Technical Design

Live from Antlia -The game about political debate

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Live From Antlia

# Game Creation

Live From Antila will be created on **unity** following previously done card games such as [Cards against humanity](https://pyx-2.pretendyoure.xyz/zy/game.jsp), [Hearthstone](https://playhearthstone.com/en-us/), [Magic the Gathering](https://magic.wizards.com/en/content/magic-online-products-game-info), [Nova Cry](https://www.boardgamegeek.com/boardgame/109456/nova-cry) and [Might and Magic: Duel of champions](https://www.ubisoft.com/en-US/game/might-and-magic-duel-of-champions). The Language it will be used is C# and JavaScript.

# Platform

The Game will be designed to work on PC and possibly mobile and tablets running android or IOS.

# Hardware and Software

It will start as a 2D card game with possibly 3d features such as card handling and animations.

Sound will be created using Audacity or picking up royalty free sounds mostly in MP3 format.

The programming languages used will be JavaScript and C#.

Hardware required will be a standard computer with 2 GB of ram at least, monitor and keyboard/ mouse will be required. Sound

# Mechanics and gameplay

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

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 cards 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)

The game will be played online (or on LAN if players are found on the same network) and may include an AI player if the Player decides to.

# Development environment

The game will be developed following a GANT chart