**Sugar Sleuths**

Core Mechanics Proposal

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**Overview**

Sugar Sleuths is a turn based side scrolling game inspired by clue.

Players will traverse the game map searching for clues on who stole candy from the camp counselor’s office. Players must discover who stole the candy, how they stole the candy, and where they stashed the candy, the player who discovers the culprit wins the game.

**Rules, Basic Mechanics and Terminology**

Each player will be given 2 minutes to traverse the game map in a side scrolling fashion.

A player’s turn can be broken down into phases (See [Phases](#Phases)).

This game will be played with a single controller when a players turn ends, they will pass the controller to the next player. Depending on who has the controller each players character will fall under one of the following two categories.

**Active Character/Active Player**

The player who is currently controlling their character is the **Active Player**, and their character is the **Active Character.**

**Semi-Active Character/ Stand By**

The player who is waiting for their turn is on **Stand By**, and their character becomes a **Semi-Active Character**

**Active time**

This is the amount of time the Active Player has during their time.

**Clues**

Clues are tips that players can find to try and discover who stole the candy. Clues need to be remembered. The player can find clues by interrogating NPCS and Semi-Active Characters

**Tools**

Tools are a type of Clue that can be kept in the players inventory. Tools are items that are used to either discover how the Candy thief stole the Candy, or where they hid the candy.

**A player needs at least one tool in their inventory to make an accusation (There are only two correct tools per game). A player must use a tool in their inventory as part of their accusation.**

**Look For the Stash**

The Candy Stash is Hidden somewhere in the Camp, and if a player has the right tool, they can look for the stash. Tools can only be used in certain areas, if the player use the right tool in the right area, they might find the candy stash. This will not end the game, but the player who finds the Candy stash will be given bonus points. However everyone will know that they carry one of the correct tools, as well as where the candy stash was. **There is a Chance that a stash is hidden in a bunk.**

**Accusation**

If a player has a tool in their inventory and they are in a bunk they may make an accusation, in an attempt to guess who stole the Candy. If they are correct they win the game, if they guess wrong 3 times then they lose the game, and they will no longer be able to play as an Active Player.

**Chocolate Coins**

Players can collect these on Camp Roads, they can use these to pay NPC’s and Semi-Active Characters for information or other assistance.

**Obstacles**

These are hazards that are on Camp Roads. If the player hits one of these, they will lose some of their Active Time. There are stationary and moving Obstacles

**Camp Roads**

Players will be able to move around Camp Roads in a side scrolling fashion. Camp Roads will have obstacles, as well as Chocolate Coins to collect. Semi-Active Characters can roam around Camp Roads.

**Bunks and Rec Areas**

Active Players can search for clues and interrogate NPCS and Semi-Active Characters inside of Bunks or Rec Areas. Players can only make Accusations in a Bunk. There are no obstacles or Coins in these areas

**Duals**

A Dual happens when the Active Player tries to get information, or tries to take a tool from a Challenger (See Character Modes) NPC or Semi-Active Player. A Dual is a game of Rock Paper Scissors, one round. If the Active Player wins, they get what they want. If they lose and they asked for information they lose some of their coins. If the Active Player was attempting to get a tool and they lose the dual, they will lose a tool of their own, if they do not have a tool, they will lose time on their next turn, as well as a large sum of coins.

**Shortcuts**

Some NPC’s will offer to take the Active Player through a Shortcut. Depending on the NPC’s Mode, the Active player may have to pay a cost, or dual them, Shortcuts will take the Active Player to a Camp Road and end their turn.

**Phases**

**Phase 1.**

**Explore**

During this phase, the Active Player will be able to move around Camp Roads in a side scrolling fashion. The Active Player will have two minutes until their turn ends.

The Actions the Active Player can take during this phase include:

* Collect chocolate coins
* Avoid obstacles
* Enter a Bunk (Enter Phase 2)
  + Search for Clues and Tools
  + Interact with NPC’s
    - Dual
    - Interrogate
    - Barter
    - Accuse
    - Look for stash
* Enter a Rec area (Enter Phase 2)
  + Search for Clues and Tools
  + Interact with NPC’s
    - Dual
    - Interrogate
    - Barter
    - Look For Stash

**Phase 2.**

**Sweet Sleuth**

This Phase is optional and will be triggered if a player enters a Bunk or a Rec Area. The player will be asked if they are sure they want to enter one of these areas. If the say yes, they will not be able to change their mind. The player will be able to take the following actions in a Bunk or Rec Area.

* Search for clues
* Interrogate and NPC or Semi-Active Character
* Make an Accusation (If they are I a bunk)
* Look for the stash (If they have the right tool, and are in the right location)

**End Phase/Turn**

The Active Player’s turn will end if:

* They hit too many obstacles.
* Their time runs out.
* They search for a clue (whether they find one or not)
* The interrogate an NPC
* They win or lose a dual.
* They make an accusation.
* They pay an NPC to fast travel.
* They attempt to find the stash.

**Semi-Active and NPC Character Modes**

At the end of the Active Players turn, they will be able to choose how their Semi-Active Character behaves. A Semi-Active character is not controlled directly. However the player will be able to decide how their character will interact with the Active Character. Players can change their Characters mode, NPC’s however will stay in one of these modes for the entire game

* **Assistant**
  + An Assistant will help the Active Character if they are outside of a Bunk or Rec Area by helping them with obstacles.
  + If the Active Character asks an Assistant for information, the Assistant will provide that information while asking for nothing in return.
  + Assistants will give up tools, but will get extra points if those tools are used successfully.
* **Challenger**
  + A Challenger will become an obstacle when outside of a Bunk or a Rec Area
  + If the Active Character asks a Challenger for information, the Challenger will not help unless they are defeated in a dual.
  + Challengers must be dueled for Tools, they will get extra points if they win.
* **Profiteer**
  + A Profiteer will collect coins in the area their currently in, if they are not in a Bunk or a Rec Area. If they get to the coins first, the Active Player will not be able to collect them.
  + If the Active Player asks a Profiteer for information, the Profiteer will only help if the Active Character pays their price.
  + Profiteers will sell tools for a large flat rate.