



Galleon Gambit

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Galleon Gambit

Galleon Gambit is a roguelike deck-building game, inspired by The Cthulhu Mythos. You'll be playing as a pirate who was cursed by an Ancient God after stealing its prized relic. To free yourself from the curse, you must fight various Lovecraftian monsters and sail across a haunted seascape, collecting boons to increase your chance of survival. Failure means starting back at the very beginning, so you must tread carefully.

Is there freedom in your future? Or just the dark depths of the sea? It's up to you to find a way to escape.



Story Board 1



Action: Our pirate with his ship, is alone and poor. His goal is to defeat the ancient one to gain riches.

Dialogue: "He he, he'll never see it comin'!"

Notes: Introduction sequence.



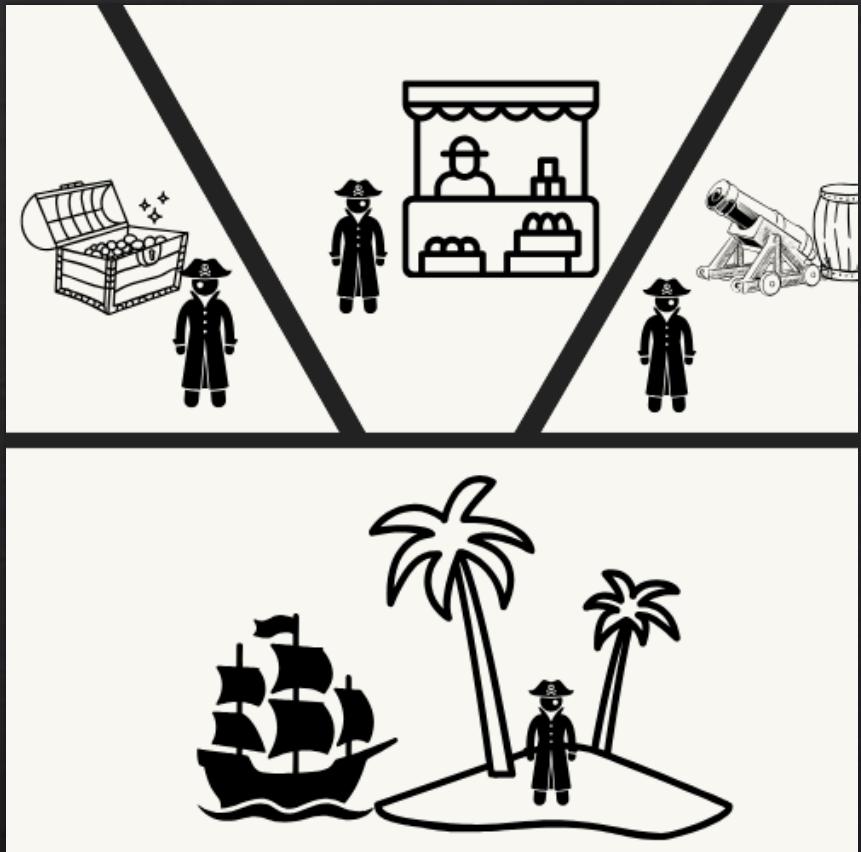
Action: He sets out for adventure among the 7 seas, looking at his trusty map for what is ahead

Dialogue: "To treasure and glory, ye mateys!"

Notes: The map goes island to island with multiple possible paths to the ancient one. Also, he is alone, despite his dialogue.



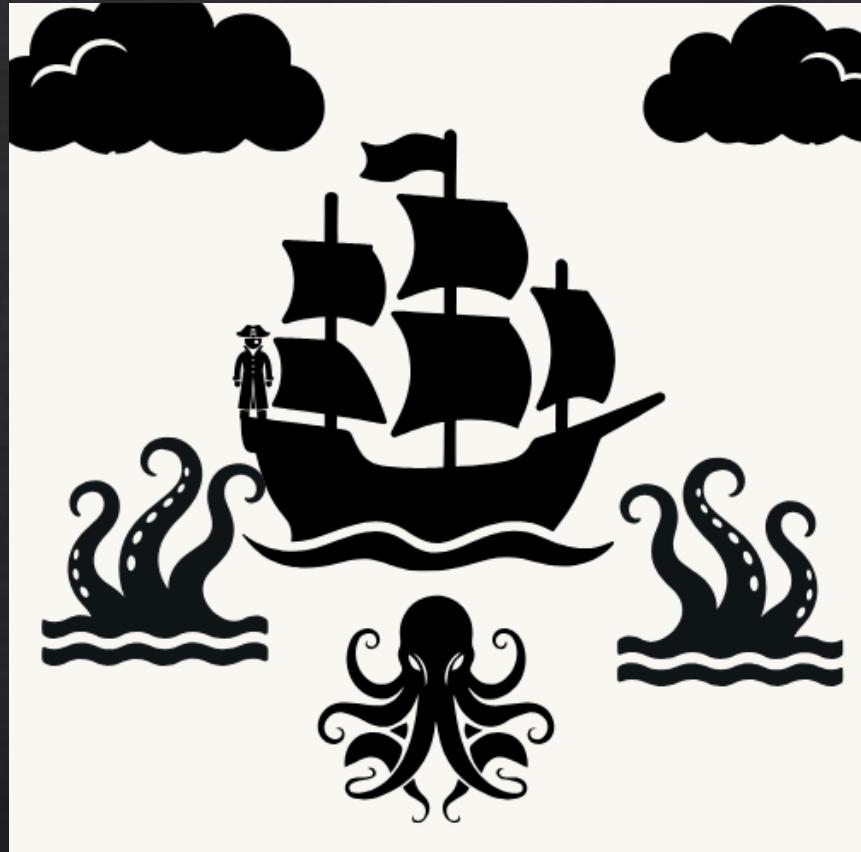
Story Board 2



Action: The Pirate goes to an island and interacts with what he finds. (Treasure, Shops, Event)

Dialogue: Shopkeeper dialogue on purchasing options.

Notes: Randomized event options.



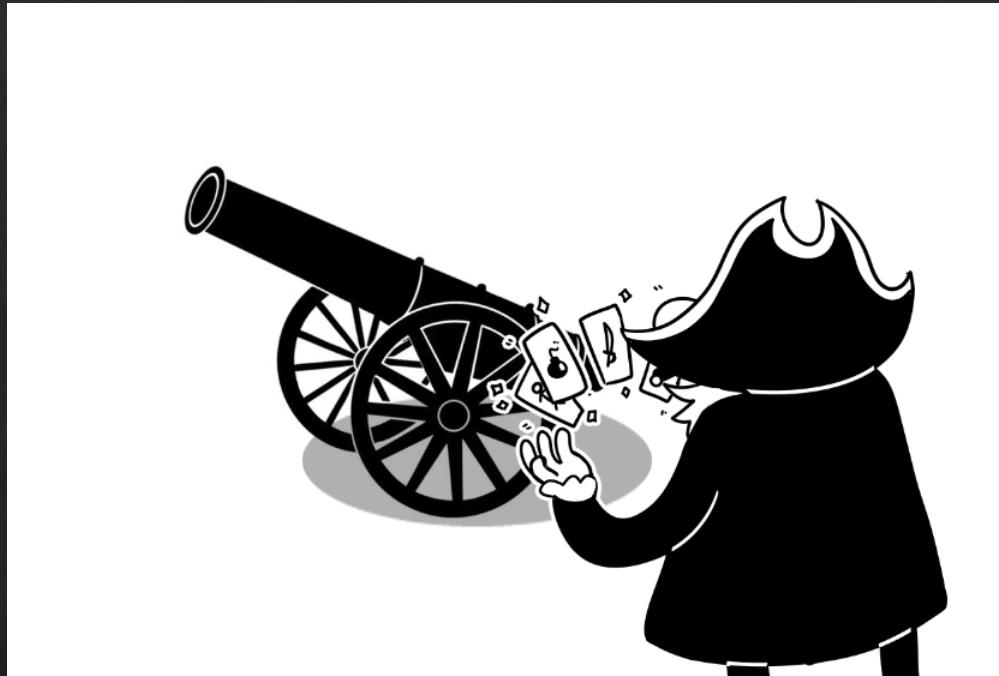
Action: The Pirate is intercepted at sea by monsters.

Dialogue: None

Notes: Different creatures comes to attack the ship or the pirate himself, perspective changes as needed.



Story Board 3



Action: To save him from the onslaught of attackers he is given an array of cards that can summon items to keep him safe.

Dialogue: "Wowza!"

Notes: He interacts with the items through playing the cards. No physical contact with summoned objects is needed.



Action: He plays items to both damage the attackers and heal himself.

Dialogue: "Take this!"

Notes: Playing cards immediately puts the listed action into effect. Either healing himself or damaging the attacker.



