



# Gameplay Specification

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## Core Vision

*Trigger Happy* is a fast-paced, online Android/iOS party game that turns friends into foes with silly shootouts where rapid-fire firearms reign supreme. Players strategically choose their decks, draw action cards, and choose targets in order to try to eliminate the other players. Players must use quick thinking and keen observation to outsmart each other and be the last person standing. *Trigger Happy* will compete with the online multiplayer, deck builder, and party game markets.

## Design Philosophy

*Trigger Happy*'s gameplay should be fast, strategic, and competitive. The game gives players enough freedom to determine their own playstyles by selecting decks balanced around different styles of gameplay, while the core gameplay loop thrives on the social chaos of increasingly short turns, forcing allyships and betrayals.

Our first goal is to emphasize strategy in the early game. Before a game starts, players can choose a deck from a random subset of our 11 unique decks, each balanced to support different playstyles and strategies. Defensive decks will encourage blocking and stocking up ammo, sneaky decks will focus on special actions like peeking at other cards and stealing resources, and offensive decks will focus on maximizing shots fired at other players.

Our second goal is to facilitate social strategy in the early rounds. In games with three or more players, early gameplay will be focused around building up resources and forming alliances to choke out other players. Longer turn lengths will allow for more thoughtful gameplay, as players prepare for the chaos to come.

Our third goal is to encourage fast-paced gameplay as the games come to an end. Players must make decisions in five to ten seconds. When the shootout has whittled down to the last few players, turn length will have decreased, and actions will be rapid-fire. This will increase tension for the remaining players, who will need to think fast to stay on top of their opponents, while keeping things moving along for the defeated players, now spectators.

## Objective

The primary objective is to be the last player standing. This can be achieved by defeating opponents by shooting them or deflecting their bullets. This objective aligns with our core vision since we are simulating a mob shootout, so tensions are high and only one can survive.

## Actions

Verb	Input	Limitation	Outcome	Priority
Aim	Drag and drop	Must have decided on an action requiring a target in the deciding action stage	Select player as the receiver of chosen action and view player's information	Critical
Look	Swipe horizontally	Must be in the deciding action stage	Center different players in view to be targeted	Critical
Decide	Drag and drop	Must be in the deciding action stage	Perform action and remove card from the player's hand	Critical
Redraw	Tap and hold	Must be in the deciding action stage	Discard all cards, draw four new ones, and refill all ammo	Critical
Select Deck	Drag and drop	Must be in the pre-game drafting stage, and decks are pre-balanced	Select deck which determines the player's cards	Valuable

## Interactions

The majority of interactions in our game are derived from each of our five cards: Shoot, Steal, Reflect, Split Shot, and Dark Deal. In general, only one of the same actions will succeed on a player in a single turn. For example, if two players shoot the same player, the targeted player will lose one health. If two or more players steal from the same player, they all fail to steal.

Some cards are also limited by resources. Steal only works on players with non-zero ammo and Shoot only works for players with non-zero ammo. Split Shot is limited by both the amount of ammo a player has and the number of living players left in the game. Dark Deal requires players to have at least one other card in their hand to be successfully played. Players are allowed to play cards that will result in a failed action.

Trigger	Outcome	Control	Priority
Shoot at a player (Shoot)	Use one ammo to shoot another player	Action and target chosen	Critical
Steal ammo (Steal)	Attempt to steal one ammo from another player	Action and target chosen	Valuable
Reflect a shot (Reflect)	Reflect a shoot back at a player	Action chosen	Valuable
Shoot two random players (Split Shot)	Shoot up to two random players	Action chosen	Desirable
Sacrifice cards for ammo (Dark Deal)	Discard a random card and refill ammo	Action chosen	Desirable
End a round with no cards in hand	If the player has no cards in their hand, redraw cards	No cards in hand	Valuable

## Challenges

### Inability to See Other Players' Cards and Actions

Players cannot see the actions, decks and targets of other players. This is a challenge to the primary objective, because a player cannot guarantee they will be safe if they choose less aggressive cards. Players can strategically choose to “Redraw” when other players are low on ammo or cards, or manage their cards such that they can eliminate opponents when they are low on ammo or cards. This is dependent on the player’s ability to guess other people’s actions, and manage their own cards.

### Differing Card Meta in Different Stages

In the first few rounds of the game, a card like “Split Shot”, which can shoot two people, is very powerful. On the other hand, “Steal” is quite weak, as they can “Steal” only one ammo from a player. However, “Split Shot” is downgraded in the final showdown to function identical to “Shoot,” while “Steal” becomes a powerful defense against opponents low on ammo. This is a challenge to the objective because players must balance their power in the early and end game when constructing their deck. Players can strategically “Redraw” in the early or end game to minimize deficits in either stage, or choose cards based on what they believe others will. This is dependent on the player’s ability to guess what other people will choose, and manage their “Redraw” actions strategically.

### Fast-Paced Gameplay

Players only have 5-10 seconds to decide their action and the target. As more and more players are eliminated, that time to decide decreases more and more. This is a challenge to the objective because players cannot lay out a concrete strategy in such a short amount of time, and thus may make rash decisions. Players can combat this by swiping faster on the deciding action screen to gain better understanding of the board (ex. Who has more ammo), or recalling actions from last round (ex. If Player A played a “Shoot” last round, chances are they won’t play a “Shoot” this round). This is dependent on the player’s ability to process information fast and think against making bad decisions.