The High Concept Document

(Based off of concept document created by Ernest W. Adams)

The tower of Dissonance

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Intro

The following game concept explains the basic structure of out deck builder turn based dungeon crawler. The basic structure will consist of the player exploring dungeon floors, containing enemies, which he/she will have to beat in battle to earn loot and new cards.

Features

- The player plays a summoner who has to fight his way through a dungeon in which he will meet other summoners whom he/she will have to beat in battle, to earn loot and battlecards.

- Summoner fights are fought between 2 summoners. During these fights, each summoner will have the opportunity to play cards from his hand, for as long as he/she still holds the required amount of mana in his/her mana pool

- Each player has a self-made deck out of which he/she draws a fresh set of cards each turn. All cards are put into the discard pile each turn. The discard pile is shuffled back into the summoners deck if he/she is unable to draw a fresh hand.

- A card summons a unit on the board once a player plays it. This unit holds an amount of damage it deals and its current health total. Units fight each other once they meet on the battlefield

- Each player gets an increased amount of mana each turn, starting at 1, and growing at a rate of +1 each turn, to a max of 10.

- A player's deck is changeable throughout fights. This way, each player will be able to enjoy the game with a deck of cards that fits the players playstyle. The player will have to battle enemies, and explore NPC's (I.E. Shops, random encounters) to earn more cards.

- The dungeon consists of different rooms to which the player can travel. The contents of the rooms are unknown to the player until entered. These random encounters throughout the dungeon can consist of enemies and findable loot.

- Different enemies hold different strategies.

Player Motivation
The player will have to fight its way through the dungeon to earn loot and better cards, to become more powerful and defeat all enemies with ease.

Genre
turn based card game dungeon crawler.

Target Players
A player who likes to explore rooms and take a long time to think about his/her turns, to obtain the maximum use out of their turns using a deck they themselves can customise to fit their own enjoyment and playstyle.

Mechanics
- The summoner has to fight its way thought a dungeon, consisting of rooms which hold random encounters which the player will need to face to get progress in the game and its strengthen its power.

- During a fight, each player will draw a fresh set of cards which he/she may cast for the required amount of mana. Each summoner starts with 1 mana which will increase at the start of each turn, to be 1+ the amount of mana the player started last game with, to a max of 10.

- All unused cards are put into that summoners discard pile. At the start of the next turn, he/she will draw a fresh hand from his/her self-made deck. All cards in the summoners discard pile are put back into the deck if the summoner is unable to draw cards due to a lack of cards in his/her deck. Doing this will force the player to think more strategically about his/her choices of when he/she needs access to certain cards.

- Cards are spells which summon a unit in their corresponding lane on the battlefield. The battlefields consist of two lanes, consisting of 7 spots per lane. Casting a summon card will place the unit at the first spot in its corresponding lane, and at the end of turn, these spawns will advance to the next spot in lane. Once two spawns of the summoners meet in a lane, they will have a collision fight in which they will exchange damage between each other. The unit types are: Flyers, who will fly above the battlefield. They are generally weaker in stats, but also cheaper to player

Land Units: Who will walk by land. These units cost more to player, but hold better stats than fly units

Competition and cooperation
Players could potentially play a match against each other, in which they can use their own decks.

Unique Selling Points
- Dungeon crawler and card game combined

- Unique combat mechanic

- Personalised decks, to fit a particular playstyle.

- No loot boxes or microtransactions.

Target hardware

PC

Design Goals

Easy to learn, but hard to master: The fighting and exploring concepts will are not hard to understand, but using and overthinking every turn to its maximum potential will be a challenge to even the most veteran strategy gamer.

Keeping the interest factor high: The game should keep the players interest at a constant high. The drive to face new enemies and empower your deck will fall if the player loses interest in the story/main game.

Karakters, verhaal en setting

Main character: A wizard whose current mission consists of defeating all evil in a tower.

Story: The wizard stumbles upon a tower while traveling the lands. He decides to enter the tower, in which he comes upon different enemies who attack him immediately. He will have to defeat them all to rid the tower of all evil.