

Game Design Document Outline for:

Patrol

The Basics

Game:

This game is a competitive/cooperative experience. Players move around the game board based on random events and score points. Some events require players to work together while others do not. Players patrol a modern city and respond to crimes in the form of event cards. Some event cards require more than one officer to handle. At the end of the game, the officer with the most points, earns a full-time position as a Police Officer and wins.

Type & Genre:

Hybrid between board/card game. Action/Simulation Genre.

Audience:

Target Audience is aged 13+ interested in cooperative/competitive gameplay with a law enforcement theme. Some content may be unsuitable for younger children. This game supports up to 6 players. It is recommended to have at least 3 players.

Unique Selling Point(s):

- Cooperative/competitive gameplay- Players will be required to work together to achieve some goals but also are competing against each other for 1st place.
- Police Theme- The theme of this game is Police/Law Enforcement based.
- Patrolling- This game gives players freedom of movement, but events can happen anywhere. Players will need to “patrol” throughout the board to increase their chances of being involved in an event.
- Randomized Gameboard- The city is made up of 9 different zones, the layout of which is randomized every game

Story

Backstory:

The year is 2020. Police agencies everywhere have seen an uptick in crime. Especially in the city of Westgrove, where the rise in crime has led to a need for new officers in the Westgrove Police Department. Only the best of the best can earn the right to be fully fledged Westgrove Police Officers. Probationary officers compete for these top spots all year. At year's end, only one will be promoted to police officer. The others will be sent back to the academy to try again next year.

Players and Their Goals:

Players take on the role of a probationary officer fresh out of the police academy. The ultimate goal for each individual player is to become a full-time police officer at the end of the year. To do this, players must earn points from solving crimes, catching criminals, and saving victims. Different crimes reward different points. Some crimes require more than one player to solve. These crimes reward higher point values than the others.

Other Story Elements:

Westgrove is a modern-day city with a population of 25,000. Westgrove has 9 different areas.

1. Downtown- Police Headquarters is located here. There is a high level of vehicle traffic in this area due to the many different businesses located here. The crime rate is also high.
2. Uptown- An area of Westgrove where the more affluent citizens live. Vehicle traffic is high due to the number of residences located here. Crime is less prevalent here as well.
3. The Hills- An area of Westgrove where the middle-class/working-class citizens live. Vehicle traffic is light. The crime rate is also low.
4. Lower Westgrove- An area stricken with crime. Crime rate is high and vehicle traffic is low.
5. Red Rock- Residential area with a moderate amount of vehicle traffic and a moderate crime rate.
6. Old Town- Older part of Westgrove with a moderate amount of vehicle traffic but a low crime rate.
7. Cedarville- Newest area of Westgrove, was previously a small town until Westgrove bought the land. It has light vehicle traffic and a moderate crime rate.
8. Westgrove Industrial Park- Industrial area of Westgrove. High vehicle traffic and moderate crime rate.
9. East Stonegate- another residential area with a low vehicle traffic and moderate crime rate.

Gameplay

Gameplay Basics:

Players move around the city and draw cards. Some cards allow players extra movement. Some cards restrict player movement. Crime cards spawn a crime at a random location. Players must respond to the crime location. The first player or players on scene earn points. The player with the most points at the end of the game wins.

Game Systems:

- **Movement-** Players move around the board utilizing a movement die. The movement die is 6-sided, and the faces have the numbers 1, 2, or 3. Players can move the number of spaces allowed by the number they roll.
- **Cards-** There are two different types of cards that determine what players can do.
 - Event Cards- Determine what happens on a player's turn
 - Location Cards- Determines where a crime occurs.
- **City Areas-** Depending on the area of the city the player is in, will determine crime rate and traffic level. Traffic level affects player movement. Crime rate affects crime point values.
- **Time Progression-** The game simulates a year of police work and as such has time progression

Game Mechanics:

