**Overview**

You and your friends have been captured by an unknown person and forced to play a game to decide who gets to escape and who perishes. As you play, you find out more and more about your friends and how much you can trust them, only then can you begin to learn who they truly are. Who should have to pay the ultimate price? Who should get to decide? It's your job to lie, deceive, and deduce your way to victory.

Synopsis

      Bluff & Boom is a multiplayer web-app game that is designed to be played in person; where tensions can rise and consequences are dire. It is a 2-4 person game. The game combines
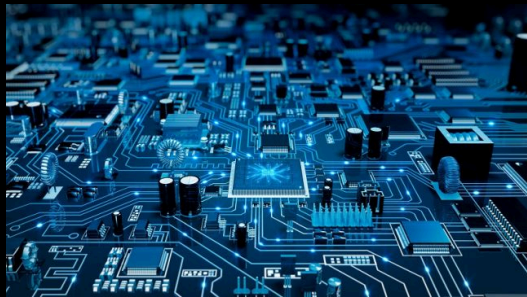

aspects from all sorts of genres, with bluffing, detective, communal building, ethical discussions, and race mechanics creating a highly tense experience that pushes friends to their boundaries. The players join a lobby together where they are presented with an electrical board that has a power source and empty rails connecting to a detonator assigned to each player. Each round, the players will play liar's dice. Based on their performance, they will be granted a certain number of turns, which they can use to place or spin tiles on the electrical board. As the game goes on, pathways begin to merge and friendships are tested. Eventually, when enough tiles are in place to connect the power source to a person's detonator, they die and the rest of the players live to play another day.

Electrical Board

   The electrical board is a simple 7x7 board with a power source in the middle, and each corner is occupied by a person's detonator. Besides these five locations, every other spot can have a tile placed on it, further extending the circuit towards someone's ultimate demise. The tiles are all L shaped, with no forced direction, so that as they are rotated, they can connect any two kitty-corner tiles. Tiles must be placed touching either the power source or an existing tile that connects to the power source, they cannot be placed just anywhere. For the current to run through the tile, it must have one of its legs facing the direction of the source coming in. When a player is granted a turn, they can either turn an existing tile to a desired rotation, or place a brand new tile in any sort of orientation they want. Once the tiles reach a player's detonator and current is flowing through, that player loses.
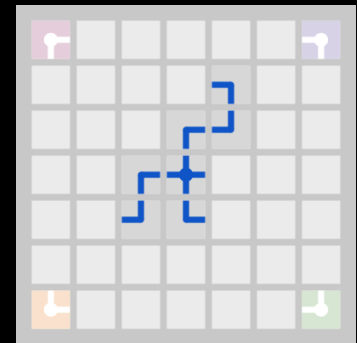
Liar's Dice

      This minigame is a classic that involves trust, logic, and bluffing. Our version of the game is played as such, each player has five dice that only they can see. They roll these dice to get five values. The first player can then pick some value (1 through 6) and state how many dice of that value they have. So for instance, if the player has 2, 2, 3, 5, 6, they might say "two 2s". The next player (clockwise) then has to say either that they have more of that same value, or the same number of dice but of a higher value. So for instance, the second player might say "three 2s" or "two 4s". However, this doesn't have to be true. Every player can lie about what they have, all they have to do is say either a greater amount of the same value as the person before them, or the same number of a higher value, but every time it must go up. This continues until someone feels that the person before them has lied about their dice, at which point they can call the previous player's bluff. When a player has been called out for bluffing, they then reveal their dice. If they were being honest, the person who challenged them loses. But if they were in fact lying, then the player who lied loses. The person who starts the game may start out with a lie as well, just be smart about the starting value and the increments you guy up in. Once a player loses a round of Liar's Dice, they're not fully "dead"—just paralyzed for that round. Paralyzed players can no longer bluff or speak during the next dice round, but they still receive a number of circuit tiles based on how long they lasted. The first player paralyzed gets one tile, the next gets two, the runner-up receives three, and the winner takes four. These tiles can then be used to influence the electrical board.

A player is only fully eliminated—truly "dead"—when a complete circuit connects the central power source to their detonator. Until then, they're still in the game, still a threat, and still able to shape the board's path toward someone else's doom.

Tone

The tone is tense, psychological, and morally ambiguous. Inspired by the likes of *Jigsaw* and other psychological thrillers, the game leans into paranoia, ethical dilemmas, and the discomfort of betrayal among friends.

Setting

The game takes place in a shadowy, ambiguous space—like a makeshift control room or bunker—where players are trapped together with no apparent exit. Each player has a bomb strapped to their head, wires trailing to the shared electrical board. The only way out is by surviving the deadly circuit. There's no visible captor, only a distorted voice delivering instructions, leaving players uncertain if someone among them is responsible for orchestrating the game.

Gameplay

The mix of physical board play and digital effects raises the tension and makes every choice feel more intense. Glowing circuits, ticking bomb timers, and animated electricity bring the game to life and keep players on edge. This blend of real and digital elements helps build a strange and immersive atmosphere that feels more like a survival story than a typical party game.

Challenges

- **Social pressure**: Players have to read each other in real time. Every glance, pause, or laugh could be a clue. Staying quiet might say just as much as speaking up.
- **Strategic bluffing**: Winning Liar's Dice takes more than luck. Players have to push their luck, lie with confidence, and know when to call someone out. On the board, even one tile can change everything, so every move counts.
- **Moral choices**: You're not just playing a game. You're deciding who gets to live. Do you take out the friend who's winning or the one who trusted you the most?
- **Planning ahead**: You have to think two, three moves into the future. A good turn now might cost you everything later. Surviving means knowing how the board might shift.
- **Tension that builds**: With each round, the room gets quieter, the decisions harder, and the board more dangerous. Nobody feels safe —- not even the winner.

Audience

This game is designed for:

College students and tight-knit friend groups who enjoy dramatic, in-person party games that spark heated debates and chaotic laughter

Fans of bluffing, betrayal, and social deduction, especially those drawn to psychological thrillers and morally gray decision-making

Players who love tension-filled games like *Secret Hitler*, *Coup*, *Blood on the Clocktower*, *Werewolf*, or *Don't Get Got*

Anyone who wants a new twist on classic mechanics like Liar's Dice, with layered strategy and unpredictable outcomes

Players who enjoy roleplaying, especially when given dark backstories and the freedom to manipulate, accuse, and plead their way to survival

Appendix

Member 1 Deliverables (Daniela)

Member 2 Deliverables (Jack)

Member 3 Deliverables (Mateus)

Member 4 Deliverables (Allie)