

INITIAL GAME DESIGN DRAFT

GOLDEN-MONI

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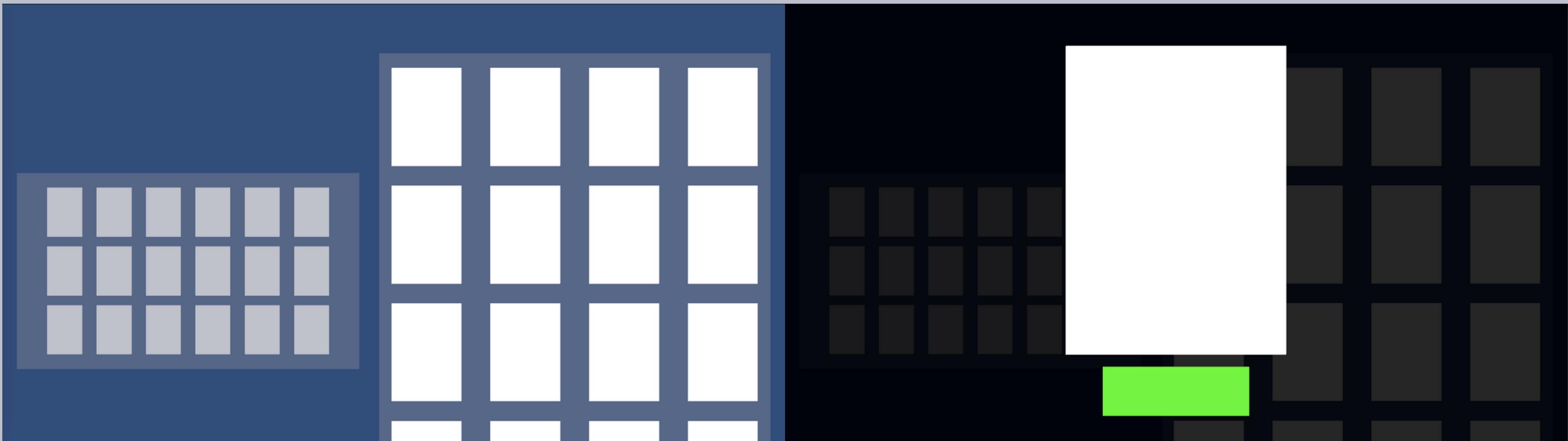
PITCH

The game is a turn-based strategy deck-building experience, drawing inspiration from strategic elements in gaming. Players expend resources to play cards each turn, strategically deploying them on a battlefield after passing through a trench, an intermediate space manipulated by the player. As waves of attacks from the CPU assail the player each round, they must use their resources judiciously to survive.