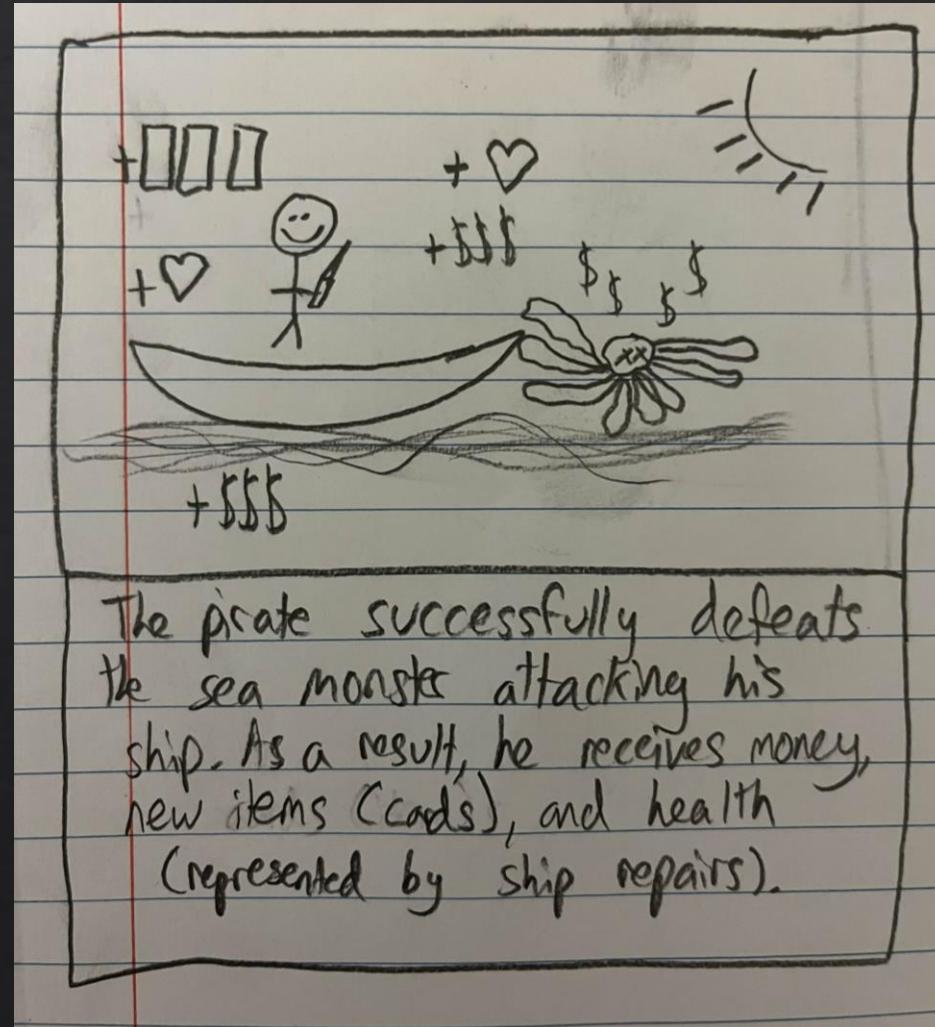
Story Board 4



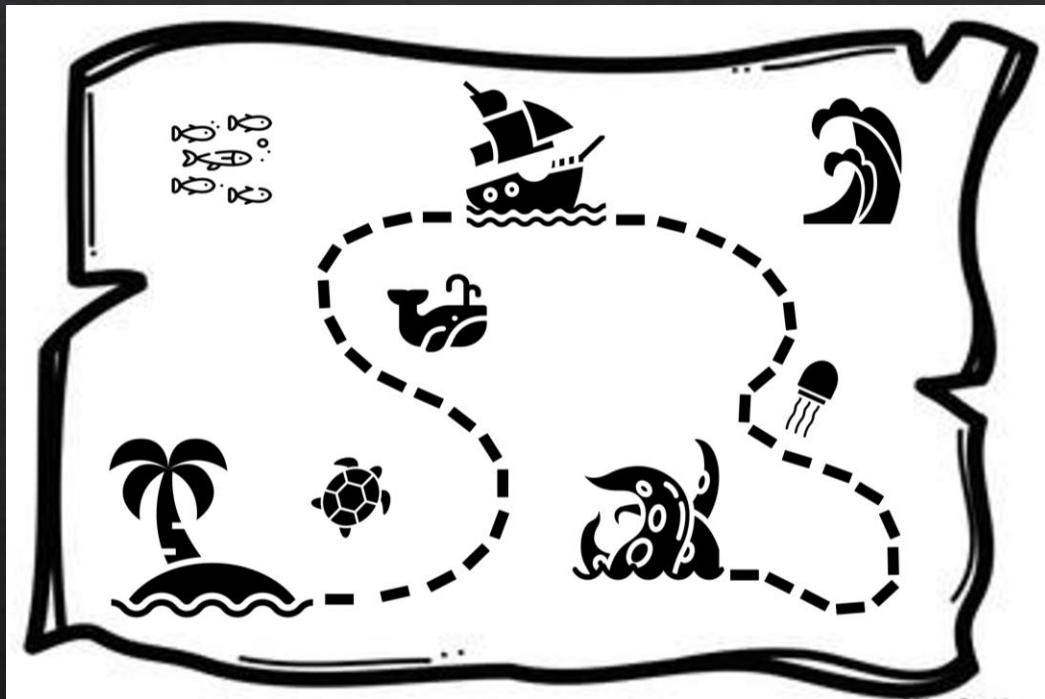
Action: The enemies fight back, damaging his ship!

Dialogue: None

Note: This is enemy's turn in combat



Story Board 5



Action: After exploring all islands on path and all enemies in the way, the pirate nears the resting place of The Ancient One.

Dialogue: (Thinking) "This is it, what I've made this journey for."

Notes: This is a transition scene



Action: The pirate finds The Ancient One, and a fight to the death commences.

Dialogue: Some taunts from The Ancient One

Note: This is the final boss battle

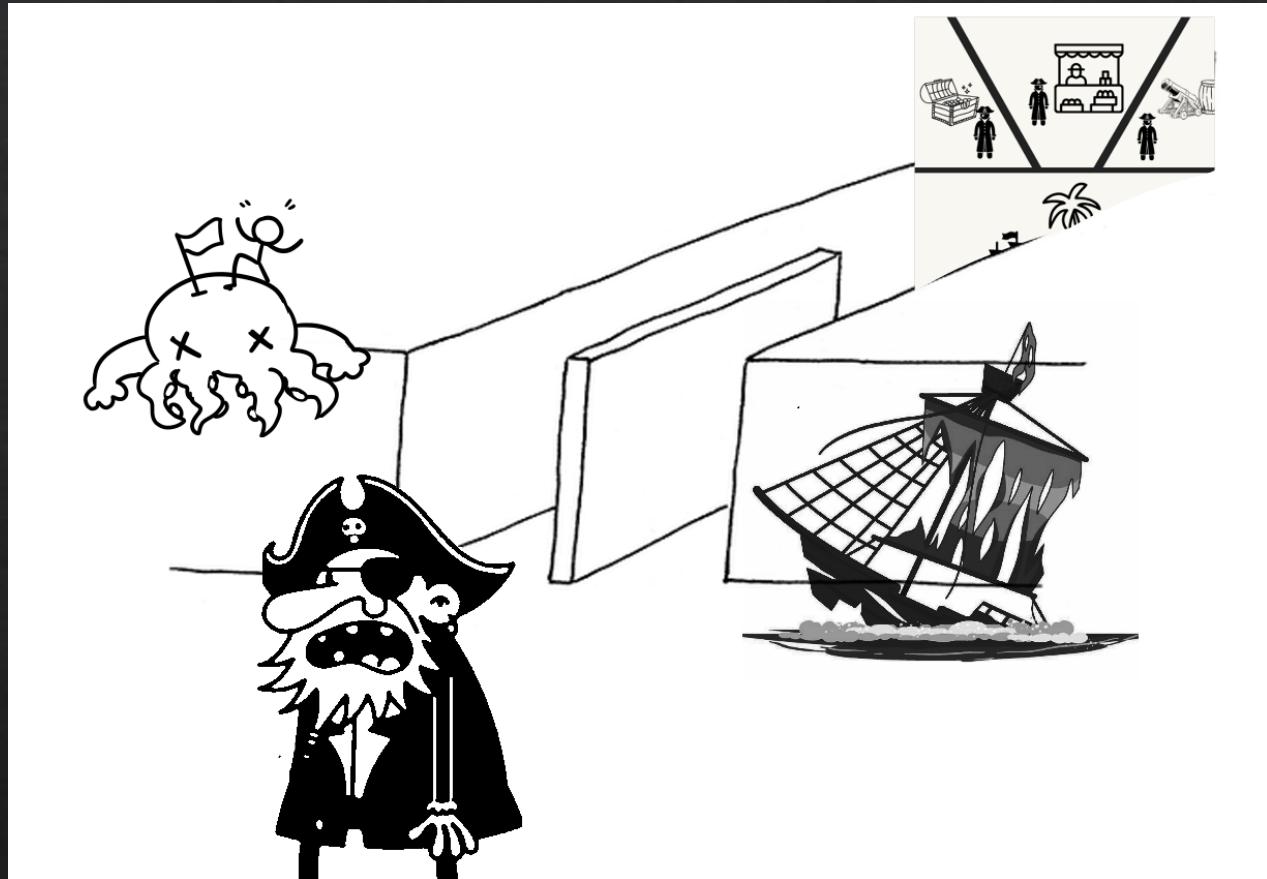


Story Board 6

Action: Regardless of whether he had succeeded or died trying to defeat the ancient one, he is now cursed to repeat his journey.

Dialogue: "Oh barnacles!"

Notes: He is stuck in an endless loop unaffected by his outcome.



