**Overview of proposed project**

* 2D – subject to change if work is advanced faster than predicted
* 2 player game
* Sci-fi card game centring around the political debates of the future and general nonsensical debates that will follow.
* Mechanics will be divided into **3 life bars** (Popularity, integrity, funds) and after a certain amount of rounds the winner will be decided from the score got of the **total of the 3 bars.** There is also a **stress level**, cards used against the player or by the player may build up stress, if the bar is full, the player with a full bar will have to pick up a stress reliever card (these card reduce stress but may come with secondary effects, such as losing integrity, funds or popularity)
* Each turn the player has **3 actions**, he can distribute them to play cards from his hand or grab new cards from the main deck.
* Each player at the start of the game chooses a certain amount of cards for the deck before the start of the game. (subject to change as the deck will be shared by both)

**Intended development Environment**

* Game created in unity.

**Additional features**

* Each player chooses a race to start with different popularity, integrity, funds.
* Online playing.

**Research:**

* Hearthstone
* Magic the Gathering
* Nova Cry
* Might and Magic: Duel of champions

**Demo that the team intends to create**

* Paper physical cards – 30 cards main deck 5 stress cards, 5 conspiracy cards
* Types of cards – Stress relievers, Defame (affects integrity), insult (affects popularity), Confiscate (affects one or more life bars of one or both players), Funding campaign (affects money), Conspire (try to affect the enemy player’s cards), Talk shows (affects popularity), Volunteering (affects integrity).
* Some cards carry cost (losing something in return to affect another one)

Blue – integrity

Yellow – Money

Purple – Popularity

Grey – Conspire

Red – Stress + Stress reliever

**Life bars numbers**

* 50 start everyone – subject to change
* 100 max of each.

**Team responsibilities (subject to change require more planning)**

* Michael- GDD – writing,
* TK- Technical design,
* Bruno- Gantt charts for both trimesters, Risk analysis, Meeting management.