Card Adventure Prototype

Summary: Card Adventure’s main focus is building a synergistic deck over time to defeat encounters, with a focus above the individual card level. This meta focus is achieved by instead of adding/modifying/removing cards from the deck directly they are interacted with in small card packages that are attached to party members and their equipment. The player wins by completing a gauntlet of encounters, upgrading their deck, and defeating a final boss.

Deckbuilding gameplay:

Tall vs Wide / Quantity vs Quality conflict in the cards.

Some cards may only be cast using certain characters. A character or equipment may add cards to the deck that are only usable if there is a character from another class in their party, e.g. a knight’s sword may add a magic shield card that can only be cast by a wizard to the deck, forcing deck building/party composition considerations.

Encounter gameplay:

Encounters will be in the style of slay the spire. You draw cards every turn, discard unused cards at the end of the turn, if your deck is empty it reshuffles, etc. Instead of using a single energy mechanic like slay the spire individual units cast spells. A spell with a cost of 1 will exhaust one character. Some spells will require a specific character class to be used to cast the spell. Some characters can cast spells from multiple classes. Some characters may be able to cast multiple spells in a turn.

The main idea behind this is that it requires a little more planning ahead (can I draw a spell that requires a wizard here? Should I use my knight or wizard to cast the next spell). Importantly cards need to be able to be played flexibly enough to create a good turn flow. Ideally the player will only have suboptimal turns through making misplays, rather than drawing the wrong cards most of the time. (putting the wrong cards in the deck may be considered a misplay, as long as it was by player choice).

Features

Deckbuilding

Encounters

Adventure Run

* Cards/Deck
  + That can be played
    - To have an effect; dealing damage, generating defense, status effects
  + Drag and drop
  + Deck can be shuffled
  + Used cards go to a discard pile
  + Unused cards are discarded at end of turn
  + If there are no cards left and the player draws the discard pile I shuffled into the deck first
* Characters
  + Have cards that are added to the deck
  + Have a class
  + Have hit points
  + Can be upgraded to gain extra classes/better base cards/extra hit points/extra energy during combat
  + Can be exhausted to pay for card costs
  + Invigorates at the start of a turn
* Equipment
  + Adds/replaces cards to characters
  + Equipment may be upgraded/altered (a weak or downside card may be removed from the equipment.
* Enemies
  + Targets for cards
  + Show their next move
  + Have multiple moves to choose between
* Overworld
  + Choices that affect deck building
    - Getting/adapting characters/equipment
  + Choices that affect encounters
    - Risk/Reward

Slay the spire’s relic system where the rules of combat are changed may be considered, but out of scope for now.