Context Diagram

Context Diagram

game visual + audio

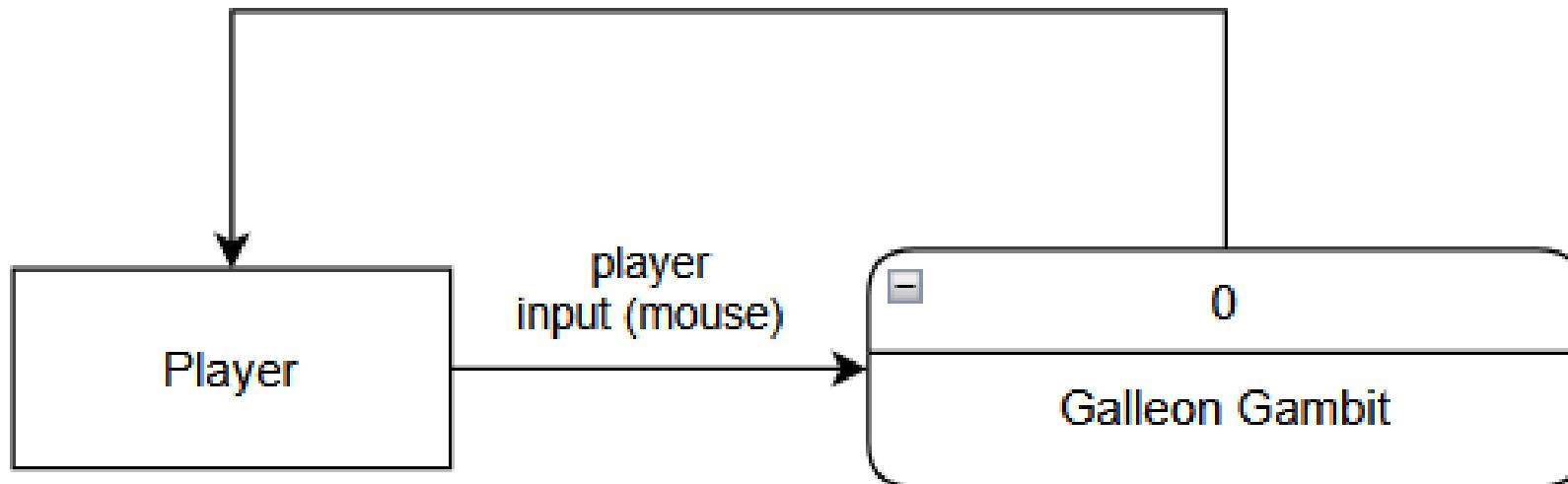
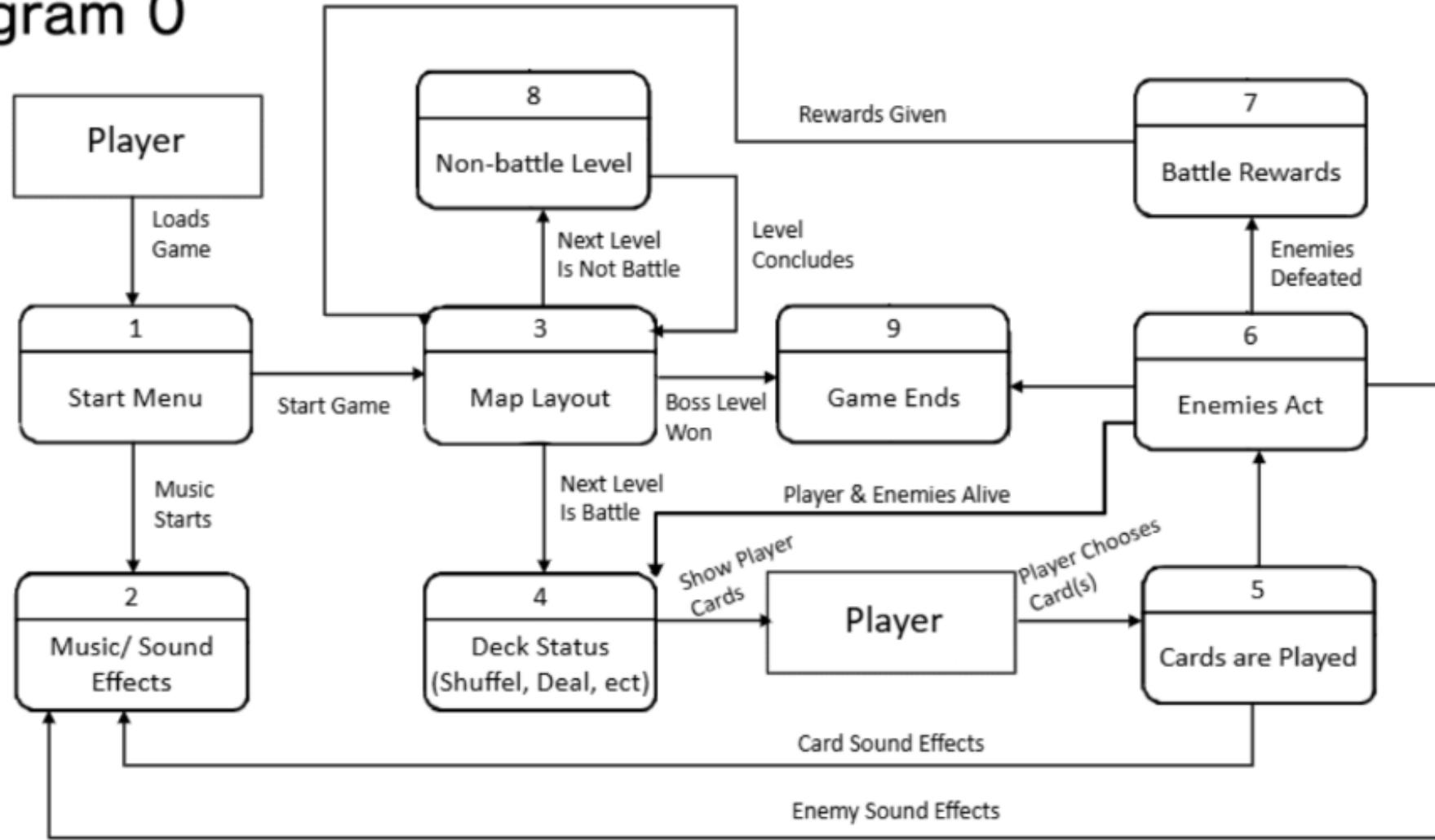
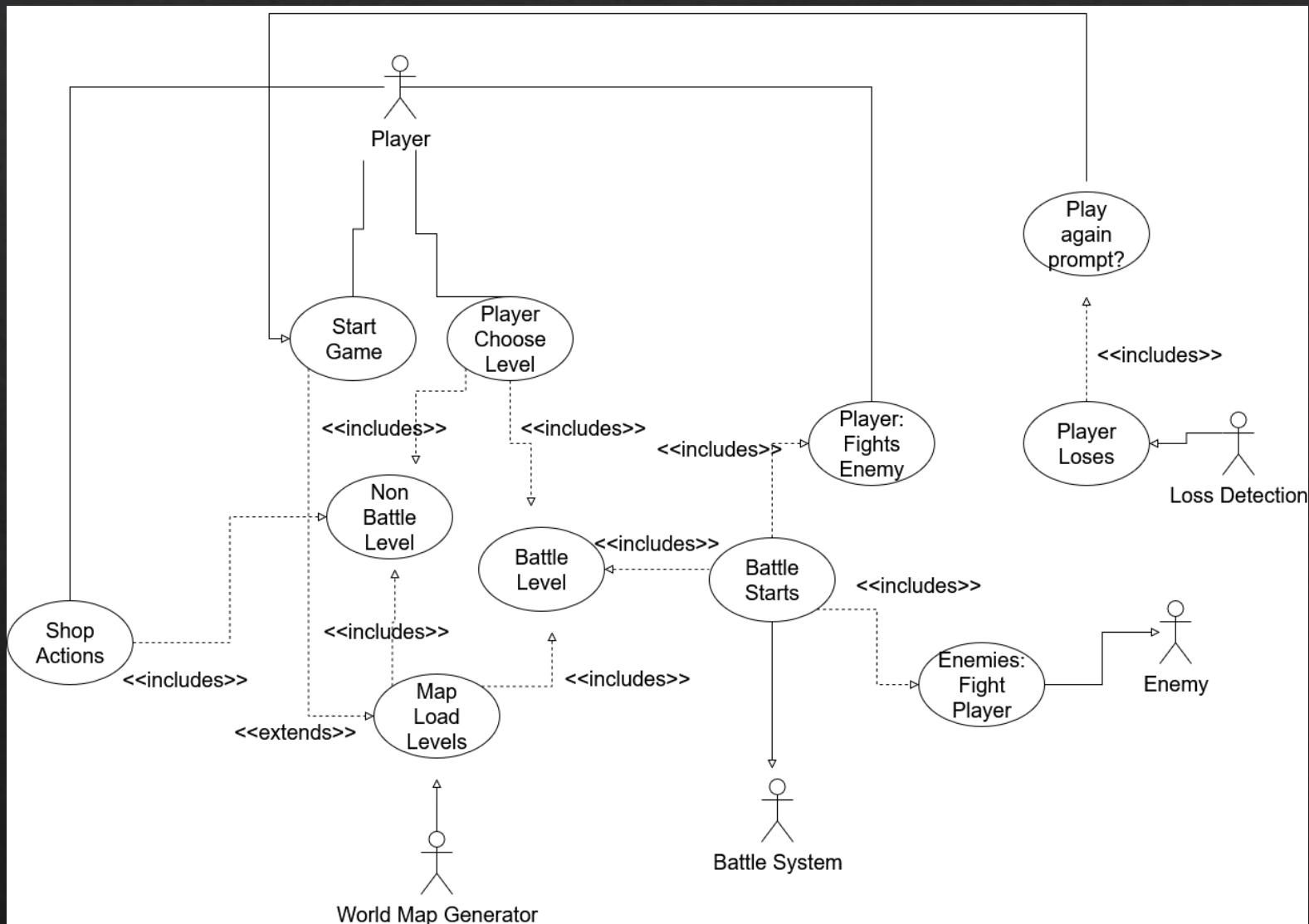


Diagram 0

Diagram 0



Global Use Case

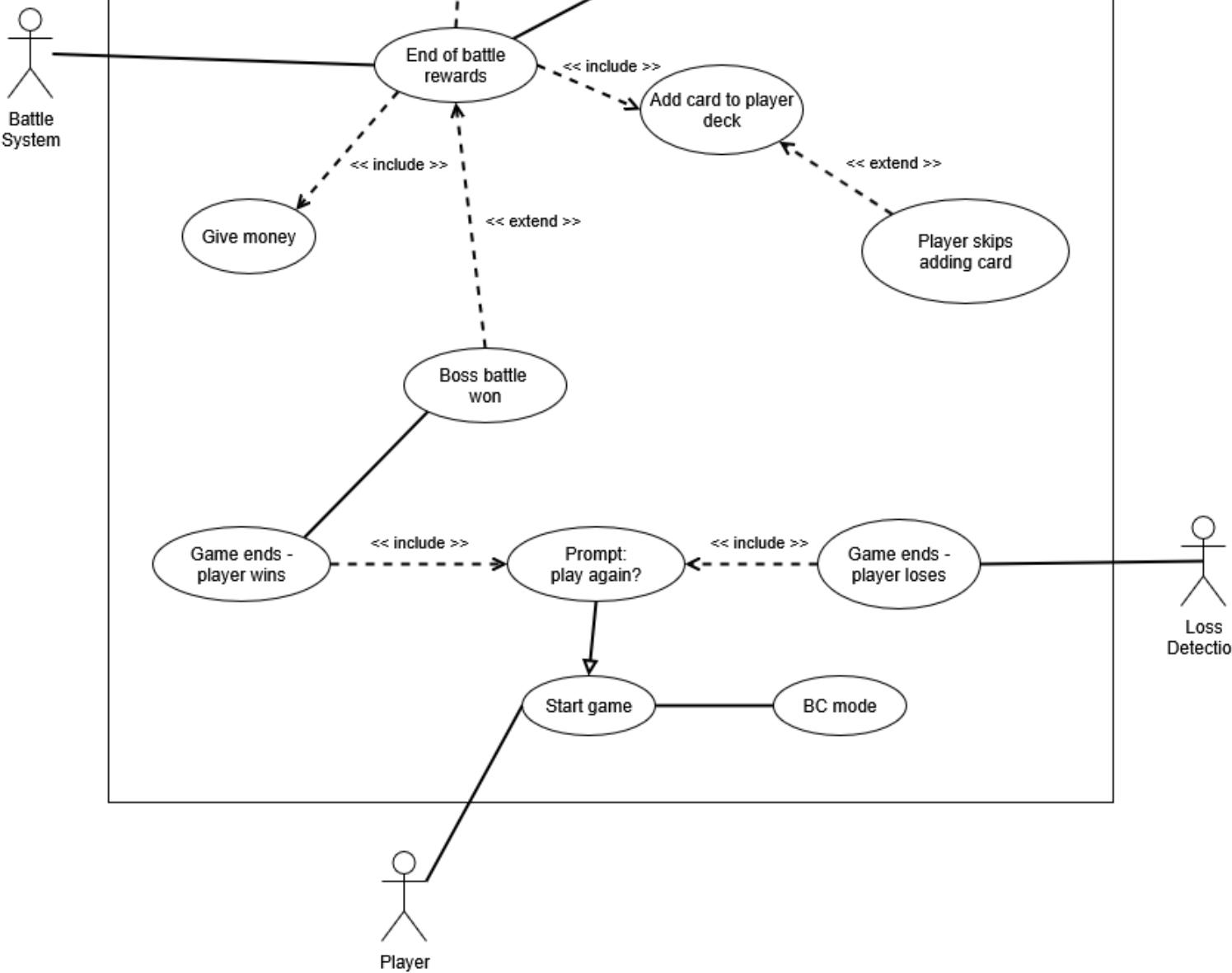


Ayden (TL1): Menus & Battle Rewards

- Start menu
 - Pause menu + settings
 - End of game screen
 - End of battle rewards
-
- Low priority, low complexity



Ayden - Use Case Diagram



Name: End of Battle Rewards

Summary: When the game detects a battle has been won, it will grant the player rewards for winning. Once all rewards have been processed, the player can continue onto the next level.

