitement of games like poker but with a faster pace and the added twist of dice mechanics and cards that can change the odds.

Narrative- The story is straightforward: you're a daring pirate determined to become the best at Pirate Dice. To prove your skill, you must outplay your fellow crew members in intense dice battles, earning the right to challenge the captain and claim the title of the ultimate Pirate Dice champion!

Gameplay- The challenger always starts first to make the game more challenging for the player. At the start of your turn, you roll all your dice and calculate the total. You then place 2 dice in the middle to reveal part of your hand to the opponent. The opponent responds by revealing 2 of their dice as well.

At this point, you must decide whether to **pass** (forfeiting 1 coin), **raise** (increasing the number of coins at stake), or **hit** (continue playing). If you choose to hit, you place a 3rd die, and if you hit again, you place the final die. After all dice are revealed, the player with the highest total wins the round and takes the bet.

You start the game with 4 coins (doubloons), and strategic card effects can be used to shift the odds in your favor, adding a layer of strategy to the gameplay.

Cards- player has 3 card per game so the enemy

Reroll: The reroll can only be used before placing your dice and you can get another total number.

Add 2: add 2 to your total number

Remove 2: remove 2 from enemy's total

Switch Dices: can only be activate at the before placing dice and you can change the total you have with the enemy one.

Forced raise: force the game to be raised so that when the enemy pass he will lose more. So this one is to force the enemy to lose more.

Remove dice- remove one dice from the enemy

Add one dice – Add one dice to total.

Greed- can only be used at the start were you just win that round.

Enemy- All enemy have all the same code except different cards

Cabin Boy: The cabin boy is the one that teaches you how to play the game he is also the easiest to beat because the card that he has are reroll, add2 and remove 2.

Pirate: The pirate is the next enemy in the game. The cards he uses are Switch dice, add2 and remove 2. Once you beat him you gain the card switch dice.

Cook: The cook after the pirate. The cards he uses are remove2, reroll and Force Raise. Once beat you get the forced raise.

Cannoneer: the Cannoneer after the cook. The cards he uses are add2, switch Dice and remove one dice. Gives you remove one dice once beaten.

First Mate: The first mate his after the Cannoneer. The cards he uses are Remove 1 dice, Forced raise and Addonedice. Gives you Addonedice

Captain: Once defeated everyone. The cards he uses are Remove2, Remove one dice and Greed.