- **Movement-** Movement is done via 1 6-sided die numbered 1-3. Players roll the die on their movement phase. The number shown is the amount of movement that player has for that turn. Some areas of the city have higher or lower traffic volumes. In high traffic areas, each space costs 2 movement points to move onto. In moderate traffic areas, each space costs 1 movement point to move onto. In light traffic areas, each space cost $\frac{1}{2}$ movement point to move onto. If a player uses a "Run Code" card, they will be allowed to roll the movement die twice instead of just once on their movement phase. If a player draws a "Traffic Crash Investigation" card, they will not be allowed to roll the movement die on that turn. If a player has a "Mandatory Training" card used against them, they will not be allowed to use the movement die on that turn.
- **Cards-**
 - Event Card- Determine what happens on a player's turn
 - Run Code- Allows player to roll the movement die twice. Can be held for later use. Discard after use.
 - Mandatory Training- Forces another player to move their Unit to "Police HQ" and forfeit their next movement phase. Can be held for later use. Discarded after use.
 - Chief's Commendation- Drawing player receives 1 point upon drawing this card. Card is then discarded.
 - Traffic Crash Investigation- Forces drawing player to skip their movement phase for 1 turn. Card is then discarded.

- Crime Card Assault- Requires 3 players to resolve. Once 3 players arrive to the crime location, the crime is resolved. 1st player on scene receives 6 points, 2nd player on scene receives 3 points. 3rd player on scene receives 1 point. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- Crime Card Burglary- Requires 2 players to resolve. Once 2 players arrive to the crime location, the crime is resolved. 1st player on scene receives 3 points. 2nd player on scene receives 1 point. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- Crime Card Vandalism- Requires 1 player to resolve. 1st player on scene receives 3 points. Once 1 player arrives to the crime location, the crime is resolved. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- Field Training Team- Player is not affected by “Mandatory Training” or “Traffic Crash Investigation” cards. Can be held for later use.
- Citizen Complaint- Player loses 1 point. Discarded immediately.
- Body Camera- Player is not affected by “Citizen Complaint” card. Can be held for later use.
- 2-Man Unit- Player chooses 1 additional player to become a Combined Unit with. Both players return to Police HQ. Combined Units act as one Unit. Must move together. Turn order is not affected but only drawing player takes their movement phase. Stack Units to create the Combined Unit. Points earned as a Combined Unit are equal, not split. (i.e. if players earn 3 points, each player in the combined unit earns 3 points.) This only applies to Crime Cards. Combined Units count as 2 Officers. (i.e. if a crime requires 3 officers, 1 Combined Unit counts as 2. Only 1 other officer would be needed to resolve.) This card lasts until the end of the current round. This card must be removed for 2-3 player games.
- Officer Down- Drawing player flips over their Unit. All other players are granted “Run Code” status while active. First player to reach the drawing player’s space earns 6 points. All other players receive 0 points. Once the first player arrives to the drawing player’s space, this card is resolved, and the drawing player can flip Unit back over. Drawing player cannot use action cards, draw cards, or move while “down”. If this card is drawn, the round cannot end until it is resolved. This is not a Crime Card. This card must be removed for 2-3 player games.
- o Location- Determines where a crime occurs. 2 sets. 1 set contains A,B,C,D,E,F,H,I and the other set contains 1,2,3,4,5,6,7,8,9. There is 1 of each card. Players draw 1 card from each set after drawing a crime card. Cards are returned to the Location decks. The Location desks are then reshuffled.
- **City Areas-** Depending on the area of the city the player is in, will determine crime rate and traffic level.
 - Traffic level affects player movement. This is an advanced rule.
 - Traffic level is represented by blue dots on the city area tiles.
 - High traffic level spaces costs 2 movement points to move onto.