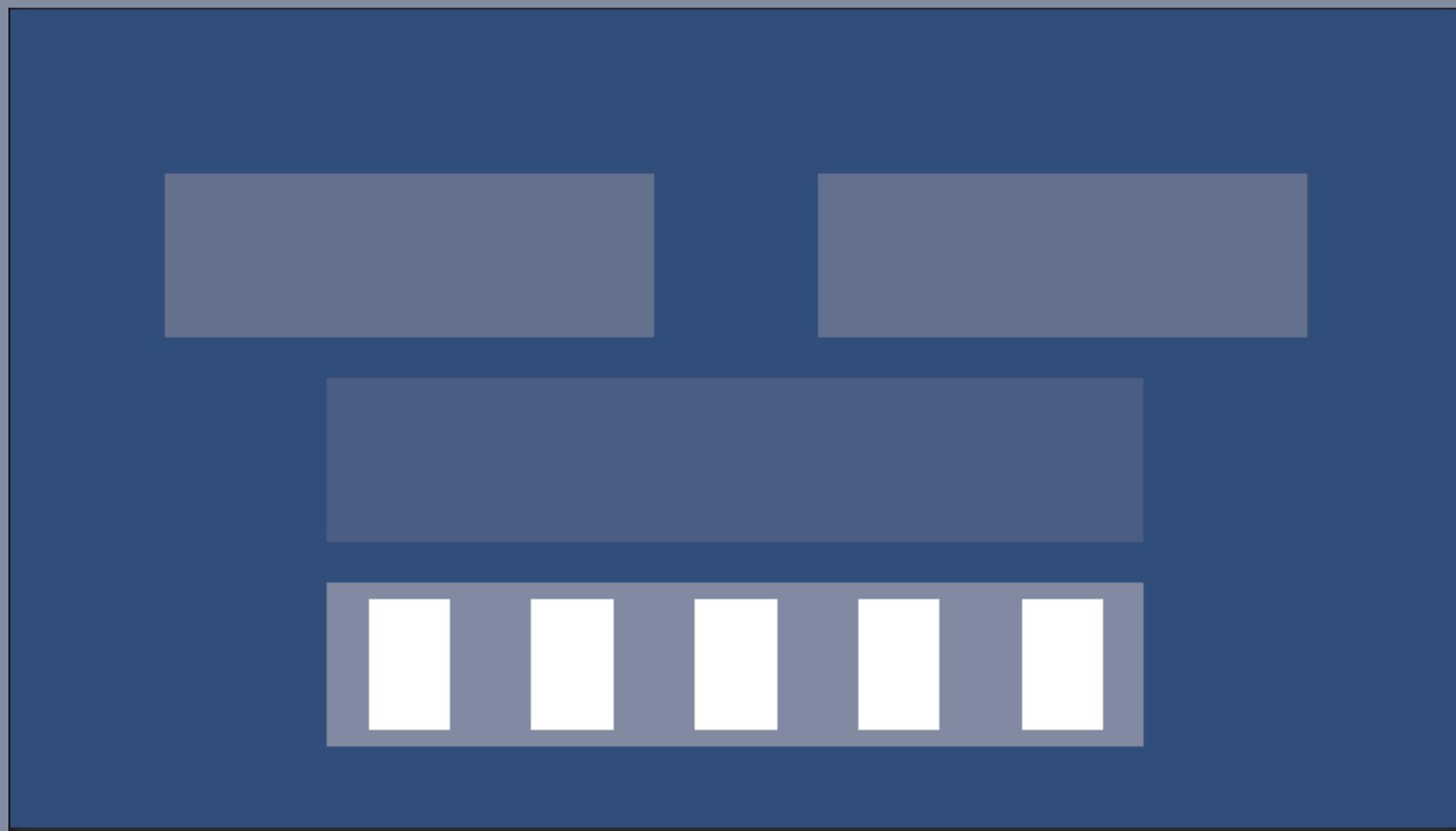
MECHANICS AND RULES

- At the start of each round, the player is shown the template of enemies that will appear that round.
- The player has a turn to prepare, in which it can play unit cards on the board or play spells.
- The units on the battlefield get into 1 on 1 combat depending on their positioning
