RACES
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1. Requirements Analysis

1.1 Background

The problem I am addressing here is racism and its relation to social status in the United States. The reason is that racism is often a forbidden topic around my friends. They know about it, but rather not talk about it. Furthermore, it is rare for people to learn about how racism could not only affect people's mental status but also socially, such as income, jobs, etc… My game will try to let people learn how racism develops from early ages to now, and the impacts of different events. The game is named races which not only wants to tackle the race problem but also how these problems affect them "race" to the top quantile in the society.

1.2 Target Audience

Immigrants, high school students, minor races, college students. The reason is that these people know these topics, but not often know about them. Also, these age groups have the ability to think independently.

1.3 Existing Products

Link:https://torontoist.com/2016/05/a-toronto-developer-made-a-video-game-where-you-get-carded/
https://www.kickstarter.com/projects/709169852/clique?ref=project_tweet

I am doing differently in the scope of the game. I think these two games focus more on how a single person or a single race could get affected by the racist environment in a specific place. My game would like to focus on historical events, more like the history of racism. How these ideas, topics, opinions, develop from time to time and eventually have an effect on us right now.

2. Design Factors

2.1 Player Characteristics

Age group:18- 35

Demographics: Minor races, students, people who want to learn more about racism, international students, immigrants.

2.2 Content Analysis

Mainly would focus on events-based cards.

A card game.

Players could own money, estates, and jobs.

Such as segregation, Rosa Parks events, civil rights movements, Great Famine. Players will engage with these activities, these activities will have an effect on their resources. So they will have a kind of feeling of how these events correlate to themselves nowadays.

2.3 Goals and Outcomes

Short-term goals: Let players engage with different events, learn what happens and how these events have an impact on racism and history.

Long-term goals: Eventually realize how these events correlate to each other, and also have impacts have themselves and the environment around them.

3. Game Description

3.1 Game Overview and Narrative

You are one of the black/white/asian/Middle east people/family in the United States in the 19th century. The image you could live 200 years and see through everything. You will experience various events from the time of founding the United States and to 2019. See how history has impacted your families in these 200 years base on your race/religion/etc...

3.2 Game Design

Goal: Try to reach the highest social quantity(The highest 1% in the society) before the game ends in X turns.

Rules: The game will be a card game, every player will have money/estates/jobs as their resources, each turn, they could manage/trade resources with other players. Then, an event card will be revealed, which will have a certain impact on specific people. Players who reach the highest quantile will be the winner.

Players could have money/debt/estates/jobs.

Rewards: The game will have serval "wiki-cards" to detailly illustrate the event cards, letting players know what happens in the events, and how they correlate with each other.

Cards type:
50/52 event cards:
Twisted events cards: TBD
Background cards: 6-10.
Timeline for each characteristic: TBD

Game Goal: Reach the 10th quantile.

2 Gender cards: Female, male
Four race cards: Hispanic, Asian, White, Native

Cards board: Ludo Board
10 different classes

Turn Overview:
1. Replace background cards if necessary.
2. Reveal event cards.
3. Each player plays a card from hand
4. Buy cards from the card stack
5. Next turn

Money Asset

Common Event Cards:
1. United States Declaration of independence - Common.1 1776
2. Constitution of the United States of America - Common.2 1789
3. Naturalization Act of 1790 - Common 1790
4. Great Famine - White.1 1845-1849
5. Civil Rights Act of 1866 - Common.1866
6. Naturalization Act of 1870
7. Chinese Exclusion Act- Chinese. 1882
8. Texas makes it a criminal offense to use any language but English in-school instruction. 1918
9. Great Depression - Common 1929 - 1939
10. Repatriate Mexican during the great depression - Hispanic 1930-1940
11. Executive Order 9066 - Asian 1942
12. Abandon of Chinese Exclusion Act - Asian 1943
13. Korematsu v. the United States - 1944
14. Court ends de jure segregation in California in Mendez v. Westminster, finding that Mexican American children were segregated based on their "Latinized" appearance and district boundaries manipulated to insure that Mexican American children attended separate schools - Hispanic 1946
15. McCarran-Walter Act, 1952
16. Brown vs Board 1952 - 1954
17. Voting Rights Act of 1965
18. Chicago campaign - 1966
19. Loving vs Virginia 1968.
20. Bakke vs university of California. 1978
21. Plessy V. Ferguson
22. Firesides Chats
23. Foreign Miners Tax - Common
24. Page Law
25. 1883: Supreme Court strikes down 1875 Civil Rights Act and reinforces the claim that the federal government cannot regulate the behavior of private individuals in matters of race relations.

26. Ban Alcohol - TBD
27. Martin-Luther King - TBD
28. Segregation - TBD
29. Someone's research on superior races something - TBD

Background cards:
1. Founding time
2. Great Depression

3. World War II
4. Modern Era

Cards
1. Trump card - All effect in this turn is reverse
2. Medical Insurance -
3. Money - Normal money
4. Debt - Normal debt
5. Social Equality - All players move to quantile 5
6. Theft card -
7. social conscience - The highest player voluntarily moves downstage, other players move up one quantile to continue the game.
8. Lucky Lottery
9. Investment Banking
10. Social Gap - The 1st, 2nd player moves up 2 quantiles, the 3rd, 4th move down 2 quantile
11. Wage Gap - The 1st, 2nd player get 2 money, the 3rd, 4th lose 2 money.
12. Utopia - All players move to the highest quantile and the game ends immediately.
13. A new era - All player moves up 2 quantiles.
14. Inheritance - you move up 2 quantiles and get 2 money.
15. Connections -
16. Surgery - Discard 3 money and change your gender to female or male permanently.
17. Charming - Pick a player that has different gender than you, both the players move up 3 quantiles. Cannot be a replay
18. Affair. Pick a player that has charming, disbanded charming card, both players move down 4 quantiles.
19. Wronged - Targeted player move down 2 quantiles. * Targeted player move down 3 quantiles.
20. Student loans - Place this card on your table, discard 1 money each turn, get money equal to your tile in the next turn.
21. Restriction- Multiple could be played on a character, the character's turn income is minus by the restriction card number. If income is negative, get debit cards.

