

# Deckromancy Development

If i had more time and resources, I would devote more time to add artwork to all of the cards. In terms of art direction I want it to be a stylized, comic book style but everything must be consistent with the theme which is "Dark Wizard Civil War" I would also like for each player to have their own customizable deck here they could further strategize and synergize their cards using expansion packs. Currently the horde and power deck sit at around 60 cards each, but with only slightly over 10 different types of each. Given more time, I would implement a card point system used for building decks so that balance can still be achieved, even though players are given a lot more options for customization. There is a lot of room for expansion with the map, I could create larger and better map packs which add onto the game, and possibly turn it into a tile or hex based system similar to Settlers of Catan so that the map is never the same increasing replay value.

During development some of the things that went really well were the concept and implementation of the various card types and even specific cards. I was consistently able to come up with new ideas and effects and make them work within the game. I also had no problems sticking with the theme as it is quite enjoyable for me, and everything has a dark feel. This game draws heavily on its inspirations but it blends all of these influences together very well and feels like it has kept its own unique identity.

Some of the problems I faced during development were creating ways of differentiating all of the cards, some of them ended up being too similar and had to get scrapped or reworked. I also had to rework the entire board twice because too many of the places were interconnected and adjacency bonuses were almost pointless as they affected the entire board. Balance was constantly a problem, and thrown out the window every time I added a new card or tweaked a card effect. During testing, players were always able to find extremely powerful combos within the game that I hadn't even thought of. Eventually though, through testing and iteration, a stable and balanced version of the game was reached. The first view variations of this game had a massive steamroll risk as first player would just have such an advantage over their opponents that after turn 3 they could just rush and win by sheer numbers (which is the premise of the game, but it was just too easy to do this and with no counter play.) The number one issue I had was that i wanted the game to be playable by larger groups but the core mechanics are not suited to groups of more than 4, as it is very easy to fall behind in this game and I think the map is too small to support a lot of players.