

# SPILL THE CHAI

“What’s bubbling up?”

Advaita Patil  
Arya Bhoir  
Jessica Kochar  
Shubh Gada

# IDEATION

M/T/W/T/F/S/SU Date

## New turn system

turn based fixed

- 50/50 randomized, thrower chooses person to throw with → 30+ for loser for winner
- deck of cards system

slow verb

every player has to keep a constant of 5 cards

1 turn = 2 actions

- throw a card to the pile
- Pick a card from the deck to replace thrown card
- The thrown card works the same as verb!
  - u can either sabotage next person
  - u win level
  - Use a special card

versions

fast

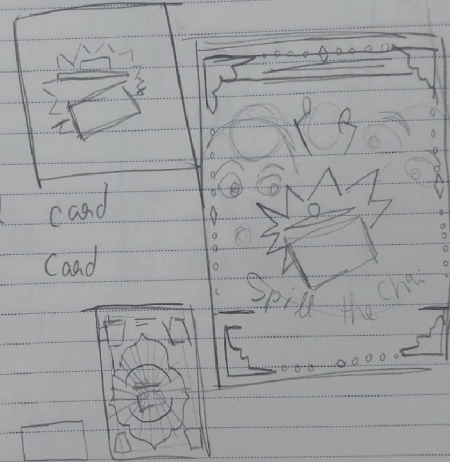
All cards distri. equally

• Can you paint the outer wall neglecting the inner wall •

M/T/W/T/F/S/SU GDD Date

## Brainstorming - ideation

Name



- box
- special card
- ↑/↓ card

Using its superion tech, an alien provided

Priority

• Education is the ability to listen to almost anything without losing your

M T/F/S/SU Date

Cookie = random? coin toss successful ↓ ↑

Cards	↑ Cards	Random (coin toss)
dip a cookie	gas knob ↑	freeze
dog drank	u tears fall in	finger falls
Stir	dead flies falling in	(toss) ↑ inc or immunity
Gas knob		electr. gas shuts off immunity ↓
Vaccum		packet of black money
global temp ↑ tea evaporates		house is on fire skip
time travel		fighting ninjas skip
12) mechanics		distraction
12.5) gameplay		
prototyping		
graphics		

Priority

• Can you paint the outer wall neglecting the inner wall •

# PLATFORM

Our game is a table top card game.  
A fun game that you can carry  
around with you anywhere in your  
pocket and play while having a cup  
of chai with your friends!



**GENRE OF  
THE GAME**

Comedic  
Scheming

# OBJECTIVE

Your goal is to make your opposition bubble over by increase the amount of chai they have in their pot while keeping your own chai safe. Last person to keep their chai unspilled, wins

# GAME MECHANIC

At the beginning of the game, everyone's chai level should be set at 300 mL.

**Increase level**

**cards-**

**+100ml**

**+200ml**

**Decrease**

**level cards-**

**-200ml**

**-300ml**

# GAMEPLAY

## The Masala cards

### SKIP CARD-

Causes the next player to miss their turn, essentially, “skipping” them in sequence of a play

### IMMUNITY CARD-

The immunity card stops any ‘increase card attack’ thrown at you by the previous player. It is valid only for one round.

### KISKI CHAI (CHANCE CARD)-

Pick one of your opponents to do a COIN toss with you. If you win, they have to increase their chai level by 300 mL but if you lose, your card backfires and you have to increase your chai level by 300 mL

# GAMEPLAY

## Coin -

Coin toss to increase and damage either your level or your opponent. Take the risk!

## Pot-

Each pot is 1000 ml and you can increase and decrease with a slider.

At the start of every round, it is increased by one level by every player



# THEME

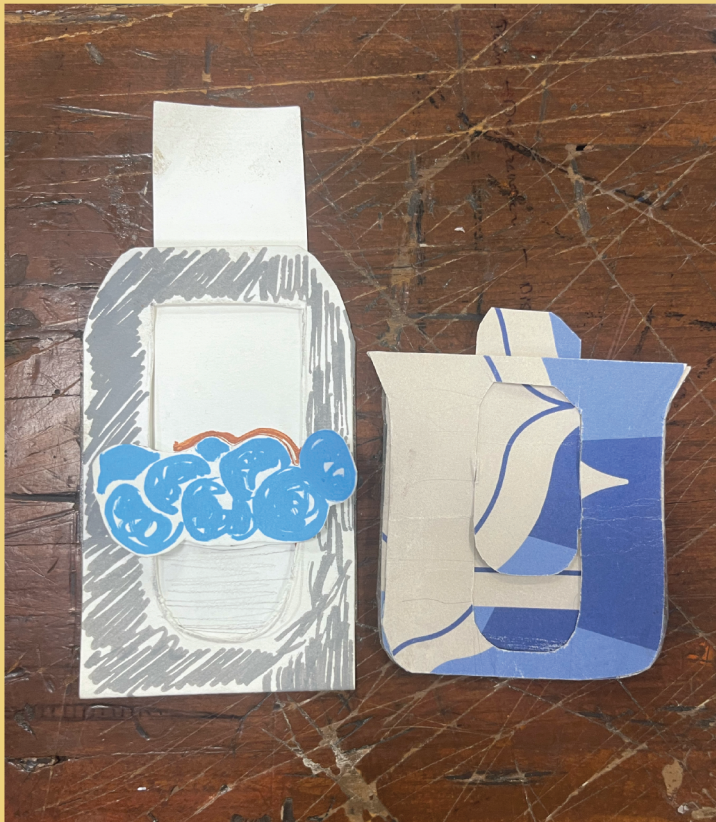
Quirky, Fun, Friendly

Banter and betrayals  
over your  
cup of chai!

