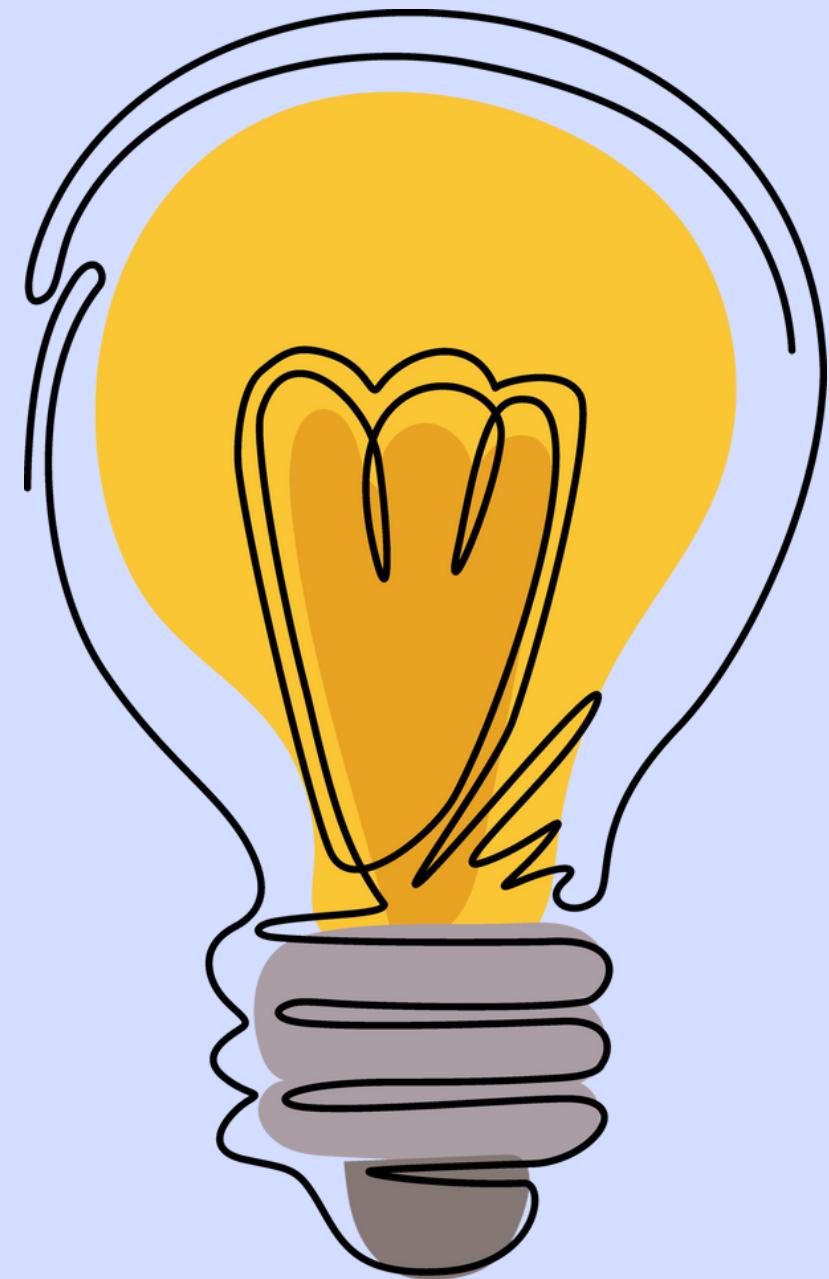


INITIAL GAME DESIGN DRAFT

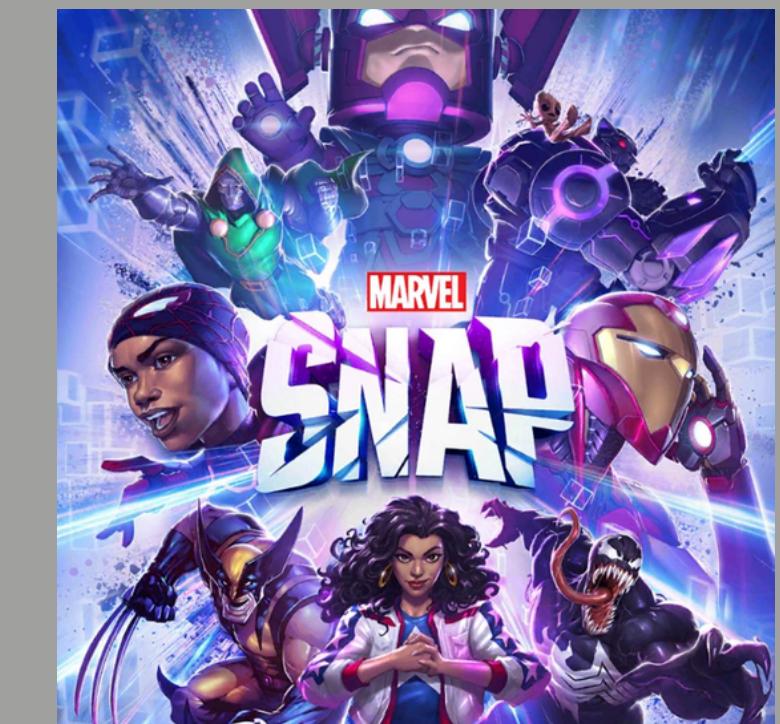
EDUARDO PORTO A01027893

FAUSTO JIMÉNEZ A01027983