- Moderate traffic level spaces cost 1 movement point to move onto.
- Low traffic level spaces cost ½ of a movement point to move onto.
- Crime rate affects crime point values.
 - Crime rate is represented by red dots on the city area tiles.
 - High crime rate spaces add 3 points to crime point rewards for each player receiving points.
 - Moderate crime rate spaces add 2 points to crime point rewards for each player receiving points.
 - Low crime rate spaces add 1 point to crime point rewards for each player receiving points.
 - Point additions are added after crimes have been resolved.
- Downtown- Police Headquarters is located here. Players start here. Traffic Level is high. Crime Rate is high.
- Uptown- Traffic Level is high. Crime Rate is low.
- The Hills- Traffic Level is low. Crime Rate is low.
- Lower Westgrove Traffic Level is low. Crime Rate is high.
- Red Rock- Traffic Level is moderate. Crime Rate is moderate.
- Old Town- Traffic Level is moderate. Crime Rate is low.
- Cedarville- Traffic Level is moderate. Crime Rate is high.
- Westgrove Industrial Park- Traffic Level is high. Crime Rate is moderate.
- East Stonegate- Traffic Level is low. Crime Rate is moderate.
- **Time Progression-** The game is made up of 8 rounds, to simulate a year. Once all crime cards have been drawn from the deck and resolved, the round immediately ends. Points are tallied. All discarded cards are reshuffled into the card deck.
 - Players do not rebuild or move the city area tiles between rounds.
 - Players must return to HQ before starting the next round.
 - After 8 rounds, the game is over. Players tally their score from each round and the player with the most points wins.

Player Interactions:

Players can interact in the following ways:

- Using Action Cards- Certain cards give players the ability to interact with other players
- Crimes- Certain crimes require a set number of players to resolve
 - Burglary requires 2 players to be on the space where the crime is located to resolve.
 - Assault requires 3 players to be on the space where the crime is located to resolve.
 - All crimes must be resolved for the round to end.
- Points- Players are competing against each other to earn the most points. The player with the most points after 8 rounds wins the game.

Challenges:

- Players must alternate between working together and competing for points.
- Players must navigate across the game board as efficiently as possible.
- Players must react to different action cards that can cause them to lose a movement phase, earn points, or gain extra movement.

Items and Equipment:

Players will be able to keep certain action cards in their “inventory” until played

- “Run Code” Card- Allows a player to roll the movement die twice during their next movement phase instead of once.
- “Mandatory Training” Card- Person in possession chooses another player to send back to Police Headquarters and that player also skips their next movement phase.

Victory Conditions:

After 8 rounds of play, the player with the most points is the winner.

- Players get points by completing crimes or by drawing “Chief’s Commendation” cards
- Players should mark their score at the end of each round
- After 8 rounds, players add up their score.

Alternatively, Players can choose to play to a score limit, suggested to be 100, and the first player to reach this score limit wins.

Gameplay Example:

On the start of any player’s turn:

1. Player draws an “Event Card”
 - a. If the player draws an action card, they must follow the directions on the card.
 - b. If the player draws a crime card, the player then draws a lettered location card and a numbered location card. The player places the appropriate crime token on the space indicated by the location cards. Player then replaces the location cards into their respective decks and shuffles both decks.
2. If a player has a playable action card they wish to use, they must play it on their turn before their movement phase.
3. Player takes their “Movement Phase”
 - a. Player will roll the movement die, which will display a 1, 2, or 3.
 - b. The player then moves their game piece across the game board in any direction they choose.
 - c. Depending on the area of the game board the player is in, will determine the cost to move onto each space. Some spaces cost 2 movement “points”, some cost 1 movement, and some cost $\frac{1}{2}$ of a movement point.
 - d. Movement points are spent when moving onto a space. The player moves until they do not have enough points to move onto the next space.
 - e. The player can choose to move to any adjacent space as long as they have the appropriate amount of movement points. Example: Player has 1 movement point and the spaces around them cost 2 movement points. The player cannot move.
 - f. It should be noted players are not required to use all of their movement points on a turn. “Extra” movement points are lost after the player finishes their current movement phase meaning on that player’s next movement phase, any “leftover” movement points from the previous movement phase are gone.
 - g. Some action cards prevent players from taking their movement phase.

