**Technical Design Document**

2D - unless work is going great

2 player game

Sci-fi card game centring on 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 points. Whenever cards are used, that player gains a stress point. When a player gains 10 stress points, the player 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 player at the start of the game chooses a certain amount of cards for the deck before the start of the game. Each turn the player has 3 actions in which they can distribute them to play cards from or grab new cards from the main deck.

If one of the 3 bars is depleted, the player loses one of their cards. If a player cannot pay the cost of one of his cards, he cannot play it.

Conspiracy (also known as trap cards) can stay on the field for up to 4 turns without being activated. If the card goes for 4 turns without being activated, the conspiracy card’s effects activate on the player who set the card.

After each action the enemy player has an opportunity (5 seconds) to use any card that has an instant effect.

Status cards stay in play until player who used it decides to throw it into discard pile (at the cost of 1 action and whatever the card says)

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.

Michael- GDD – writing

TK- Technical design,

Bruno- Gantt charts for both trimesters, Risk analysis, Meeting management, Technical design.

First turn advantage compensation – Second player gets an extra card

**Turn phases –**

First player decided with a coin toss (in physical prototype)

**First turn** – Draw up to 5 cards (second player draws +1)

**Rest of the game**

Upkeep – pay upkeep cost of status cards if unpayable, discard it

Main phase - Player uses up to his 3 actions to play either traps, action cards or draw cards, divided as how he would like.

End of phase – Conspiracy activated cards have effect here if activated on main phase, resolve any unresolved cards before changing player turn.

Last Turn – (5th turn in demo) – Recount of points in each bar, the amount total is your points, the player with highest points wins the career and becomes president of the free universe.