JULIAN A01027743



References



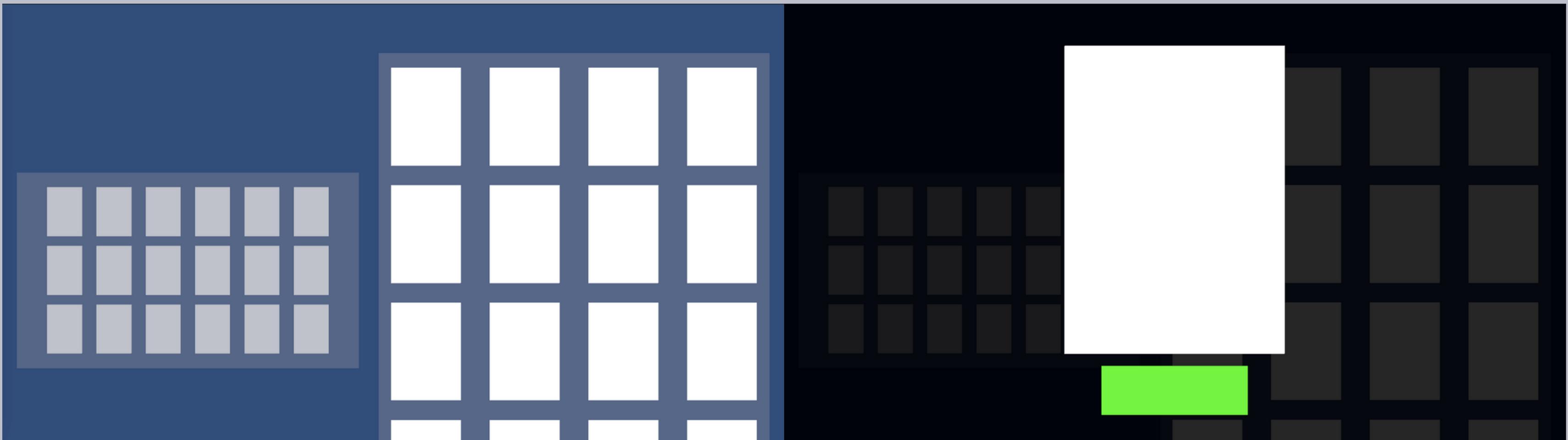
Pitch

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.

