

Game Design Document

Drift The Rift

by Eepy Soldiers

Working title:

Drift The Rift

Concept statement:

A mobile game about collecting characters and strategic team building based on multiple characteristics with easy-to-learn/hard-to-master turn-based gameplay using cards.

Genre(s):

Casual, Fantasy, Turn-Based RPG, Strategy, Single-Player

Target audience:

Children, Enthusiasts and Hobbyists

Unique Selling Points:

- Easy to learn, Hard to master Gameplay
- Indie alternative to expensive triple-AAA competitors
- Gacha mechanics

Platform(s), Technology, and Scope (brief):

2D Mobile game, GDScript / JavaScript, 4-6 months development time with a team of 3 developers, with a duration of 2 months to the first-playable version.

Problem that the project aims to address:

Entertainment, skill and strategy development

There are 3 Player Characters and up to 3 Enemy AI Characters

Player's and Enemy's Health.

- **Player's Health:** All player characters share a single combined health pool.
- **Enemy Health:** Each enemy has its own separate health bar.

Player's Deck and Hand

1. Each player character has 3 **Ability Cards**, they get shuffled into the **Player's Deck**.
2. At the start the game player draws 3 **Ability Cards** from the Player's Deck. This is the **Player's Hand**.

The top card of the deck is always visible to help plan the next action.

Turn Highway

1. Every character gets put on The **Turn Highway**.
2. During the game they will move to the right relative on the character's **Speed**.
3. When they reach the end, either the player or the computer will take a turn.

Player's Turn

1. During the **Player's Turn**, the player will first choose a target enemy character.
2. And then choose one of the **Ability Cards** in their hand.
3. The card deals damage equal to that Character's **Attack** times **Power** of the **Ability Card**.

An ability card can also have additional effects like "Target Enemy Attack -33%"

When the card is used it gets put at the bottom of the **Player's Deck**.

Enemy's Turn

1. During the **Enemy's Turn**, the player is shown a random ability card from the enemy.
2. Player has to choose an **Ability Card** to defend with. The damage to the player is equal to the:

$(\text{Enemy's Card Power} * \text{Enemy's Attack}) - (\text{Player's Card Power} * \text{Player's Defense})$

Win and Lose Conditions:

Player wins when there are no more enemies alive.

Player loses when the **Player's Health** reaches zero.