Actors: Battle System

Preconditions: Player won a battle level.

Basic sequence:

Step 1: Detect type of battle won. Continue if regular battle was won.

Step 2: Award the player an amount of money calculated by some formula.

Step 3: Prompt the player to pay for healing and heal the player.

Step 4: Randomly generate 3 possible cards from the deck card database.

Step 5: Player chooses one of the cards to add to their deck.

Step 6: Add the chosen card to the deck.

Step 7: Once all rewards are processed, prompt the player to continue to next level.

Exceptions:

Step 1: Boss battle was won, not a regular battle. Then, the player wins the game.

Step 3: Player chooses to not pay for healing. Then, no healing is given.

Step 5: Player chooses not to add any of the cards to their deck. Then, don't add any cards.

Post conditions: Applicable rewards have been given to the player, and the game proceeds to the map for the next level.

Priority: 2*

ID: C01

*The priorities are 1 = must have, 2 = essential, 3 = nice to have.

Ayden - Use Case Diagram Scenario



Ayden - Use Case Diagram Scenario

Name: Start Game

Summary: Either upon launching the game or after a failed or successful playthrough of the game, the player begins a fresh new playthrough.

Actors: Player, Loss Detection

Preconditions: Either the player won or lost a previous playthrough, or the game was just launched.

Basic sequence:

Step 1: If game won or game lost, proceed to start screen.

Step 2: If game just launched, proceed to start screen.

Step 3: Prompt player to turn on BC mode.

Step 4: Start fresh, new game playthrough.

Exceptions:

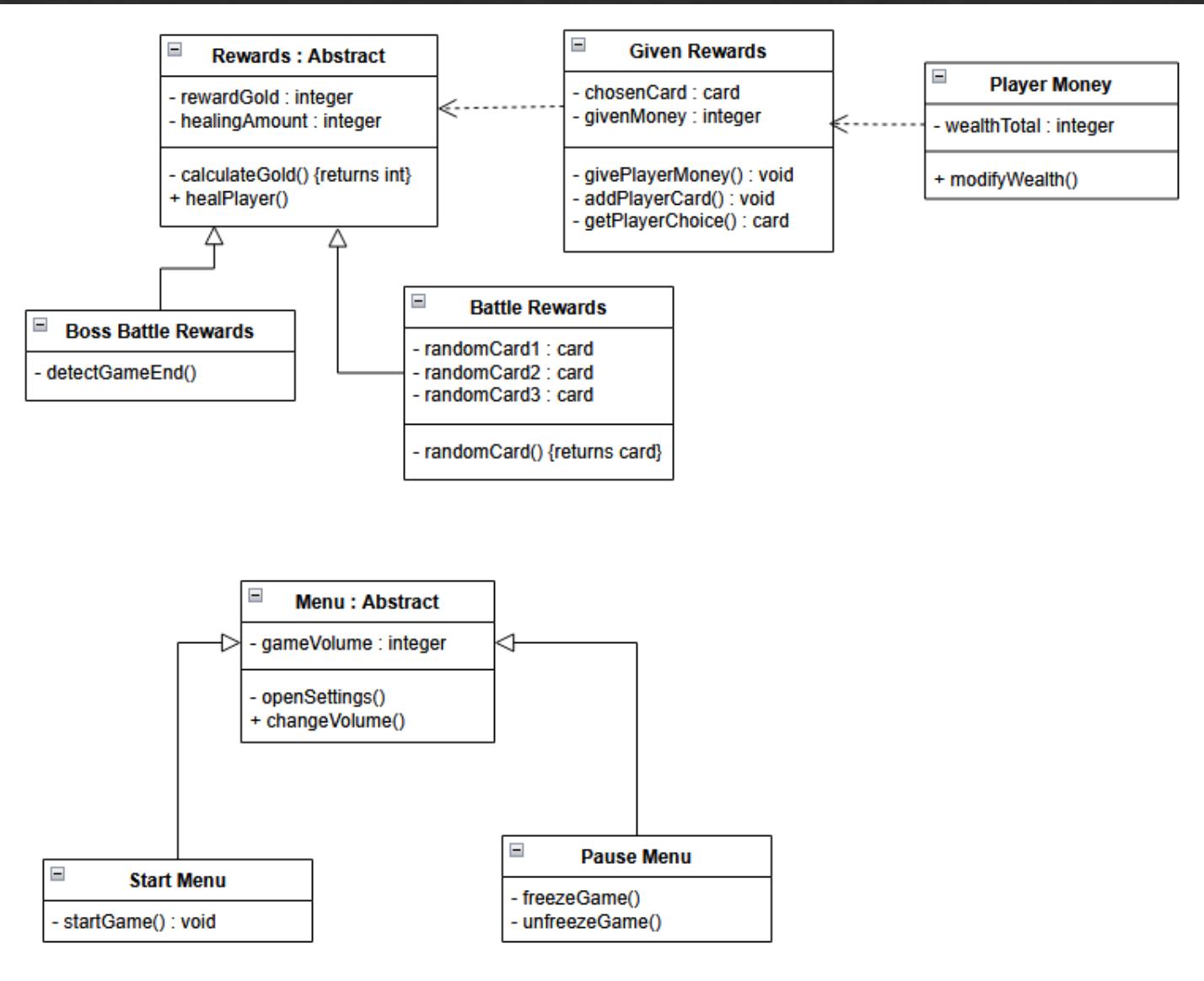
Step 3: If BC mode not enabled, game mode is regular difficulty.

Post conditions: BC mode is either enabled or disabled, and game proceeds to a new randomly generated map and a reset player.

Priority: 2*



Ayden - Class Diagram

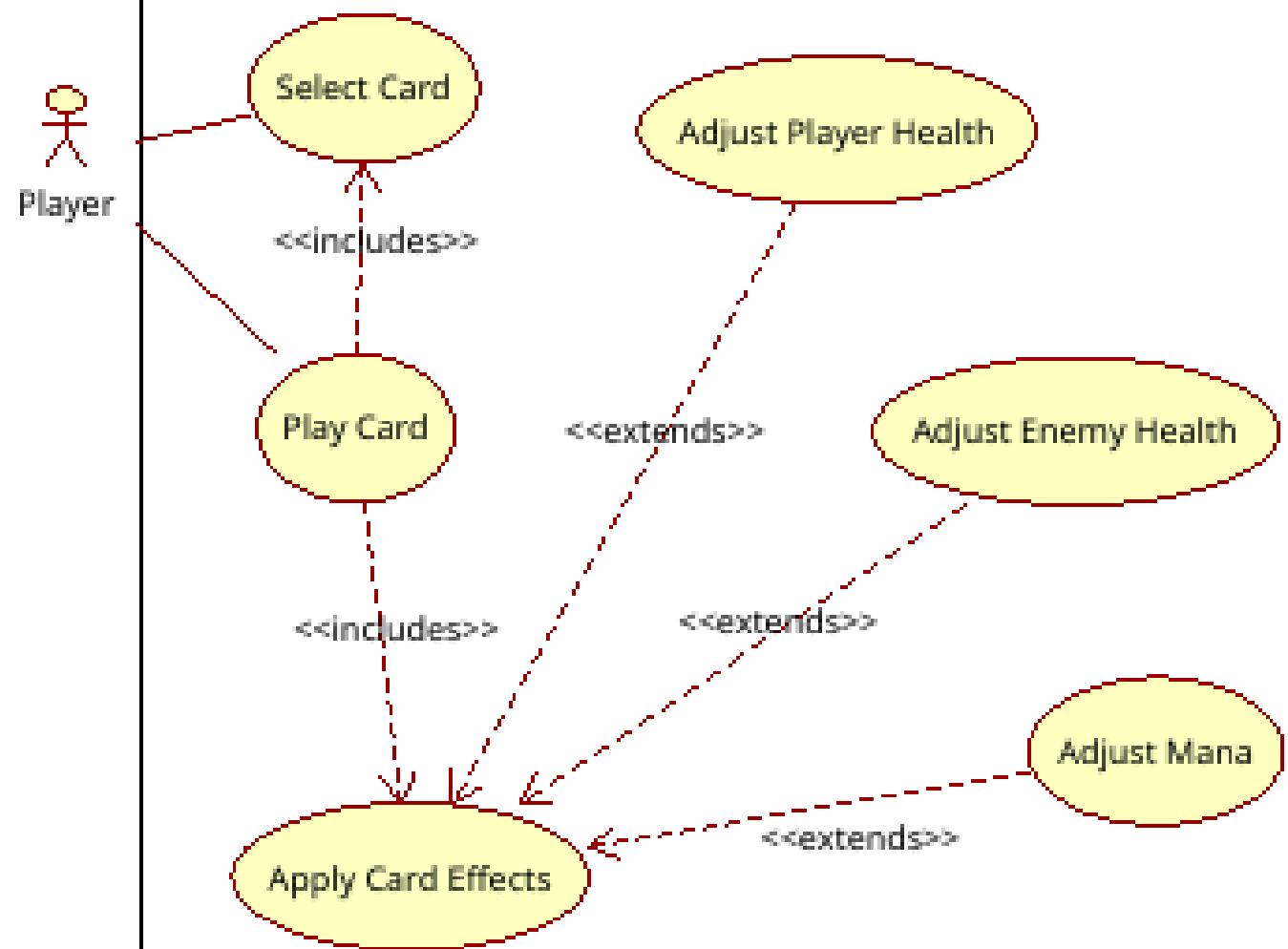


Derek (TL2): Playing Cards

- Selecting cards from your hand
- Playing cards
- Applying proper effects of the played card
 - o Player Health
 - o Enemy Health
 - o Mana
- High Priority, Medium Complexity



Derek - Use Case Diagram



Use Case Scenario

Name: Player Plays Card

Summary: The player plays a card from their hand and card effects are applied.

Actors: The player.

Preconditions: Hand has been initialized and drawn. Basic sequence:

Step 1: Player Selects a card.

