Dogg of Cards

# Story

Dogg is a mythical entity responsible for taking care of all the balance in the dog world. There is a perfect balance that allows dogs to be “good boys”, and Dogg fights constantly in a parallel realm to make sure most dogs in the real world are able to have their “good boy” realization.

To make dogs such adorable, helpful, and generally happy creatures, Dogg must fight over and over on the parallel realm. This happens because all the good in dogs of the real world creates an equal amount of evil in the parallel realm. If this is kept untended, dogs in the real world will stop being good boys.

Cards are the embodiment of wishes, which Dogg can wield to fight his opponents. The cards are responsible for creating, destroying and manipulating every matter in the parallel realm.

The parallel realm is called The Fur Brick of Reality. Every character in this realm moves and attacks by the use of cards, but the only cards we see are dogg’s cards. He can, however, get some cards from his opponents for further use.

Most bosses in the parallel realm are based on things about dogs, such as Un-Leash, Dr. Andy K. Stratum, The Great Bark, etc. However not all bosses are inherently evil, some are just entities with another primary interests that may conflict with Dogg’s.

The shop is called Flea Market.

There may be multiple (unlockable?) paths in Dogg’s journey, pretty much like the Binding of Isaac and its multiple paths. Each path should tell more about a character.

# Worlds

The first world is The Eternal Sunset. It becomes more and more orange the further you travel. The main boss of this world is the great bark, which is the spirit of the trees which had twigs fetched by dogs. The fallen tree wants to make sure their kin is worthy of carrying its children, and challenges Dogg to a game. You have to “fetch” the twigs to make the tree vulnerable, then attack it until it cracks open. When it cracks open, you have to solve the puzzle inside to win. Then, the great bark offers you a seed. Dogg is meant to plant this seed on a special place on The Great Dig to regrow The Great Tree.

The second world is The Great Dig. It’s a cave full of skeletons and other bone-like enemies.

# Enemies

**Slimes:**



Flooze (Green Slime) – Most of the times goes after Dogg. But sometimes it walks randomly.

Blooze (Red Slime) – Always goes after Dogg. It’s fast, but very vulnerable.

Plooze (Cyan Slime) – Always runs from Dogg. Lays mines on the floor. Moves randomly when it’s far away from Dogg.

Clooze (Orange Slime) – It’s completely random, taking the personality of the remaining slimes at random intervals.

# Cards

#### **Card Types:**

**GO**: GO cards are used for movement.

**ATK:** ATK cards are used to perform attacks with Dogg.

**FOE**: FOE cards are similar to attack cards, but made to Dogg mimick enemy attacks.

**CALL:** CALL cards spawn objects or entities to help Dogg.

**FINAL:** FINAL cards are one-time use cards which are destroyed after use. The only way to keep them in the deck is discarding/shuffling them.

#### **GO Cards:**

   



 

**Move Right** – Faces right and moves by 1 tile. Speed is determined by Agility Stat.

**Move Down** – Faces down and moves by 1 tile. Speed is determined by Agility Stat.

**Move Left** – Faces left and moves by 1 tile. Speed is determined by Agility Stat.

**Move Up** – Faces up and moves by 1 tile. Speed is determined by Agility Stat.

**Move Forward** – Moves by 1 tile facing whichever direction Dogg is already facing. Speed is determined by Agility Stat.

**Turn Back** – Moves by 1 tile facing the exact opposite direction Dogg is already facing. Speed is determined by Agility Stat.

**Side Step R** – Moves sideways to Dogg’s right by 1 tile while keeping the current direction. Speed is determined by Agility Stat, but its base is doubled.

**Side Step L** – Moves sideways to Dogg’s right by 1 tile while keeping the current direction. Speed is determined by Agility Stat, but its base is doubled.

**Back Dash** – Moves back by 1 tile without changing direction. Speed is determined by Agility Stat, but its base is doubled.

#### **ATK Cards:**

 

**Slash** – Slashes forward, dealing 1 damage. Damage is affected by Strength.

**Arrow** – Shoots an arrow forward, dealing 1 damage. Damage is affected by Strength, Projectile speed is affected by Agility.

# Relics

There are two kinds of relics: Major and minor. Major relics change drastically the current gameplay, affecting something crucial to the game, such as making Dogg attack by moving, or making every attack card Final, or even making the discards go straight to the card pile instead of the discard pile. They can be found every 2 or 3 worlds, with the exception being the first one, which is right after the great bark. You’ll always be presented with 3 options, so you can choose which major relic you want to pick.

On the other hand, minor relics are much more common and their effects, although noticeable, are less dramatic. There are relics to heal on kill, to gain discard/shuffle by hitting enemies or moving, rewarding card combos, stats changes and much more.

**Major Relics:**

**Rabid Dog** – Every movement has a damaging effect (1 damage, based on attack stat) in the direction Dogg is moving. Attack/Foe cards have their power reduced by half. If their power is 1, they deal no damage.

**Resolution** – Every attack/foe card is final, and deals 5x damage. You only way to damage enemies outside of that is with call cards. Dogg gains 5 random call cards.

**Good Boy Whistle** – When call cards are discarded they are used instead, but without any cast time. When call cards are used they return to the deck pile afterwards.

**Bull Dog** – Movement cards keep repeating until you activate another movement card, stumble on a wall, or get hit.

**Nothing Left Behind** – Discarded cards are automatically sent to the deck pile. Final cards are sent to the discard pile instead of being destroyed. (So they can be used once per level)

**Marksdog** – All arrows are piercing and deal double damage. Melee attacks always deal 1 damage. Gain 3 random arrow cards.

**\*Pawper** – Transforms a card in final every time the deck shuffles. Foes have a 100% card drop rate. If you have no attack cards on your paw, replaces a random go card with a stick. A stick card can be thrown to deal 1 damage. After throwing, Dogg tries to run to its position.

**Super Digger** – Your attack power is equal to the sum of the number of cards in your discard pile. When you attack, all cards in your discard pile are reshuffled into your deck pile.

**Raindogs** – Call cards spawn additional objects on a random tile on the screen. The amount of objects is based on your draw stat.

**Heart of the Cards** – Sets your draw stat to 1. Draw each card 50% slower. Upon drawing, has a 20% chance of drawing a random final card. If a final card is drawn, stops drawing.

**Catdog** – Every attack is mirrored in its opposite direction, so you attack both ways at the same time. Call cards also summon 2 objects, and final cards deal double damage. However, you also take double damage.

**Hotdog** – Leaves a trail of fire while you walk or attack. The trail of fire damages enemies for 1 damage. Called objects catch fire and are damaged on being spawned, and leave a fire trail behind.

**Guard Dog** – Doubles your defense. Halves your agility. Deals damage upon taking damage.

**Updog** – What’s updog? (Has no description, +1 all stats, 20% chance of evading incoming damage)

**Sleeping Dogs** – Interrupts make enemies take double damage. Draw a card on every interrupt. Dodging on the last moment restores shuffle.

**Ghost Pupper** – Can pass through enemies (not obstacles). Can only be damaged while stationary or while attacking. If you get hit, you take enough damage to keep ½ hearts. If you get hit with ½ hearts, you die.

**Combo Breaker** – Deals more damage while you’re in a combo. +1 Attack each 3 cards.

**The Statue** – Deals screen wide 1 damage for each 3 seconds without moving or using cards.

**Subwoofer** - Attacks reverberate for tiles x the shuffle stat. +1 shuffle, +1 attack.

**Top Dog** -

Minor Relics:

# Bosses

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# Main Menu

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