# **NARRATIVE**

You are just a simple person trying to prevent your boiling chai from bubbling over ....While making sure your friends spill their chai, like the genius saboteur you are. Can you stop your chai from overflowing and remain ...  
**THE LAST CHAI STANDING?**

# TESTING AND PROTOTYPING






**CARD**

**DESIGN**

+100 +100

**Increase**  
100 ml



The person before you turned your gas knob up too high. Your chai starts bubbling over.

+100 +100

+100 +100

**Increase**  
100 ml



Your biscuit sunk, just like your hopes!

+100 +100

+200 +200

**Increase**  
200 ml



Lorem ipsum dolor sit amet, consectetur adipiscing  
Lorem ipsum dolor sit amet, consectetur

+200 +200

+200 +200

**Increase**  
200 ml




Using its superior tech, an alien blessed you with milk fresh from the source!

+200 +200

-300 -300

**Decrease**  
300 ml



Your chai got offended and evaporated itself because you accidentally called your chai 'chai-tea'.

-300 -300

-200 -200

**Decrease**  
200 ml



Your sibling comes and turn down the gas, hoping to sabotage you.

-200 -200

-200 -200


**Decrease**  
200 ml



Don't cry over spilled chai!

-200 -200

**SKIP**



A thug broke into your house and you have a thumb fight to settle things out. Skip a turn.

**IMMUNITY**



The mighty pot lid comes to the rescue as your shield! Stop any 'increase card attack' thrown at you by the previous player.

**SKIP**



Everything is fine, except just that your house is on fire. Take a break and cool down your house. You can not play this turn.

**Change**

**KISKI CHAI ? +30**



Pick a player to play a coin toss with. Winner stays safe, loser has to increase their chai levels by 300ml

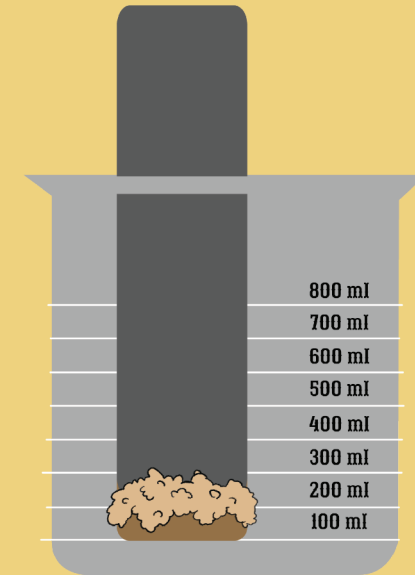
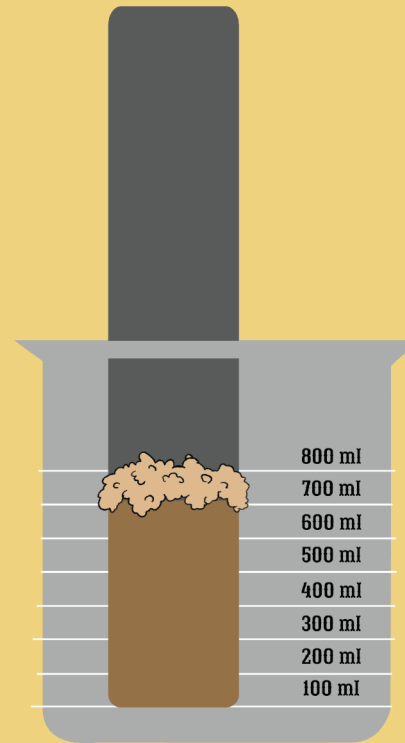
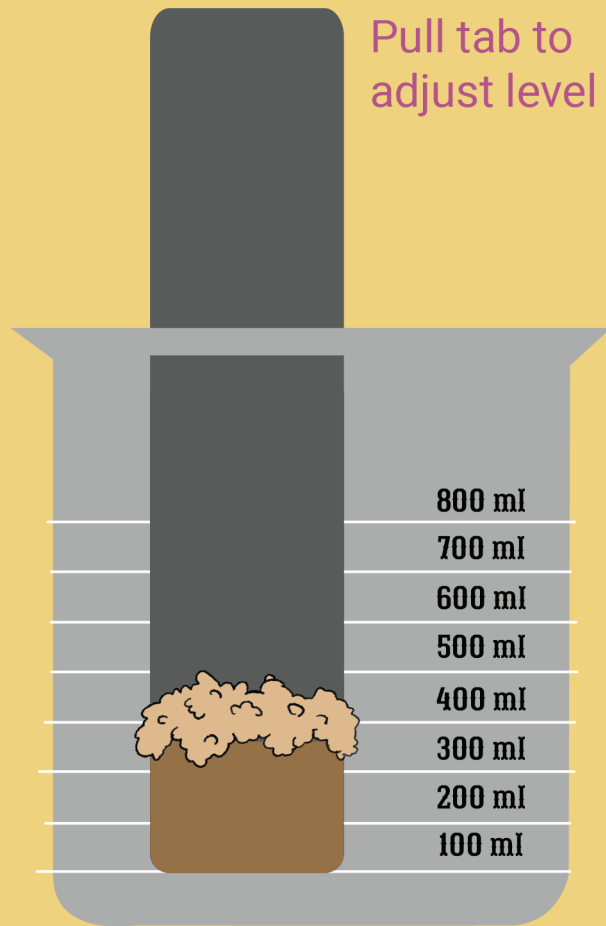
# Masala Cards



Back design



Coin



Sliding mechanism

# Scoreboard design



# COLOUR PALETTE



#5e317d

#c14c8a

#538b5c

#e1883c

# TYPEFACES USED

**Card titles - Western Groove**

**THE QUICK BROWN FOX JUMPED OVER THE LAZY DOG**

**Card description - Roboto medium**

The quick brown fox jumped over the lazy dog



# Game set-up