- h. A player is not required to use their movement phase.
4. If a player lands on crime space
 - a. If there are enough players to resolve the crime, the crime is resolved. Points are distributed in accordance with the prescribed method.
 - b. If there are not enough players to resolve the crime, the player remains there until the required number of players arrive and play proceeds to the next player.
 - c. Once the crime is resolved, the token is removed from the game board and the crime card is discarded until the next round.
 - d. All crime cards must be drawn and resolved before the round will end.
 - e. Once play returns to the player who spawned a crime, if the crime has not been resolved, the point values for the spawned crime is decreased by 1 and will continue to decrease by 1 for every time play returns to the spawning player until the crime is resolved. For example, if a player draws an “Assault” crime card, initial point values are 6 for the 1st person on scene, 3 for the 2nd, and 1 for the 3rd. After play returns to the player who drew the “Assault” card, if the crime has not been resolved, point values would be 5 for the 1st, 2 for the 2nd, and 0 for the 3rd.
 - f. It should be noted, the city area “crime rate” point bonuses are added after the crime is resolved. This is done to ensure every person involved in resolving a crime receives at least 1 point.
 - g. Point reward values decrease until crime is fully resolved. For example, if 3 players are needed to resolve a crime and Player 1 arrives, their point reward value will still decrease until Player 2 and Player 3 also arrive if they do not arrive before the spawning player’s turn.
5. If a player lands on any other space, play proceeds to the next player.

Replayability:

This game has a high replayability.

- The game board is randomly generated at the start of the game. There are 81 different city combinations players could generate.
- The crime locations are randomly generated when crime cards are drawn. Each crime has 81 different locations through out the game board where it could occur.
- The game is a competitive/cooperative game allowing for players to earn points against each other but also work together to achieve common goals.

Physical Components

Game Board:

There will be two components to the game board:

- Blank game board with a grid system with A-I across the top marking columns and 1-9 across the left side marking rows. There will be 9 blank spaces marking the location for the city area tiles.
- City Area Tiles- There will be 9 city area tiles. Downtown, Uptown, The Hills, Lower Westgrove, Red Rock, Old Town, Cedarville, Westgrove Industrial Park, and East Stonegate. Each tile has a set traffic level and crime rate. These are displayed on each tile. The “Downtown” tile also has Police Headquarters in the center, which is the starting location for all players. At the beginning of the game, players shuffle the city area tiles and place them randomly on the blank game board grid.

Cards:

There are a total of 54 cards.

