Concept - Trading Card Game

Storyline -
There was a mighty kingdom that exerted control over the realm, with mastery of science and magic. There was peace and great wealth. Then, an eccentric scientist created **crystals**, by harnessing the power of magic through science. These were objects that 'powered up' anything that they were attached to, but also made it unstable in the process. There was great potential.

He was given assistance and the money he required to complete his projects but one night, his lab was broken into and the gems were stolen.

After a lot of attacks across the city, the army realised that the problem had gotten out of hand and there was a probable connection. Reports of creatures with glowing orbs on their chests blowing up, human experimentation zspreading etc. The player here is an assistant of the kingdom's scientist who wants the scientist's machinery and hard work back and to put a stop to the havoc created by terrorists.

There is a campaign story mode, in which, at this point, the story begins. Initially, you have to put down the rebellion but you have limited troops mobilised.

In the story mode, you battle the rebels, with uniquely crafted enemies crafted by the Mad Scientist. Your arsenal and firepower also grow as you pass levels, giving you access to more weapons and an upgraded tech tree.

The game is a card deck game, on the lines of Hearthstone. Currency is crystals, from which you can create troops of different classes/upgrade existing troops. Crystals can be obtained by winning battle as a battle bonus, or by continuous generation through 24 hrs. The speed of the passive crystal mining increases as the level of the character increases.

According to the story, the player has to battle with the boss's lackeys. After you are challenged by a character, you deploy your cards during the initial phase of the round, with various abilities costing different amounts of crystals. These attacks can be countered, blocked, absorbed, or critical hits. (Your crystals are continuously replenished but can also be gained or lost depending on the cards played.)There is an upper limit of crystal that can be used during the battle that depends on players level. Deploying or using cards costs these crystals. So the battle winner is whoever used his / her resources and better levelled wisely!! Troops can be deployed multiple times but you have to choose them from the deck of six cards prepared before the battle.

Some troops have advantages over other different types of "type effectiveness". So battling according to type effectiveness is advantageous.

There are broadly 4 types Sapphire, Emerald, Topaz and Diamond. Sapphire is dominant over Topaz, topaz is dominant over Emerald, Emerald is dominant over Sapphire and Diamond type troops have no dominance but they resist somewhat the rest three types.

Both, the player and the enemies in the story mode have access to these types of troop cards.

After your cards are deployed, both yours and the opposite player's actions are compared during the combat phase of the round..A card can eliminate or counter another card based

on its character type and stats. Then, the next round begins. You win when the opponent loses all the crystals they had from the beginning of the battle.

Winning a battle might also lead to unlocking new troops, abilities, and turrets. Troops can also be traded among online players or with friends.

Troop stats include **movement speed, attack, defence, special attack, special defence,** and **hitpoints**. There are some trump cards which are used to establish a specific domain to favour a type of card in one half of battle arena. Such type of cards favour a troop type irrespective of who deploy them.

Turrets are fixed machines on the battlefield that persist between rounds and deal damage to troops and other turrets within range.

Domain effects are modifiers that apply to certain parts of the playing area to boost or damage certain troop stats. Domain effects include **waterlogged, incendiary, quicksand** etc.

The story will also provide details of the motivation behind the rebels seizing the crystals, and possible future plans. If you lose in the story, the rebels gain control of the capital city, and if you win, a compromise is worked out with them and the terrorist attacks are stopped.

Even when the storyline ends the player can still play quick random battles and friendly battles against real opponents..

There will be a variety of levels, against a variety of enemy rebels such as minions, local bosses and subordinates of the leader herself. Your objectives may vary from level to level such as:
- King of the hill - Your goal is to hold a given contested area for a certain time
- Capture the Flag - capturing a given objective from the enemy base and retrieve to home base
- Boss Battle - Eliminate a given boss using just your decks and limited crystals
- Defend the Point - defend an objective against waves of increasingly stronger enemy troops