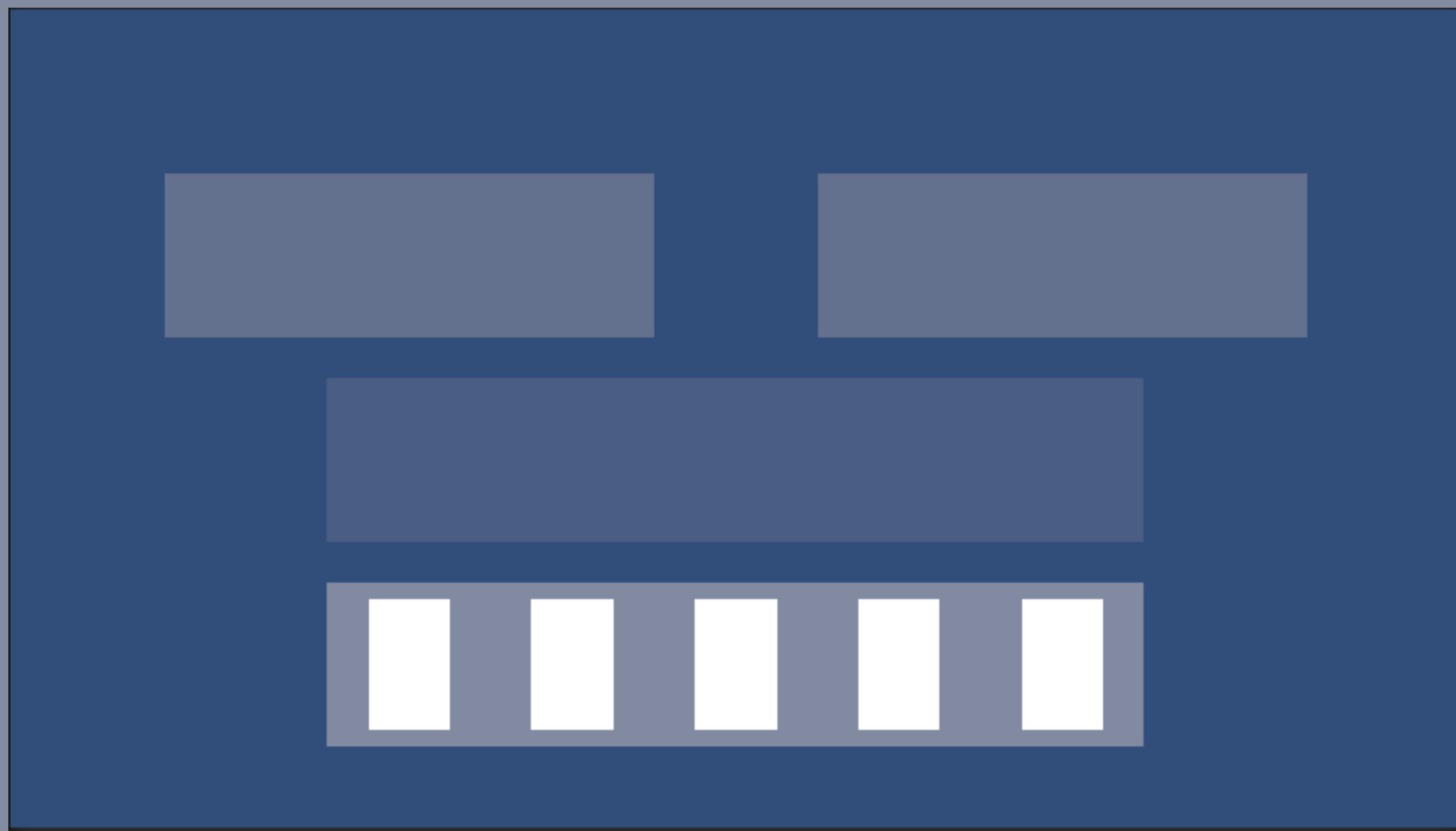
Reglas y mecanicas.