- The CPU doesn't reposition their troops
- There can be a maximum of 3 units per side on each position in the battlefield.
- The player's available resource gradually increases as the rounds progress

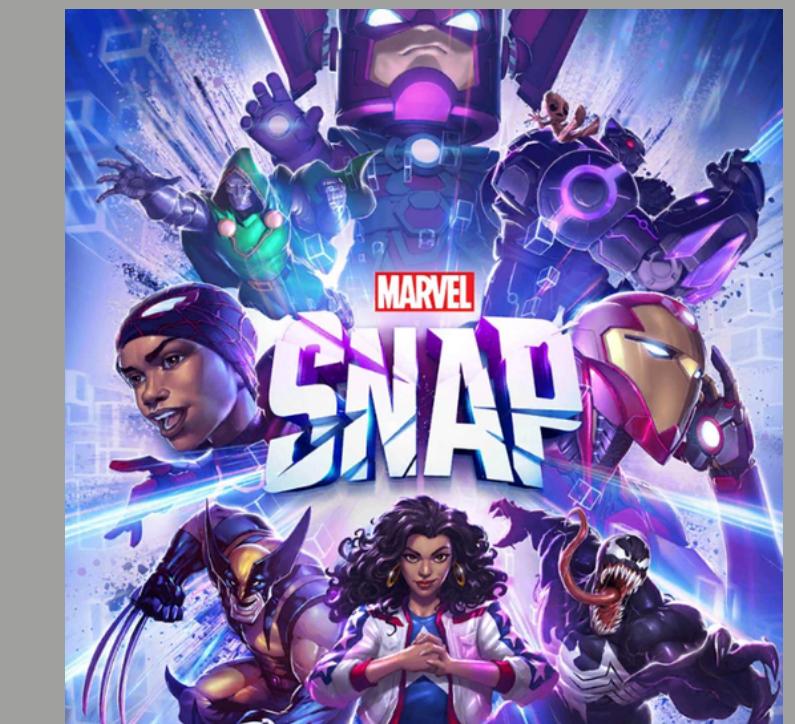
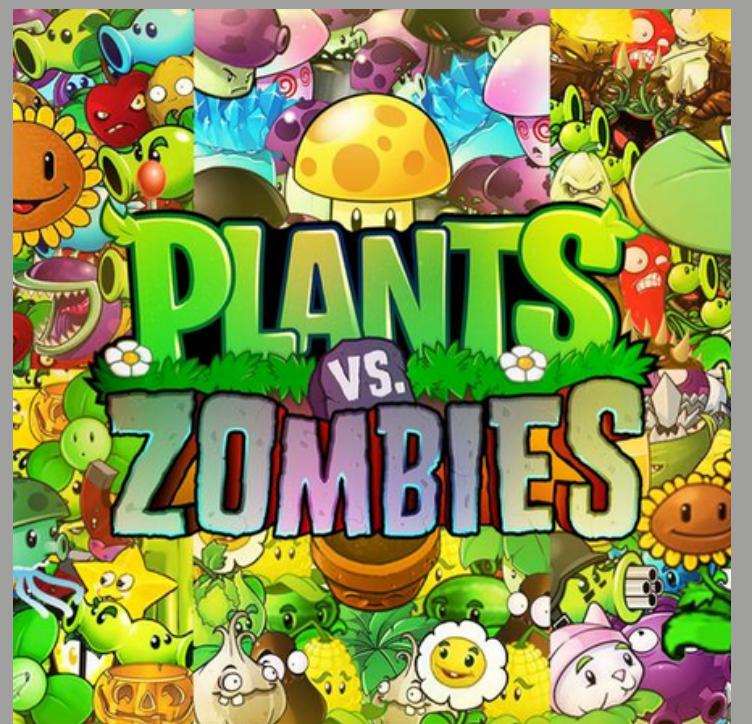
Deck-Building menu *(CONCEPT)