Step 2: Player plays the selected card.

Step 3: Card properties are read, and effects are calculated.

Step 4: Player health is adjusted.

Step 5: Enemy health is adjusted.

Step 6: Mana value is adjusted.

Exceptions:

Step 1: Player selects play before a card is selected: play nothing.

Step 2: Card has no effect on player health, do not adjust health value.

Step 3: Card has no effect on enemy health, do not adjust health value.

Step 4: Card has no effect on mana, do not adjust mana value.

Post conditions:

Step 1: Card is visually shown as being played.

Step 2: New player health is displayed.

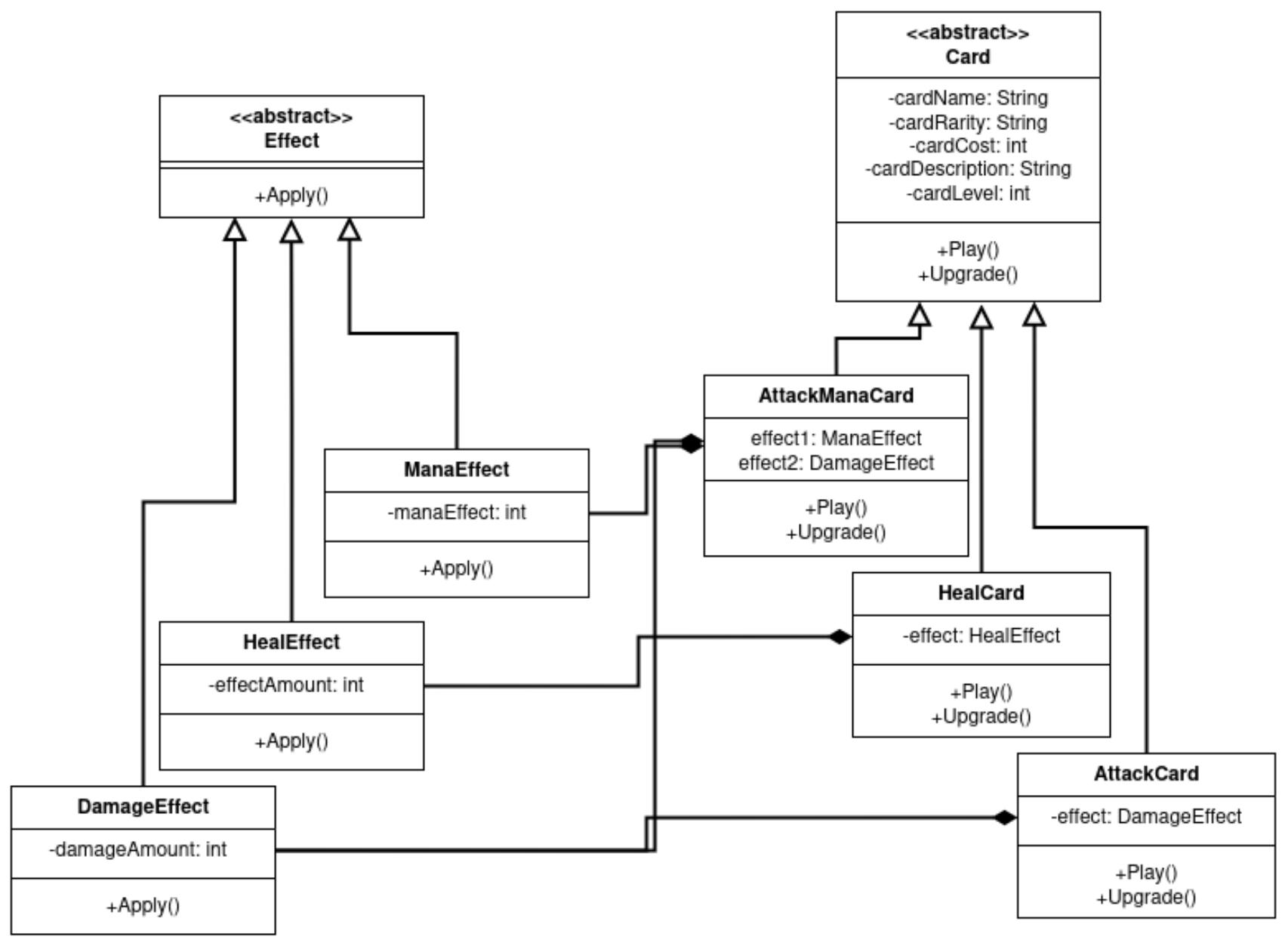
Step 3: New enemy health is displayed.

Step 4: New mana value is displayed.

Priority: 1*

ID: PC1

Derek - Class Diagram

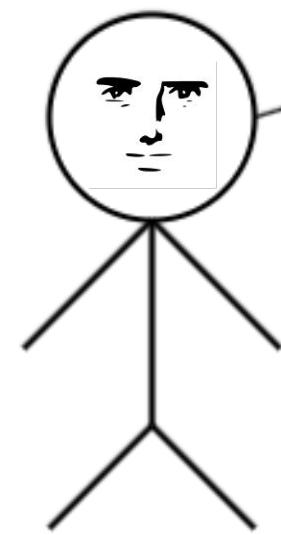


Michael (TL2+)

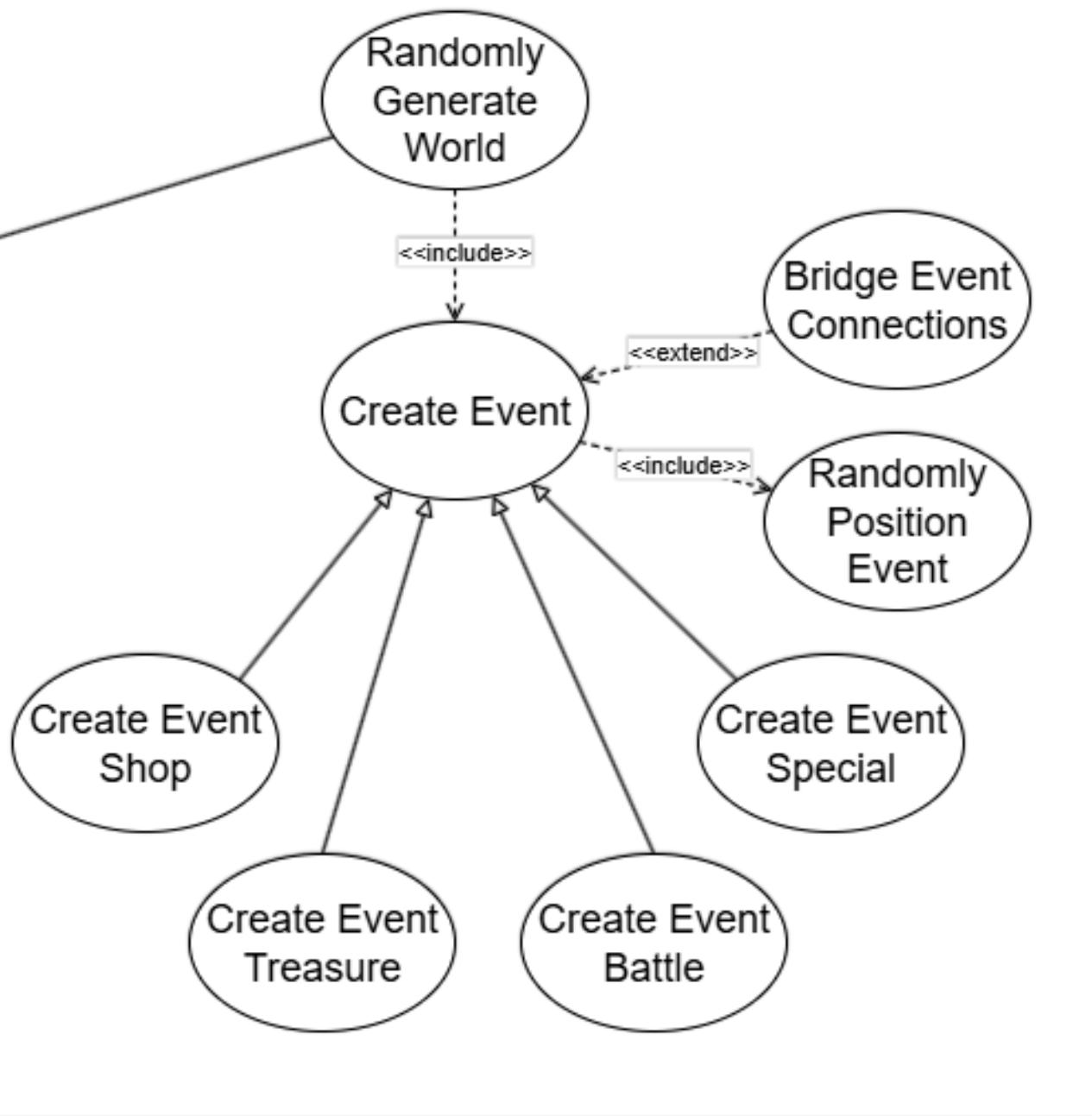
- World Map Generation
 - World Map Level Selection
 - World Map Transitions and Menus
-
- **Importance:** Medium
 - **Complexity:** Simple



