**WYATT EARP: A THRILLING GAME OF OUTLAWS, THIEVES, AND FAST GUNS**

**How the game works?**

The game is played in several hands, but each player starts off with 10 cards in their hand. The players must earn as much rewards money as possible by participating in the capture of their chosen outlaw. The greater the participation of a player in the apprehension of an outlaw, the greater his/her reward will be; This is done by playing more cards on the chosen outlaw. The players must also try and hinder other players from acquiring more reward money than him/her. The player who has the most reward money at the end of the game wins.

**What are the players objectives in the game?**

The main objective of the game is to acquire the most reward money at the end of the game to win. The players can work together to take down outlaws to share the reward money, but other players can work alone and keep the reward money for themselves. It is also the job of the players to increase the bounty of their chosen outlaw so that they can possibly take all the reward money from that outlaw by themselves.

An objective that the player can also do is to play cards in the game which deters the players from acquiring the reward money that they share from the same outlaw, benefitting him in the process.

**How does the game deliver relevant feedback to the players?**

The game delivers a visual feedback to the players as well as gives cognitive feedback to the players. Visual feedback in the game is when you see the expression of the players faces, their reactions towards actions against them, and the reaction of some players when drawing cards. When players draw certain cards, depending on the player, they can overreact or bluff their reaction to confuse other players on their intention. The game also sends some feedback to the player when they notice that they don’t have enough cards to play on their chosen outlaw.

The cognitive feedback that the game gives is that it makes players think on what to do next; Do I do this action to hinder the other player? Or Do I play these cards so that I can share in the bounty? Or Do I do both? Questions like these can help players formulate a strategy in order for them to win the game.

**How it creates cognitive social and emotional gameplay between and for players**

The cards give instructions for player interaction which creates the social gameplay between the players. As mentioned in the previous question, the visual and cognitive feedback that the game gives to the players to either confuse them or make up a strategy correlates to the cognitive, social, and emotional gameplay between and for the players. A player playing a card that deters the other player from acquiring reward money, for example, creates an emotional response to the player affected; This action creates the emotional aspect of the game, it also depends on the player if they want to act emotionally on it or not. Creating strategies to undermine or help players assists in creation of the cognitive gameplay between the players. Playing cards to strategize in taking all the reward money on a certain outlaw, as well as having shares from different players can help one achieve victory easily. But, other players also scheme and strategize. As a result, the cognitive gameplay of this also correlates to the social and emotional as it requires you to interact with players to acquire more reward money and to also fool them by bluffing that you have certain cards.

**Video Game conversion**

The game will become a virtual board game with 2 to 4 players and will still retain its core mechanics and still retaining the board game style look; the Outlaws can be represented by 3D models within the board game and does specific actions depending on card play. Cards can also have certain animations, e.g. A gun popping out of the player side of the board if the card is a “hit” on the outlaw. Interaction within the game can be implemented with voice chat and chat box so that people who are playing the game can still interact with one another; this can serve as the visual feedback of the players. Cognitive feedback remains the same as to thinking on what other players will do depending on what cards they play.