Game Design Brief

# Overview

EndStream is a tactical, deck-building TCG in which all cards are represented by NFTs. Yet to make a decision on 2D vs 3D, we would like to understand what the difference in time/complexity/cost would be **assuming that in the first version we don’t have many fancy 3D animations.** Ideally we would like to release on mobile, though the layout of the game might make this difficult. We are currently working with a UX designer to see what is possible. If not a mobile game then we will begin with a PC build to be distributed directly from our website. The blockchain/NFT side will be handled by a separate company, but some collaboration between you and them will be required in order to integrate the blockchain features. We already have a lot of the artwork completed, and many more of the assets will be provided by the UX designer.

# Basic prototype

**Deck building**

* “Decks” button on main menu
* Deck building screen:
  + Displays all the cards a player has in their wallet
  + Ability to filter cards according to various criteria
    - Activation agenda type/cost
    - Abilities agenda type/cost
    - Abilities keywords (strike, defense, etc)
    - Name
    - Ability text
  + Allows players to create decks of 22:
    - 1 Hideout
    - 8 Operators
    - Each operator has 2 tech card slots
  + Allows players to save different decks
  + Needs to adhere to deck restrictions (for example, certain tech cards can only be attached to certain operators, only one of each operator per deck, etc)

**Booster opening**

* “Open Booster Packs” button on main menu
* Open booster packs screen:
  + Displays all unopened packs that a player holds (either in their wallet or their account, decision yet to be made)
  + Option to click on unopened booster pack stack to bring up an option to select different booster pack types
  + Button to open the next pack. Opened pack:
    - Displays all card backs with rarity indicator
    - Click on cards individually to reveal them
    - Button to allow players to turn all cards instantly

**Starting a game**

* “Play” button from main menu
* Choose game type (Short = 3 minute turn time, long = 24 hour turn time)
* Matchmaking (
* Play game according to the rules:

https://docs.google.com/document/d/1Azkd\_uiCwAWfko0oO20MRjGMKHZaE-BEZ4LErWScDdQ/edit?usp=sharing

# First release

**Tutorial**

* Dummy game to introduce players to the gameplay

**Ranking**

* Move up and down ranks based on wins/losses
* Will be used in matchmaking

**Levelling**

* Player levels up by earning XP from playing games
* Levelling up comes with rewards

**Cosmetic NFTs**

* Available as rewards.
* Can be equipped as a loadout in the “Cards” screen, which shows all cards that a player owns but is separate from the deck-building screen.
* Cosmetic examples:
  + Card backs
  + Avatars - PFPs
  + Arena fixtures?
  + Operator Cosmetics:
    - Victory emote
    - Quips (audio or text)
    - 3D question?
    - Animated art
    - Intro animation

# Future

* Tournaments
* Crafting
* Blueprints
* Battle pass
* Friend system & chat
* Social media sharing
* Guilds
* Hideout upgrades