Design Inspirations:
Ludo

The Privilege Races

Description:
The Privilege Races is a card game that featured 2-4 players. In the game, players will fight their way to the top 1% and survive through different historical racist events. Make your own choices for your own family.

The game contains the following cards.

5 types of cards:
Asset cards: 25 X Money, 25 X Debt.
Event cards: Event X 16
Playable cards X17
Background era card: era card X4
Character cards: Character X4

Set up:
1. All players start at quantile 3.
2. All players draw 3 cards.
3. All players select a random character card.
4. Put the era card "Founding time" on the center of the board.
5. The game starts from the youngest player and goes clockwise.

Turn Overview:
Drawing:
      Each player draws X amount of cards, X equals their current quantile number.
      If players have X debt cards in hand, they need to draw X-less cards.

Exchanging:
      Players could exchange any of the playable cards into money, the amount of money they get is equal to the cost of exchanging card's cost / /2.

Playing:
      Play a card from their hand. It is possible that a player cannot play any card. Players need to discard X amount of money, where X equals the cost of the playing cards.
      Multiple cards could be played.
Resulting:
      Reveal an event card.
      Replace the background era card if necessary, shuffle the deck below the era card into the card pile.
      Results the cards from clockwise.
      Discard the cards in the discarded pile.
      If players have more cards than their quantile number, discard cards.
      If players do not have enough money to lose, players get a debt card, for the function of debt card, check the section "Money and debt".

Ban card:
      It is possible that a pl

Winning condition:

The player that first reaches quantile 10 wins the game, and he/she has the option the play 1 of 3 winning cards. It is up to the winner to keep the winning card as a secret.

If the game reaches the final event and no one reaches quantile 10, the current highest quantile player wins the game.

Money and debt:

Money could be drawn from the card pile while debt could not.

Money is used to pay the cost of cards.

If players have debt card in hand, players need to draw less amount of card in the drawing phase, which is quantile amount - number of debt card in your hand.

Players could discard debt at the end of the turn, each debt card discarded, the player needs to discard 2 money with it.

Card pile:

If there are no more cards in the piles for players to draw. Shuffle the discard pile into a new deck in order to continue the game.

When there is a

Background era:

When the game reaches a new era, shuffle the deck below the era card into the card pile.

Card type Explanation:
Asset Card:

Money

An investment in knowledge pays the best interest. --Benjamin Franklin

Debt

"Rather go the bed without dinner than to rise in debt." - Benjamin Franklin

For the function of asset cards, check the section "Money and debt"

Event cards:

*1 3   *2 Great Famine

*5
Fiona

*3 The great famine in Ireland nearly destroy 1/3 population. Causing about a million Irelish immigrated to England or the United States for survival.

*4 Move down 1 quantile, lose 1 money.

*6 "You would never see an Irelish with grey hair, because their average life expectancy is 40 yrs old"

*1: Number of the event cards, the event cards are in order 1-18, while 1 on top and 18 in the bottom.

*2: Name of the card.

*3: Story description.

*4: Actual effect of the card

*5: Players that get affected.

*6: quotes that add flavors to the gameplay.

Playable cards:

Cost:

*1 3

*2 Theft Card

*3 Choose a target player, make him/her lose 2 money or 1 quantile.
*4 *Choose a target player, make him/her lose 3 money or 2 quantile.

*5 "Stealing, of course, is a crime, and a very impolite thing to do"
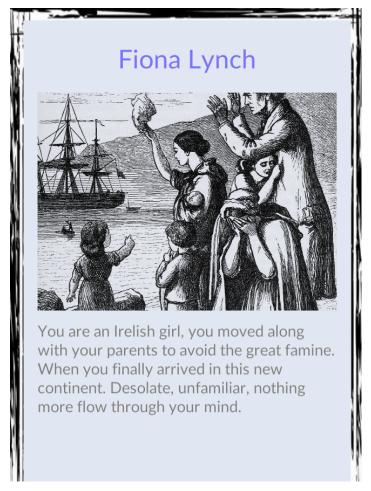
*1: The cost of the card, players need to discard this amount of money with the card in order to play the card

*2: The name of the card

*3: Function of the card

*4: Some of the cards have enhanced function, in order to use this function, the player has to above quantile 5.

*5: quotes that add flavors to the game.

Background card:

1 Founding time

The United States founded in 1776, the country still has a very young history to the world stage.

All players cannot **trade** cards in this era. **All players** gain adds **1 extra money** to their hand at the beginning of the turn.

"We hold these truths to be self-evident, that all men are created equal, that they are endowed by their Creator with certain unalienable Rights, that among these are Life, Liberty and the pursuit of Happiness." ---Declaration of Independence

The background era card will take effect every turn until it gets replaced by another background era card.

Character cards:

Fiona Lynch

You are an Irelish girl, you moved along with your parents to avoid the great famine. When you finally arrived in this new continent. Desolate, unfamiliar, nothing more flow through your mind.

Different characters will get affected by different events.

Things that are not that relevant to the rule:
Prototype:
Rule book(On-going)
Card template
Card border
Card back
Asset cards(Done)
Event cards(Done)
Playable cards(Done):
Background era card(Done)
Character cards(Done)

Design idea:
Basic(Done)
Twisted events(Not implemented)

Personal timeline(Not implemented)