Michael - Use Case Diagram



World Map
Generator

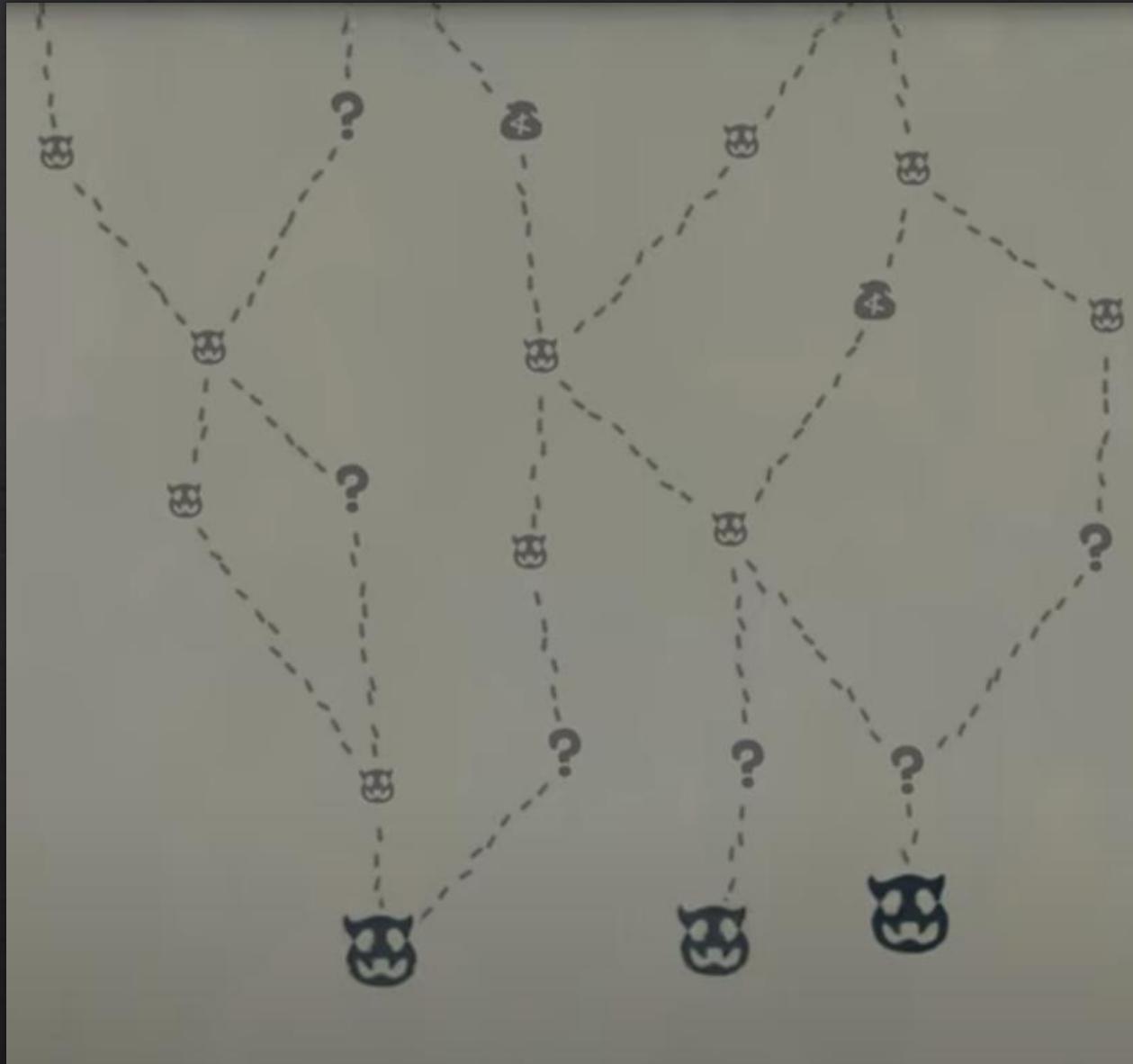


Michael (TL2+) - Scenario

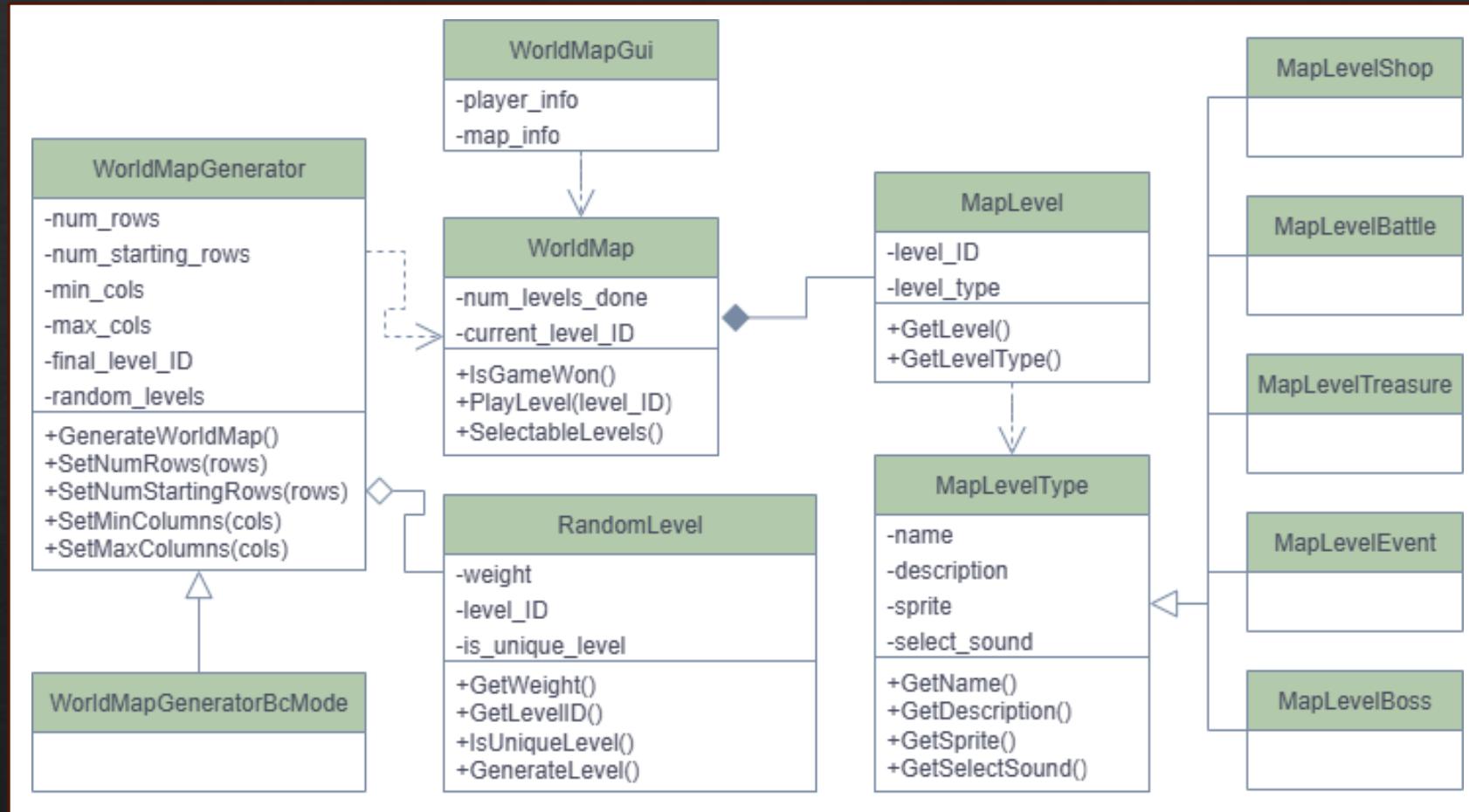
- ❖ **Name:** Randomly Generate World
- ❖ **Summary:** The World Map Generator creates events to generate the map
- ❖ **Actors:** World Map Generator
- ❖ **Preconditions:** Player has entered the world map for the first time
- ❖ **Basic sequence:**
 - ❖ **Step 1:** Create rows of events from first to final events
 - ❖ **Step 2:** Randomize event types
 - ❖ **Step 3:** Randomly position events horizontally
 - ❖ **Step 4:** Connect event paths to preceding row events
- ❖ **Exceptions:**
 - ❖ **Step 4:** Upon creation of first events: do not connect path to preceding row (there is no preceding row to connect paths to)
- ❖ Post conditions: World map is generated
- ❖ **Priority:** 2
- ❖ **ID:** GM1



Michael (TL2+) - Scenario Graphic



Michael (TL2+) - Class Diagram

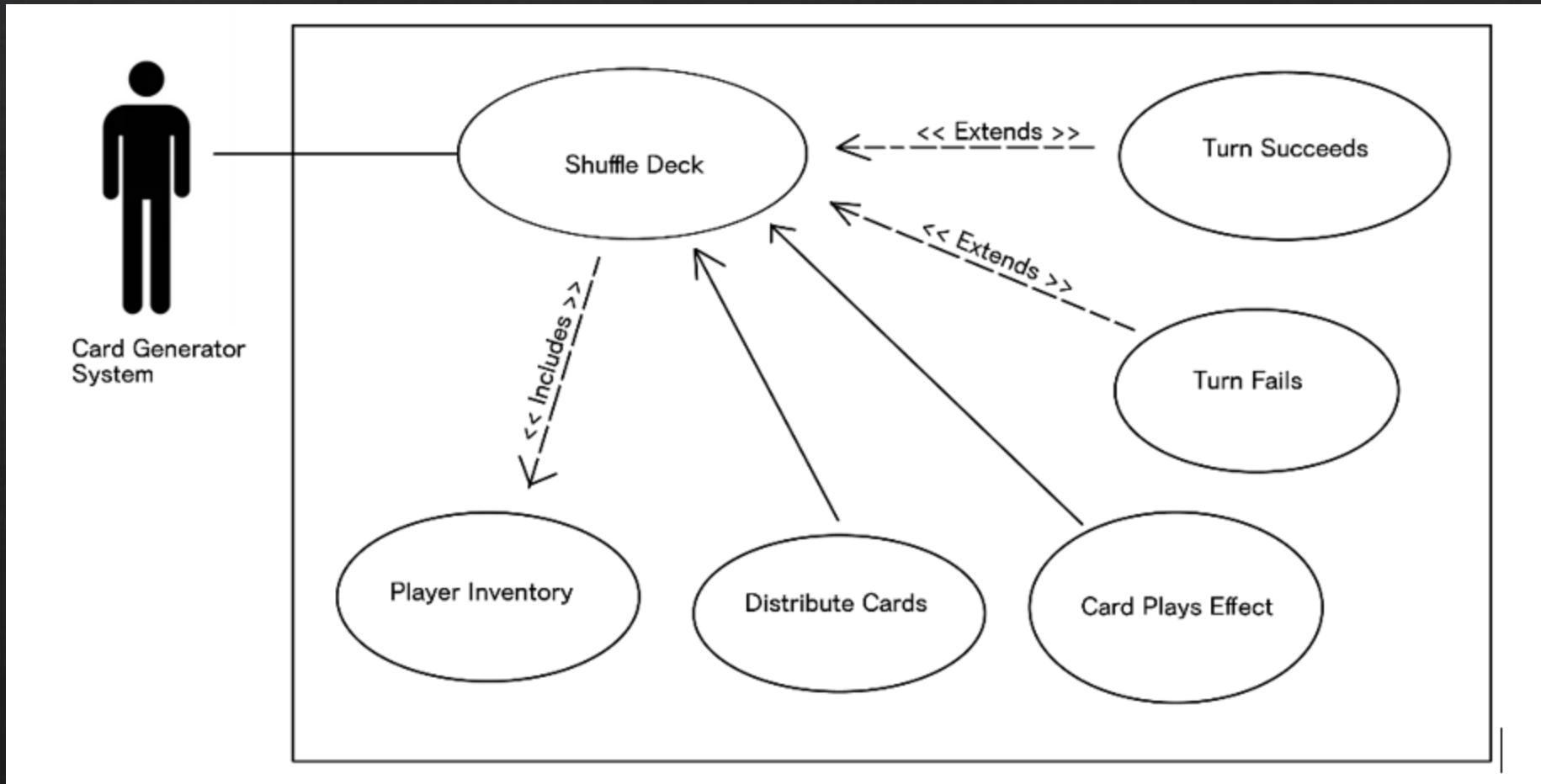


Anne (TL3): Card Deck

- Control player deck
 - Deal cards
 - Shuffle deck:
 - Start of battle
 - Recycling discard pile
 - Design game cards.
-
- High priority, medium complexity