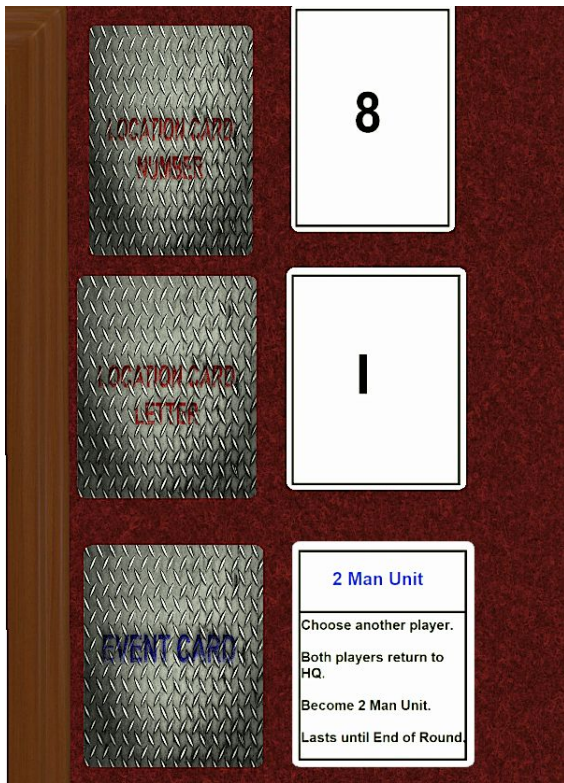
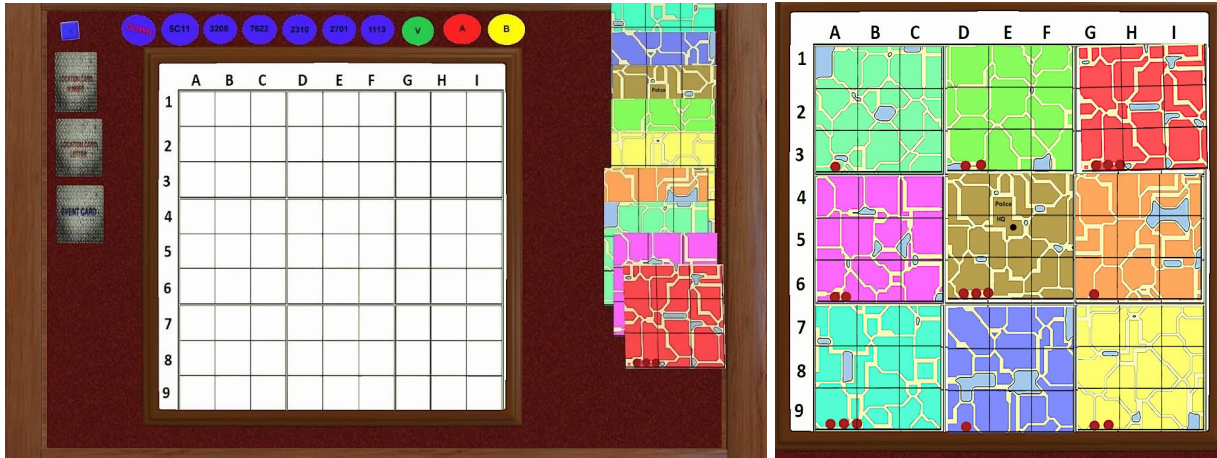
- Event Cards- Determines what happens on a player’s turn. Event cards have blue backs with “EVENT” on the back. There are five different event cards:
 - Run Code- Allows player to roll the movement die twice. Can be held for later use. Discard after use.
 - Mandatory Training- Forces another player to move their Unit to “Police HQ” and forfeit their next movement phase. Can be held for later use. Discarded after use.
 - Chief’s Commendation- Drawing player receives 1 point upon drawing this card. Card is then discarded.
 - Traffic Crash Investigation- Forces drawing player to skip their movement phase for 1 turn. Card is then discarded.
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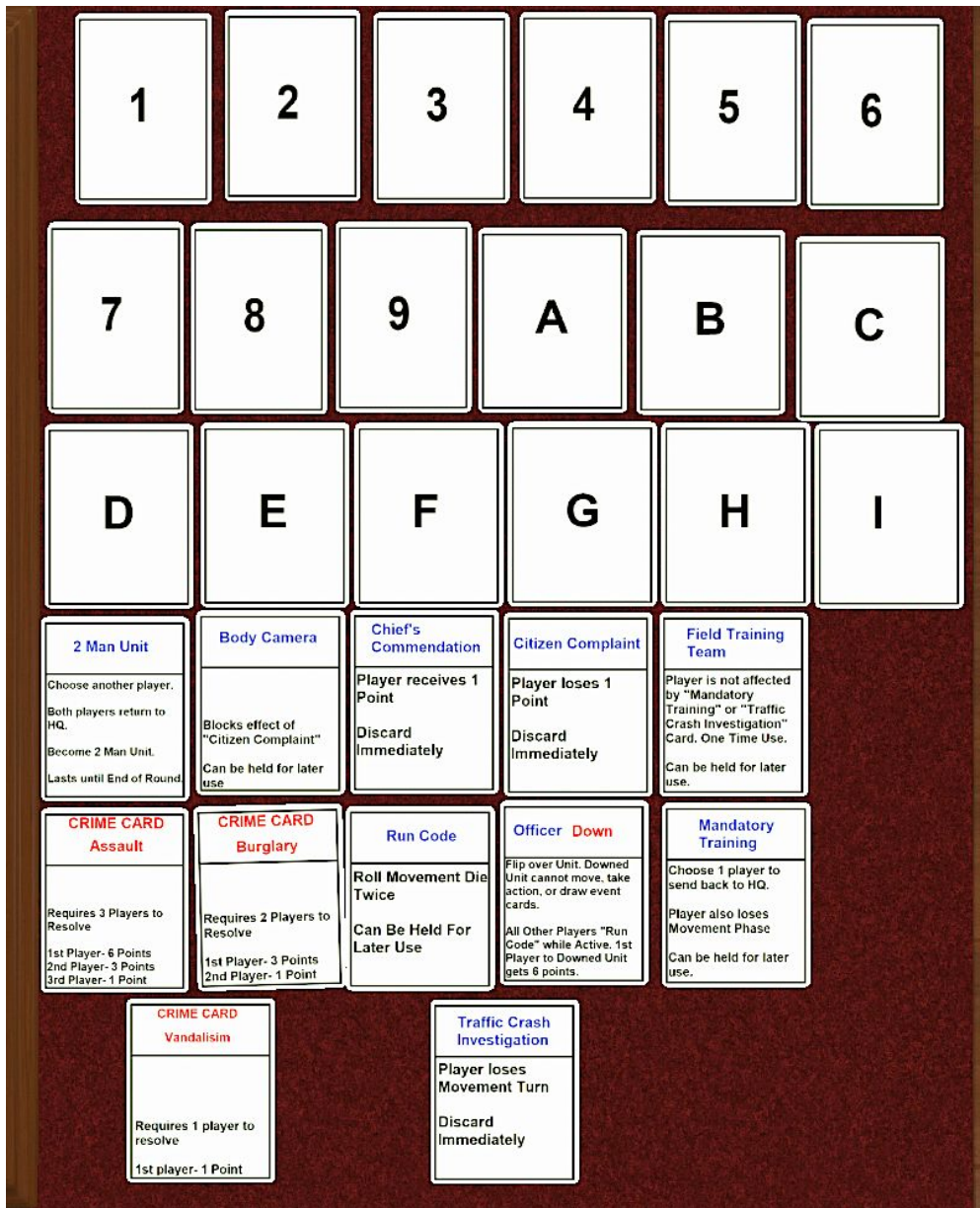
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- Location Cards- Determines where a crime occurs. Have red backs. 