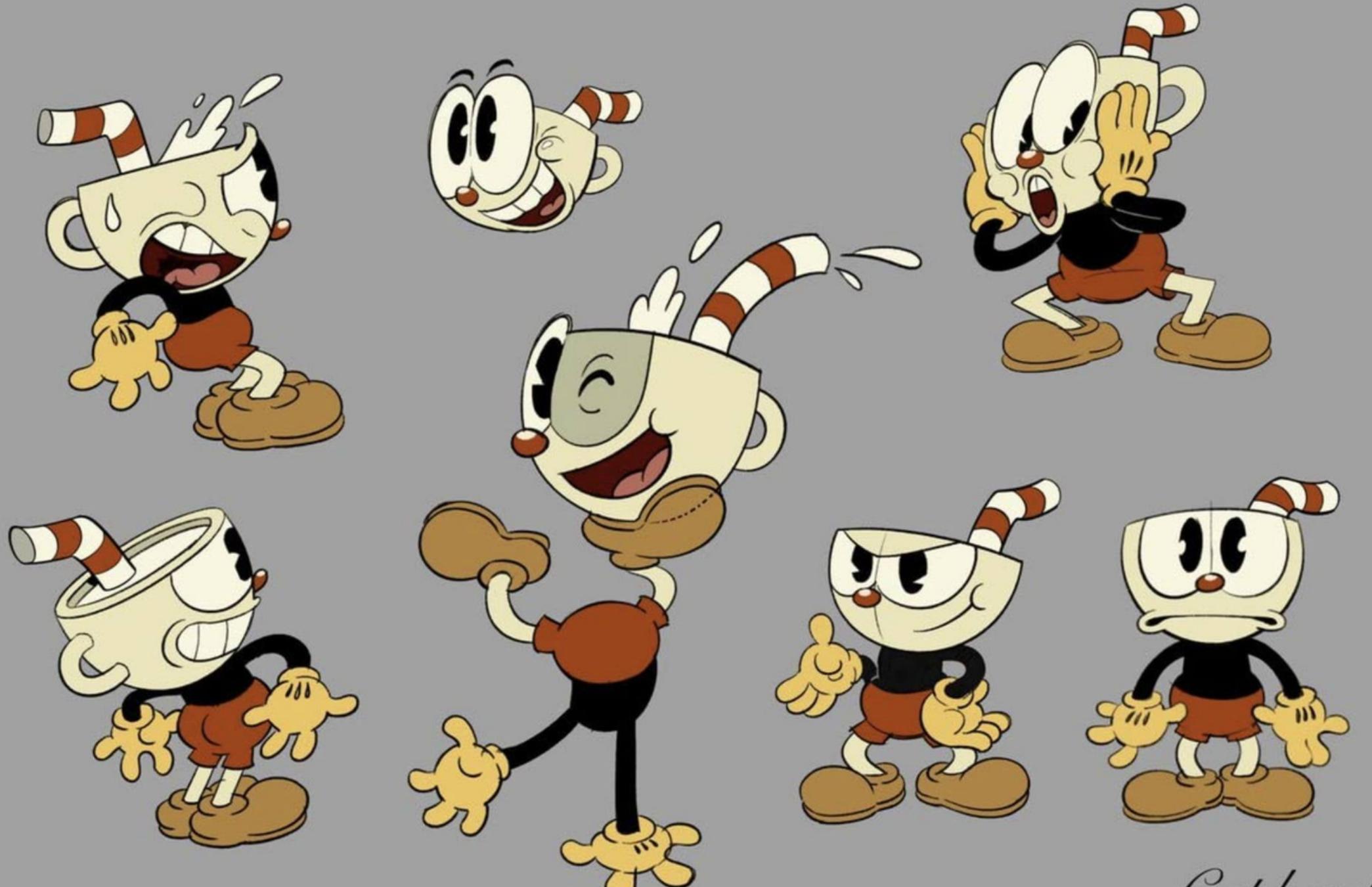


Game-Scene *(CONCEPT)



REFERENCES.

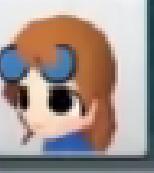




Visual Game
Style.

Cuphead

Immersed DataBase.

| Estadio Mario Kart | | |
|--|--|-----------|
|  HD SuperFX |  | :38.487 |
|  とおる |  | :38.667 |
|  しゃうら |  | :39.462 |
|  2AMswift's |  | :39.499 |
|  ちゃあああ |  | :39.568 |
|  ムスゾー |  | :39.576 |
| | | 100% 100% |

GAME SKETCH

Chrono Clash

GAME SLOTS

TRENCH

DECK

RESOURCES

REMAINING
DECK
CARDS

60/100

TOWER HEALTH

END
TURN

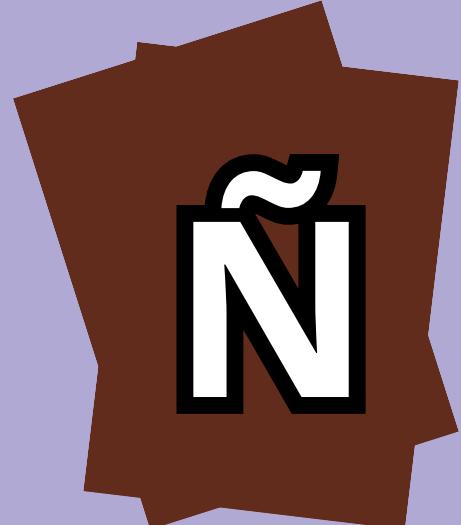
OPPONENT'S NEXT ROUND CARDS

T k E

OUR DECK

STRUGGLE AREA
(spells may be cast)

