# 🎮️ Flash team Fighting

# (working title)

# 👥 Stakeholders:

* Joren Van Borm – designer

# 🗣️ Elevator Pitch (focus)

*Flash team Fighting is a head-to-head card game where action movie teams brawl it out using a real-time combo system.*

# Story

*In the near future, most of humanity has adjusted to living in enormous metropoles. The streets of are rife with violence as various factions fight out their differences– whether that’s shady underworld organisations, lone mercenaries looking out for themselves, or police forces violently violently keeping everyone in check.*

*Life for normal civilians is tough, but you are not ordinary civilians – you belong to one of these thrashing factions, and to you, doing their dirty work is one hell of a thrill.*

*So lead your team of mercenaries, thugs or half-assed heroes into battle and prove just how much of a well-oiled machine of destruction your squad really is!*

# Gameplay

*Each player takes control of a squad of their choosing. Each comes with its own deck of cards, as well as some extra material to track each character’s life and special abilities. Because of this, each faction gets it’s own unique mechanics & playstyle.*

*Each round of the game both players draw a hand of cards, use those to simultaneously construct a combo for that round in real-time, and then go over the combo once again to resolve all it’s effects without time pressure. In this way, FtF belongs to the genre of programming games.*

*During the building of combos, you play cards from your hand in a row from left to right, where you need to make sure each card’s requirements are met by the previous card in your combo. Players are trying to balance trying to find the most efficient combo with being as fast as possible to claim rewards for being the first to play some number of cards. Once one players finishes their combo, a sand timer is started. The other player needs to finish their own combo before it runs out.*

*During the resolution of combos, there is not much to do but look at the results of your actions. This keeps resolution flowing quickly so the focus gets to stay on fast-paced card combat. Your main goal in constructing combos is to make it so during resolution, your character avoid damage while your opponent’s take it.*

*When a character’s life is reduced to zero at any point during resolution, they die at the end of the round. All cards belonging specifically to that character (NOT to the squad in general) are removed from the controlling player’s deck. As compensation, this player gets a boost of the same type that is the reward for playing combos quickly.*

*You keep playing out rounds like this until the either player loses their last character, in which case the other player wins.*

# Design Principles

## Core Game Principles #1

* Details:
* How it works:

## Core Game Principles #X

* Details:
* How it works:

# Game elements

*In the lore of the game, there exists this near-future city in which powerful factions with far-reaching influence fight for control. The only element of this story that is directly represented in the game, are the different squads you get to play as in combat, each belonging to one of the story’s factions. Each team’s abilities does also get to reflect the faction which they are a part of to reinforce their identity.*

# Assets

*The actual game pieces will be kept fairly minimal to press costs of producing a physical game. This also suits the idea of card games being fairly compact to carry and play on the go.*

*Game pieces present:*

* *The box (as small as possible)*
* *A rulebook (as concise as possible WITHOUT losing clarity)*
* *A deck of cards for each playable squad (expansion decks possible)*
* *Some reference cards for unique team & character abilities*
* *A way to track health & potential other resources*
* *Additional tokens to represent the rewards given at various points during the game.*
* *A sand timer*