Anne (TL3): Use Case Diagram



Anne (TL3): Scenarios

- ◊ **Scenario 1: First Use Case**
- ◊ **Name:** Shuffle Deck
- ◊ **Summary:** The card deck is initialized.
- ◊ **Actors:** Card Generator System.
- ◊ **Preconditions:** Player and turn conditions have been initialized.
- ◊ **Basic sequence:**
 - ◊ **Step 1:** Create deck of current card types
 - ◊ **Step 2:** Retrieve player inventory to update card deck to contain unlocked/bought cards.
 - ◊ **Step 3:** Shuffle deck
 - ◊ **Step 4:** Distribute cards to the player.
 - ◊ **Step 5:** Restock hand, as necessary.
- ◊ **Exceptions:**
 - ◊ **Step 6:** The turn has failed. The player will either restart or end game.
- ◊ **Post conditions:** Player can play distributed cards.
- ◊ **Priority:** 1*
- ◊ **ID:** SD1

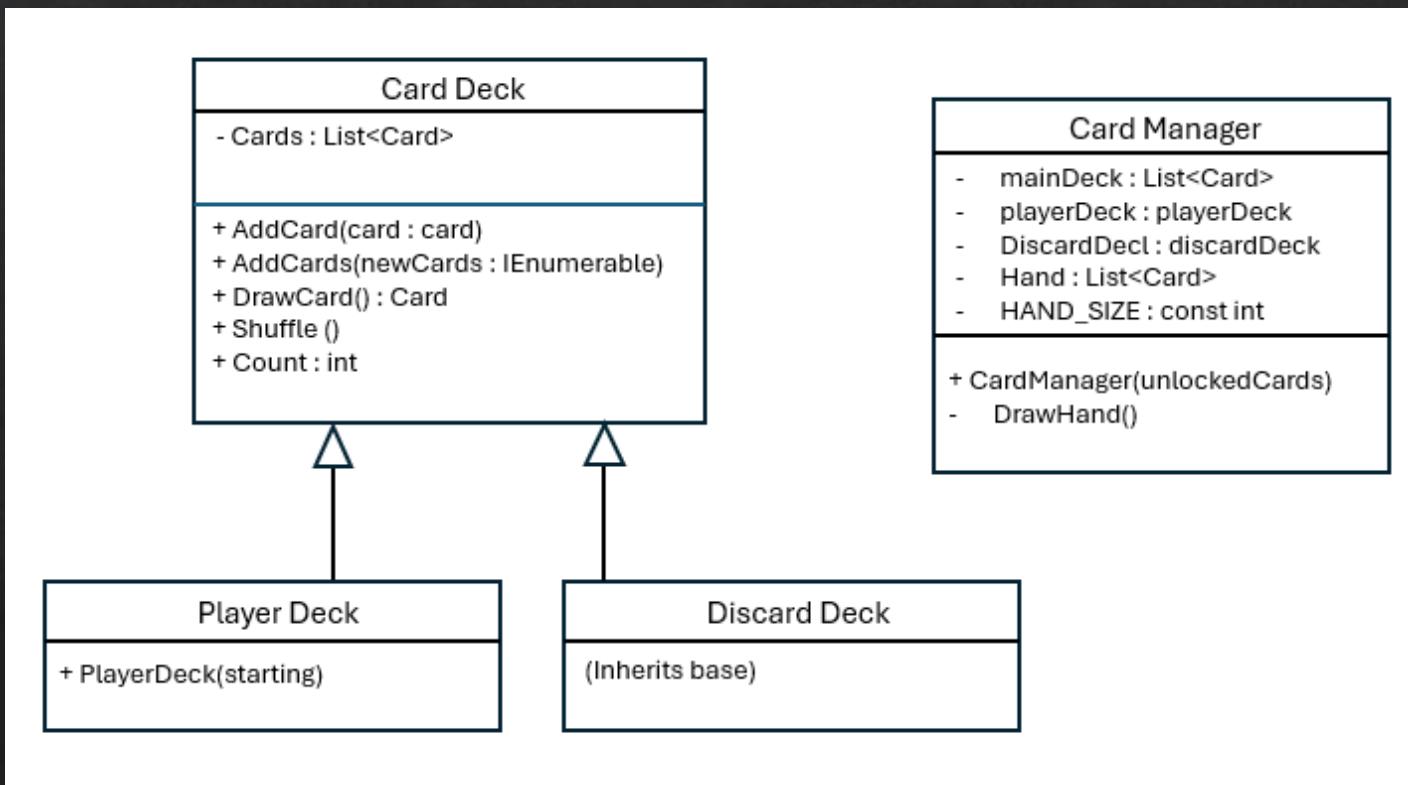


Anne (TL3): Scenarios

- ◊ **Scenario 2: Feature Effects**
- ◊ **Name:** Effects of Played Card
- ◊ **Summary:** The conditions of cards are initiated when being played that effect both the player and enemy.
- ◊ **Actors:** Card Generator System & Player.
- ◊ **Preconditions:** Player's turn during active game.
- ◊ **Basic sequence:**
 - ◊ **Step 1:** Player draws cards from distributed hand.
 - ◊ **Step 2:** Card displays effects and boosts the player.
 - ◊ **Step 3:** Player plays the card.
 - ◊ **Step 4:** If the card is offensive it harms the enemy, while if card is defensive it will boost player (E.g., health increase, boost other cards, etc.).
 - ◊ **Step 5:** Card is discarded once effect has been used.
 - ◊ **Step 6:** return discarded cards to deck.
- ◊ **Exceptions:**
 - ◊ **Step 7:** The turn has succeeded. The player will now be taken to the results.
 - ◊ **Step 8:** The turn has failed. The player will either restart or end game.
 - ◊ **Step 9:** Hand does not have sufficient cards.
- ◊ **Post conditions:** Player can play distributed cards.
- ◊ **Priority:** 2*
- ◊ **ID:** SD2