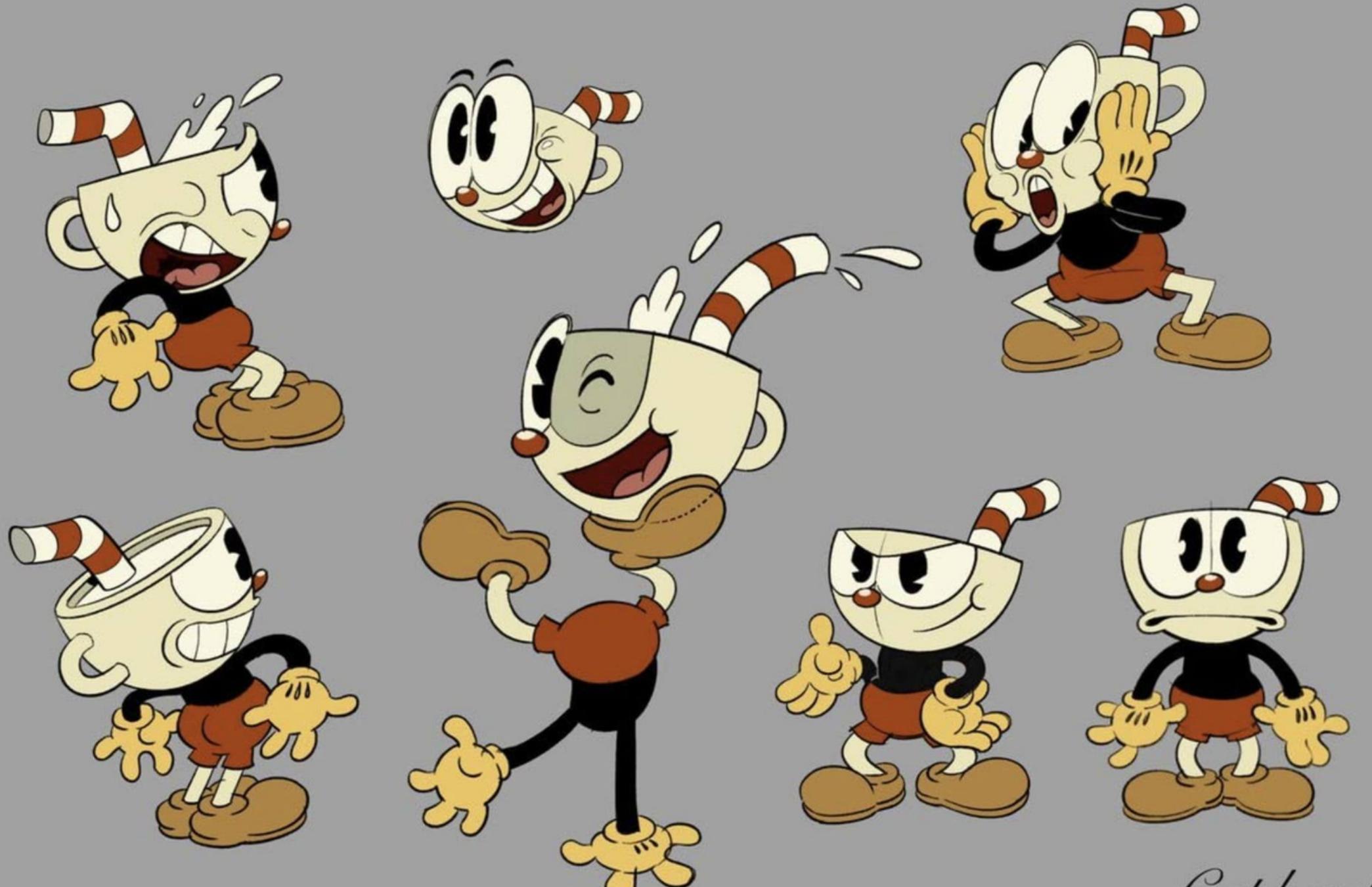
- At the start of each round, the player is shown the template of enemies that will appear that round.
- The player has a turn to prepare, in which it can play unit cards on the board or play spells.
- The units on the battlefield get into 1 on 1 combat depending on their positioning
- The CPU doesn't 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)

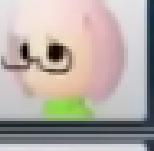
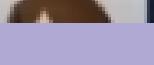




Estilo visual
de juego.

Cuphead

Base de datos.

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
 		:39.581