Mass Flux

DESIGN DOCUMENT

By Aizin for the 2022 Pirate Software Game Jam

Inhalt

[Card Battler 2](#_Toc175324382)

[Introduction 2](#_Toc175324383)

[Game Summary Pitch 2](#_Toc175324384)

[Inspiration 2](#_Toc175324385)

[Player Experience 2](#_Toc175324386)

[Platform 2](#_Toc175324387)

[Development Software 2](#_Toc175324388)

[Genre 3](#_Toc175324389)

[Target Audience 3](#_Toc175324390)

[Concept 3](#_Toc175324391)

[Gameplay overview 3](#_Toc175324392)

[Theme Interpretation 3](#_Toc175324393)

[Primary Mechanics 3](#_Toc175324394)

[Secondary Mechanics 4](#_Toc175324395)

[Art 4](#_Toc175324396)

[Theme Interpretation 4](#_Toc175324397)

[Design 5](#_Toc175324398)

[Audio 5](#_Toc175324399)

[Music 5](#_Toc175324400)

[Sound Effects 5](#_Toc175324401)

[Game Experience 5](#_Toc175324402)

[UI 5](#_Toc175324403)

[Controls 5](#_Toc175324404)

[Development Timeline 6](#_Toc175324405)

## Card Battler

## Introduction

### Game Summary Pitch

Card Battler is a modified version of “Rock-Paper-Scissors” with cards.

### Inspiration

Rock-Paper-Scissors

### Player Experience

Players pull cards, which represent rock, paper or scissors. Certain types of cards beat certain other types of cards. The player with more wins, wins the game.

### Platform

The game is developed to be released on windows PC

### Development Software

* Godot 4.3
* Pixelorama for graphics and UI
* TBD for all music and SFX

### Genre

Singleplayer, cards, casual

### Target Audience

Without heavy or complicated ideas, and intuitive-to-grasp mechanics, this game is marketed to at least **casual game players** who are up for a fun quick competitive card battler.

## Concept

### Gameplay overview

Rock-Paper-Scissors but with cards.

### Theme Interpretation

**We like Rock-Paper-Scissors**

### Primary Mechanics

| **Mechanic** |
| --- |
| **Card Types** a  There are several types of cards. Each card has one or more types associated with it. There is rock, paper and scissors. Rock beats scissors, scissors beats paper, paper beats rock. |
| **Cards** a  A card is comprised of a type and a value. Cards are played and/or discarded. The card with the higher value or winning type wins the combat. Cards who lost are discarded. Each type has one card of each value. |
| **Values** a  If 2 cards of the same types have been played you compare the values of the cards. The higher value wins. Values are numbers from 1 to 3. If you tie nobody gets a point and both cards are discarded. |
| **Points** a  The player gets 1 point for each win. First to 3 points wins. |
| **Deck** a  The player pulls 5 random cards from a deck of 9 cards. |
| **Hand** a  The player is shown all his 5 cards in his hand and can choose freely which one he plays. |

### Secondary Mechanics

| **Mechanic** |
| --- |
| **1** a  1 |
| **2** a  2 |

## Art

### Theme Interpretation

Playing table at a western themed casino.

### Design

Inspired by the looks of classic playing cards used in poker games etc. Color palate will be sepia similar to the looks of the first Gameboy games.

## Audio

### Music

TBD

### Sound Effects

TBD

## Game Experience

### UI

Simple UI made up of easily visible buttons on an animated pixel art game table.

### Controls

**Keyboard**

Arrow keys / WASD, Enter key, Mouse

## Development Timeline

**MINIMUM VIABLE PRODUCT**

| **#** | **Assignment** | **Type** | **Status** | **Finish By** | **Notes** |
| --- | --- | --- | --- | --- | --- |
| 1 | Design Document | Other | Finished | 23.8.2024 |  |
| 4 | UI / Main menu | Coding | Not started |  |  |
| 6 | Cards | Coding | Not started |  |  |
| 7 | Deck | Coding | Not started |  |  |
| 8 | Card Draw | Coding | Not started |  |  |
| 9 | Card plays and comparison | Coding | Not started |  |  |
| 13 | Points and Discard | Coding | Not started |  |  |
| 14 | Victory Screen | Coding | Not started |  |  |
| 15 | Enemy design | Coding | Not started |  |  |
| 16 | Card assets | Art | Not started |  |  |
|  | Menu screen assets | Art | Not started |  |  |
| 17 | Any extra polish | Other | Not started |  |  |
| 18 | SUBMIT | Other | Not started |  | Create Itch Page and upload |

**BEYOND (if ahead of schedule / extra time)**

|  |  |  |  |
| --- | --- | --- | --- |
| Abilities for cards | Coding | Not started |  |
| Additional Card Types/Values | Other | Not started |  |
| Deck Building | Coding | Not started |  |
| Multiplayer | Other | Not started |  |
| Campaign/Run mechanic | Coding | Not started |  |
| Audio | Audio | Not started |  |