Hive Invasion

Game Design Document (GDD)

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Hive Invasion

Genre:Strategy

platform: Desktop/ Mobile

◇ Target group ◇

Suitable for players who want to relax their brains in their free time,
but don't want to face a particularly difficult or thoughtful game.

Gameplay mechanics:Turns/ Auction or bidding

Game for at least two people
The first player to occupy two forests or a desert wins
Each player gets 5 tokens at the start, and 5 to lay down
When placing tokens in the first round, they can only be placed in different areas.
Map size is related to the number of players
- at the start of the game each player places one forest terrain and one desert terrain
- once a terrain has been filled by a single player it can no longer be invaded by others
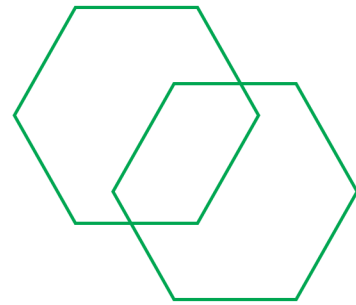- players can't place tokens in the same territory on two consecutive turns
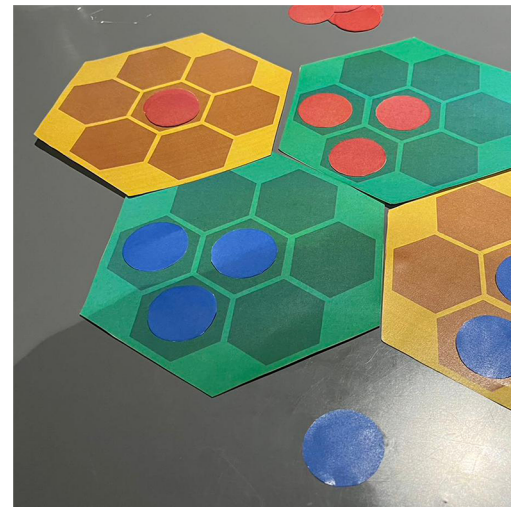
Flow

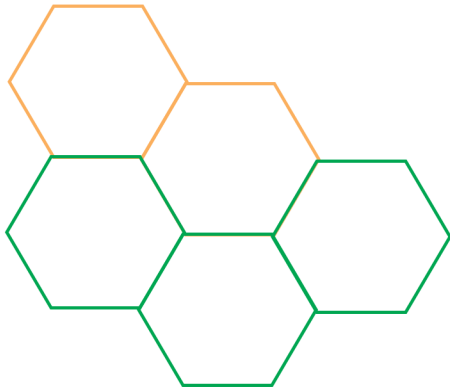● Players work together to create a map for this game

Gold
Requires two tokens
to occupy
Player only need to
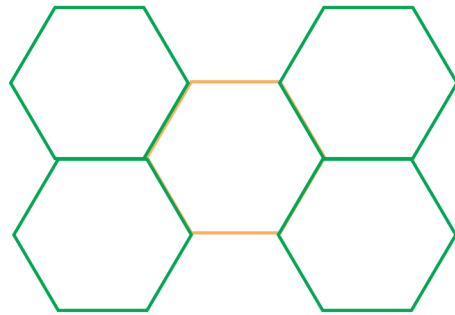occupy an entire golden
hive to win.

Green
Requires a token to occupy
You need to occupy two green
hives to win

Players can assemble these large hives at their will.

Example

Map 1

Map 2

● Next, players receive five tokens and place them on different hives on the map.

After placement, each player receives five initial tokens in their hand.

● The players begin the formal game. Players take turns choosing between occupying actions or actions to gain two tokens, following a predetermined sequence.

GAMEPLAY

· Building the map results in strategic gameplay

Creating maps is aimed at increasing replayability. Variations in the edges of each map, as well as the varying numbers of golden and green hives inside, affect the optimal strategies during gameplay. Since players must place tokens near existing tokens, the connections of the map's edges become crucial.

· Players counterbalance each other

Players engage in turn-based mutual competition. In each round, the starting player has the opportunity to seize the initiative, while the second player can override the actions of the starting player. The more players there are, the easier it is to create chaos in the situation, and more competitors need to strategize. Since extra actions are required to obtain tokens each time, starting the competition for a hive early puts one at a disadvantage, but refraining from the competition might lead to defeat.

Game world: A microcosm focused on small-scale battles between bees.

Future prospects:

Introduce more diverse hives and incorporate special points that need to be contested. The first player to claim them can gain additional supplies.