Game Design Document: Foot Gamble

📌 Game Overview

Name: Foot Gamble
Genre: Casual Strategy / Number Guessing
Platform: Mobile (iOS, Android), Desktop (Unity)
Target Audience: Casual gamers, ages 10+, who enjoy sports themes and quick decision-making gameplay.
Game Loop: Guess > Roll > Evaluate > Gain Meters or Restart > Cash Out or Continue

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🧠 Core Concept

A strategic dice game where players guess if the next roll will be **higher or lower** than a revealed number between 1 and 13. Success moves them closer to a cumulative **yard goal**, while a wrong guess resets all progress. Players may **"cash out"** at any time to bank their earned coins — but risk losing everything if they continue and fail.

🎯 Objectives

- Reach **5 Meters** to complete a level.
- Accumulate **goals** by completing levels or cashing out.
- Strategically balance **risk vs. reward**.

🕹️ Gameplay Mechanics

🎲 Dice Roll

- Three dice roll initially (values 1–13).
- Player chooses **one die** to base their guess on.

📈 Guess Phase

- Player selects either:
    - **Higher**
    - **Lower**

🎰 Outcome Phase

- Game rolls **one new die (1–13)**.
- If the player's guess is correct, they gain yards.
- If the guess is wrong, progress resets to 0 yards and Level 1.

Meters Gained Logic

Higher			Lower	
Number	**Distance**		**Number**	**Distance**
1	1		1	0
2	2		2	12
3	3		3	11
4	4		4	10
5	5		5	9
6	6		6	8
7	7		7	7
8	8		8	6
9	9		9	5
10	10		10	4
11	11		11	3
12	12		12	2
13	0		13	1

💰 Cash Out System

- A **"Cash Out"** button is available at all times.

- Cashing out locks in earned **coins** for completed levels.
- Continuing risks **losing all coins** if a guess fails.
- No partial coins unless cashed out.

🧮 Scoring & Progression

🪙 Goals

Distance	Goals
5	1
10	2
15	4
20	7
25	11
30	16
35	22
40	29
45	37
50	50

- Coins are banked only via **Cash Out**.

📊 Levels

- Each level = 5 yards.
- On reaching 5 yards:
    - Progresses to the next level.
    - Option to cash out or continue.
    - Yard count continues cumulatively.

🧩 Game Flow

1. Show 3 dice → Player selects one and selects higher or lower
2. Player makes a guess.
3. Show new die roll.
4. If guess correct → Gain yards → Loop to Step 1.
5. If guessed wrong → Show "You Lost!" → Reset to 0 yards.
6. At any time, the player can press **Cash Out** to bank goals.

📈 Difficulty & Pacing

- Simple start to ensure accessibility.
- Tension increases with progress — higher yard count at stake.
- Easy to understand, hard to master.

🔄 Replayability

- Quick restart cycles.
- Cash out introduces strategy & risk management.
- **Leaderboard**