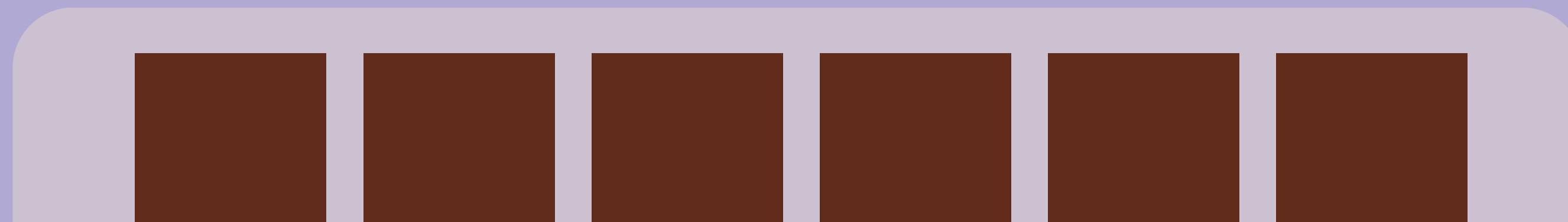
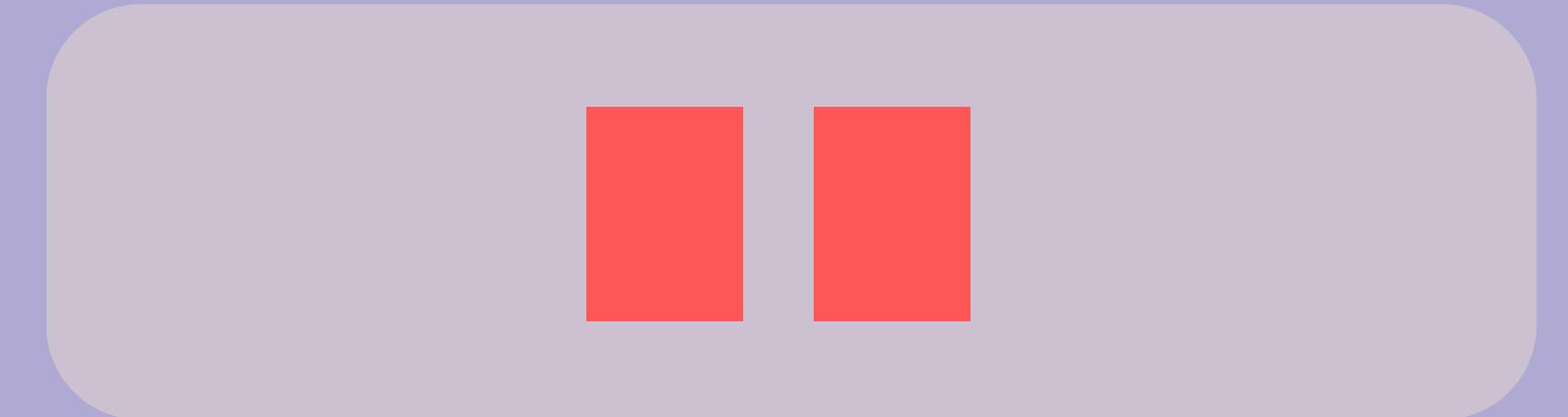
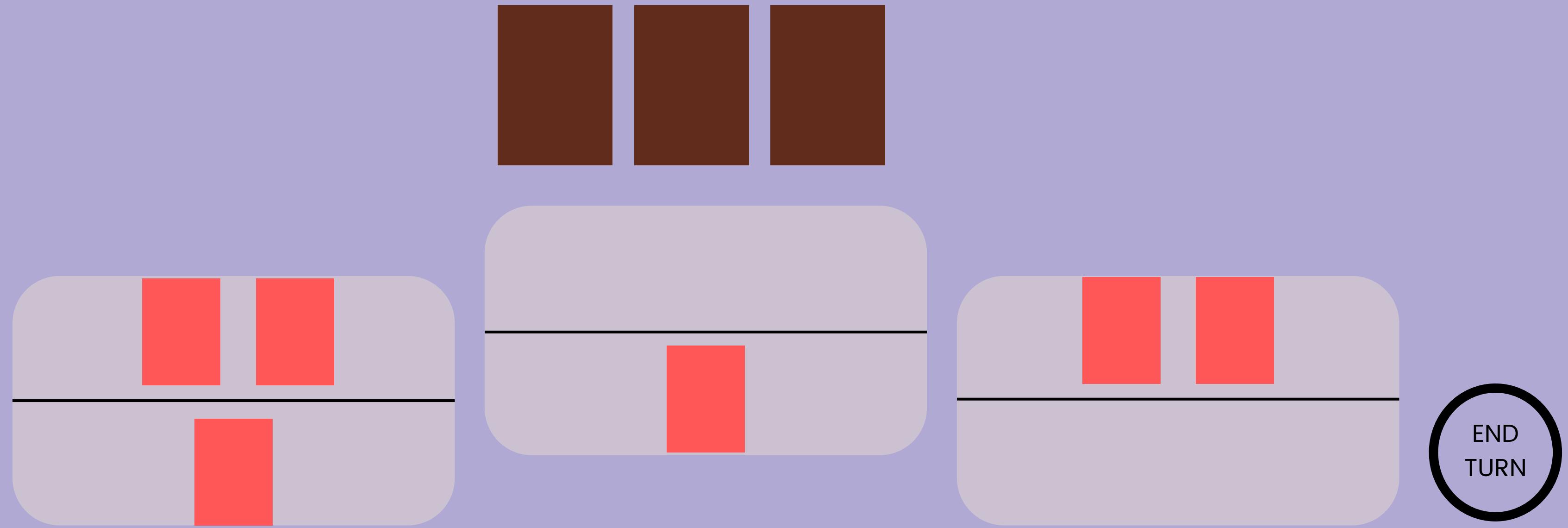
“BENCH AREA”
(units waiting, maybe buffing)



COST

85

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