2 sets. 1 set contains A,B,C,D,E,F,H,I on the face and “LOCATION- LETTER” on the back. The other set contains 1,2,3,4,5,6,7,8,9 on the face and “LOCATION-NUMBER” on the back. There is 1 of each card. Players draw 1 card from each set after drawing a crime card. Cards are returned to the Location decks. The Location decks are then reshuffled. There are 9 lettered location cards and 9 numbered location cards for a total of 18 location cards.

Other Components:

- Player Pieces- There are 12 player pieces. Blue, round flat plastic piece with Unit numbers. Each number has two pieces: 5C11, 1113, 2310, 2701, 3205, and 7622.
- Crime Tokens- There are 6 total crime tokens
 - o Assault Crime Token- 1 token. Red, round flat plastic piece with “A”.
 - o Burglary Crime Token- 2 Tokens. Yellow, round flat plastic piece with “B”.
 - o Vandalism Crime Token- 3 Tokens. Green, round flat plastic piece with “V”.

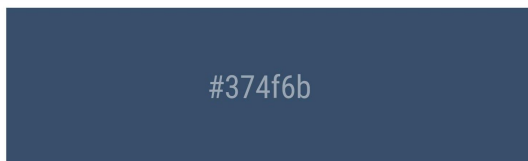
Below are images of the various game components:





Colorpalette

<https://colorpalette.com/color/374f6b>



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#8ba3c3	#85a9b0	#809cb4	#7a98b1	#7594b8	#7090b5	#6ab2a3	#6587b0	#6083af	#5a77aa
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