Anne (TL3): Class Diagram

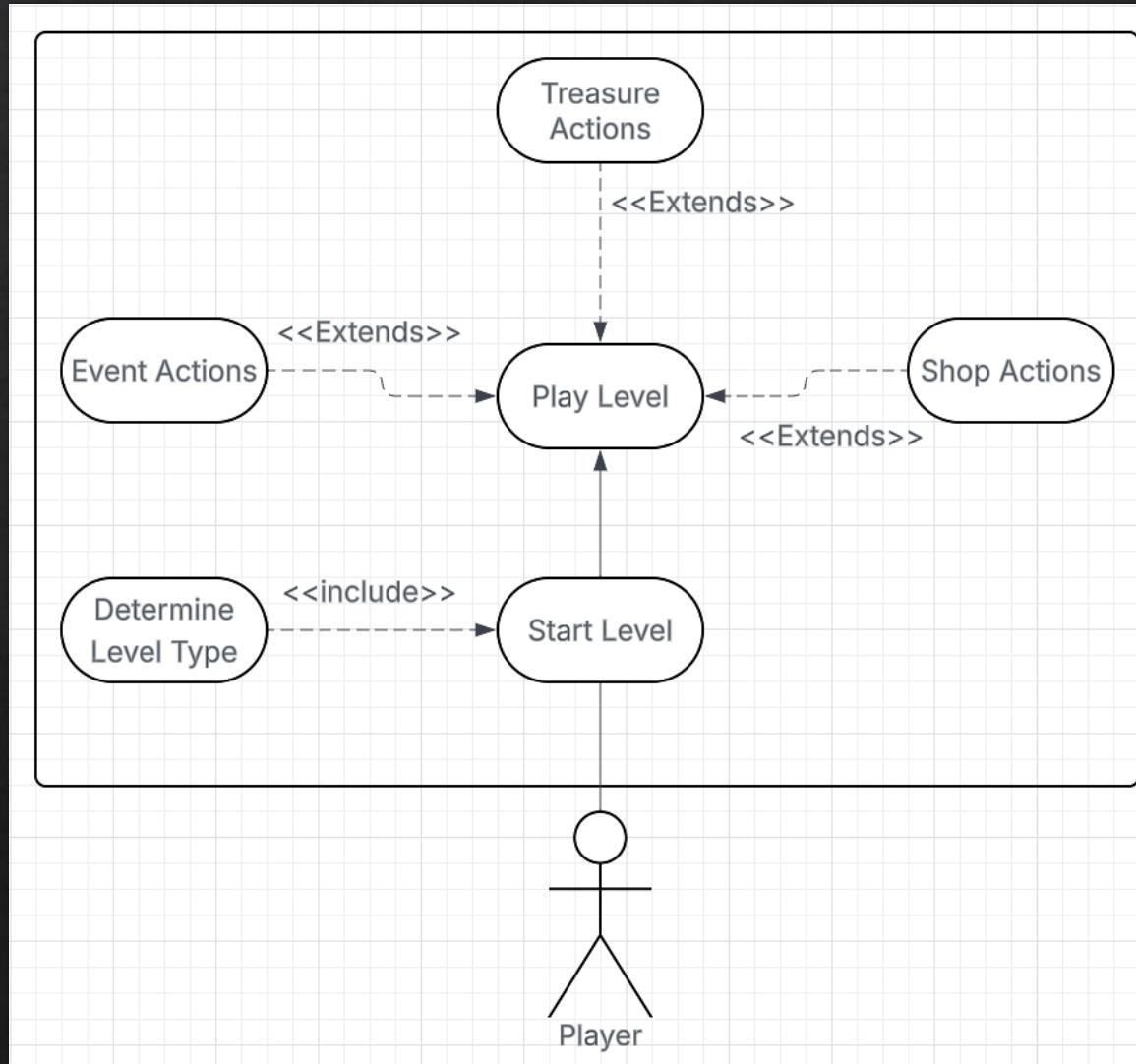


Grant (TL4): Non-Battle Level Design

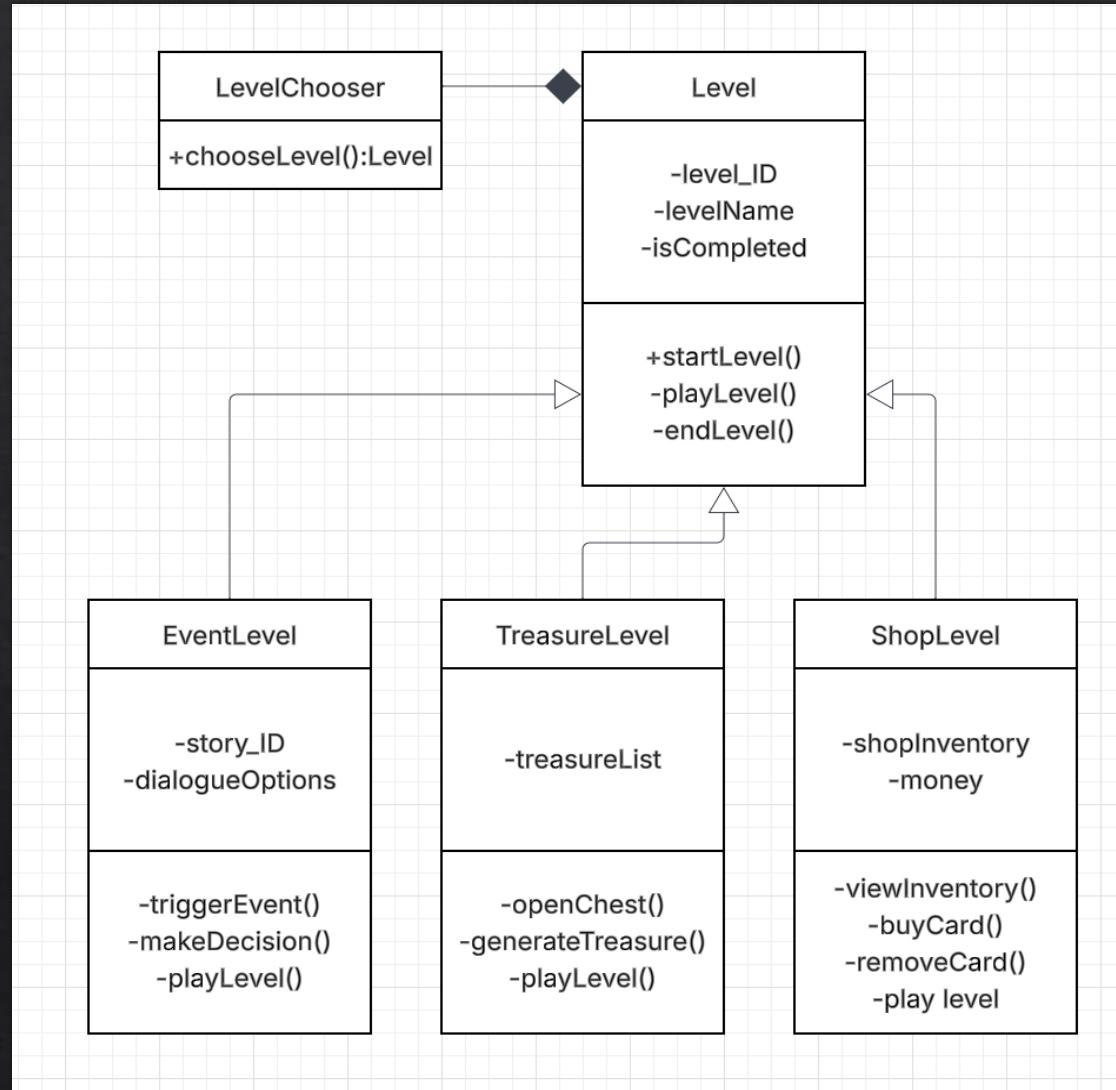
- Plays a random non-battle level chosen from three different types.
 - Event Level: Events are small text-based decisions that present the player with a scenario and a few options for how to proceed. The options available to the player will all have some positive and or negative effects on the rest of the run.
 - Treasure Level: Treasure levels are quick levels in which the player is presented with randomly determined rewards, consisting of card additions to the players deck or gold to add to the players inventory.
 - Shop Level: Shop levels are places in which the player is presented with a random range of purchasable cards to add to their deck for the run. In addition, players will be able to pay to remove unwanted cards from their deck.
- Priority (High): Part of core gameplay loop.
- Complexity (Medium): Many mostly straightforward interactions.



Grant (TL4): Use Case Diagram



Grant(TL4): Class Diagram



Grant(TL4): Scenario

- ◊ **Name:** Start Level
- ◊ **Summary:** Determine level type: Will randomly determine one of three options for a non-battle level, run the level, and return the result while updating the player character.
- ◊ **Actors:** Level Generator
- ◊ **Preconditions:** Non-battle level chosen on map.
- ◊ **Basic Sequence:**
 - ◊ Non-battle level chosen.
 - ◊ One of three levels are chosen at random.
 - ◊ For the type of level chosen a random encounter happens.
 - ◊ The result for the level is determined based on player interactions.
 - ◊ The inventory and statistics of the player are updated based on the result of the level.
- ◊ **Exceptions:**
 - ◊ Battle based level is chosen.
 - ◊ Player choice does not affect their inventory or statistics.
- ◊ **Post Conditions:** Player is updated and returns to map.
- ◊ **Priority:** 1*
- ◊ * The priorities are: 1 (Must have) / 2 (Essential) / 3 (Nice to have)
- ◊



Autumn (TL5) - Enemies

- Creating the Database of Enemies
 - Design, move sets, names
- Enemy Health Bar
 - Will interact with player dealing damage
- Enemy Damage to Player
 - Will need to interact with player a LOT

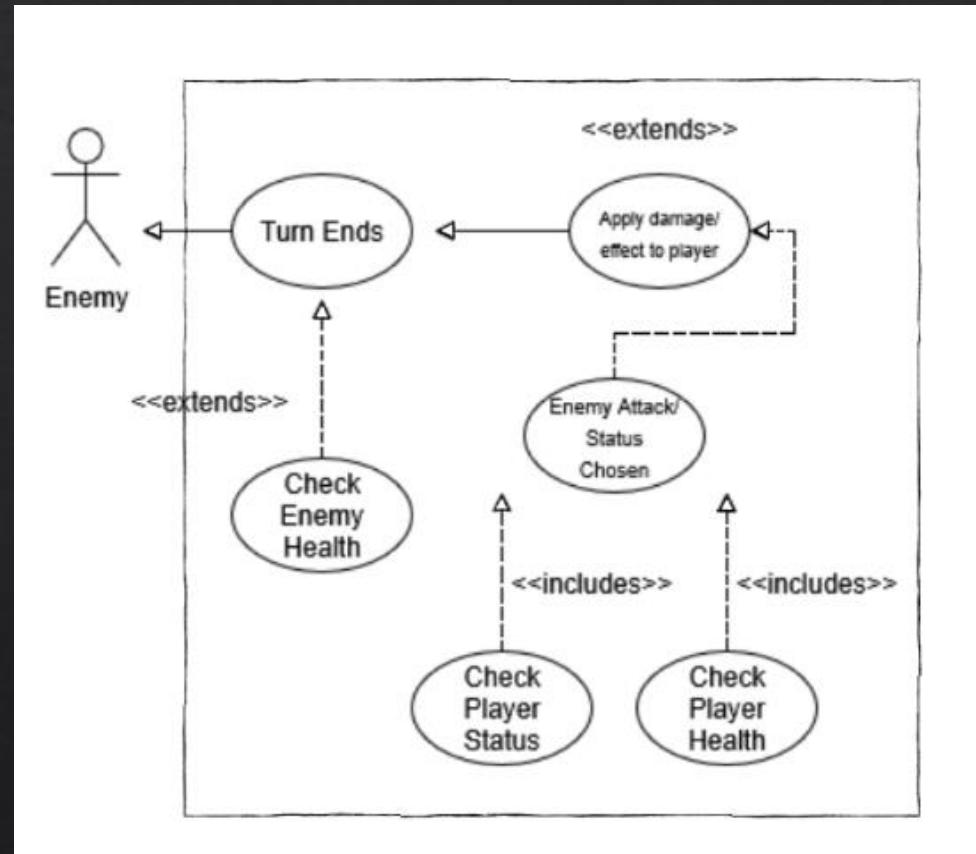
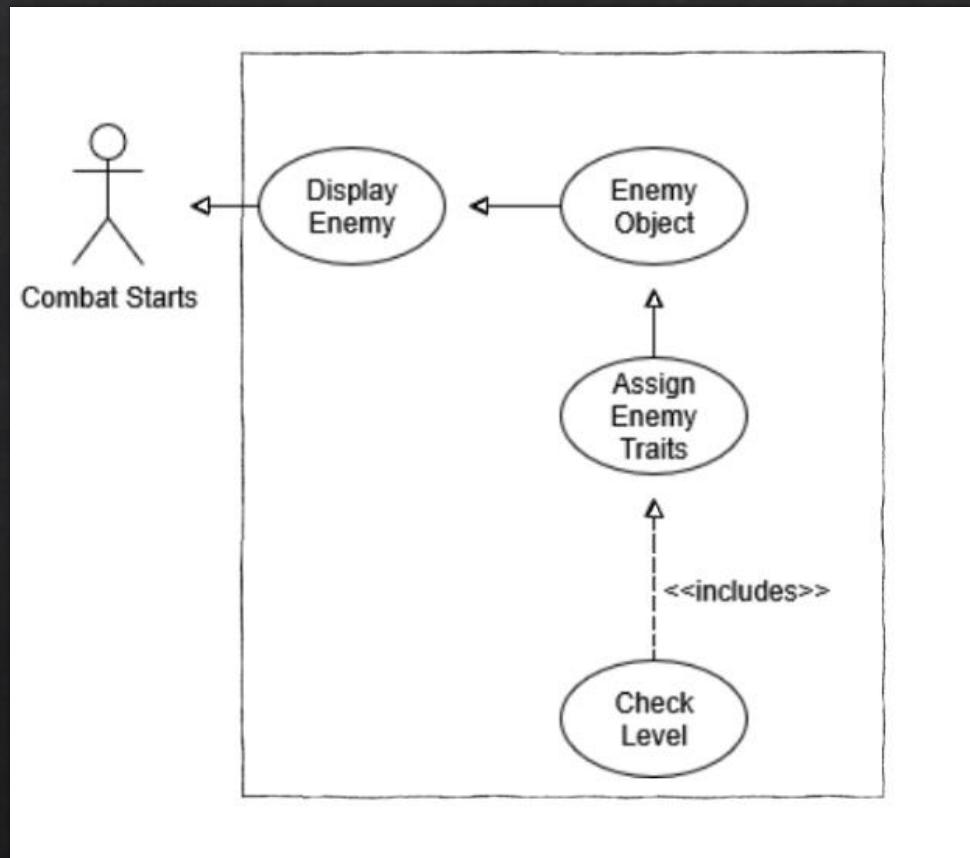
Priority: High

- Will be something that needs to be tested within the context of battle levels, and making sure the player can damage it.

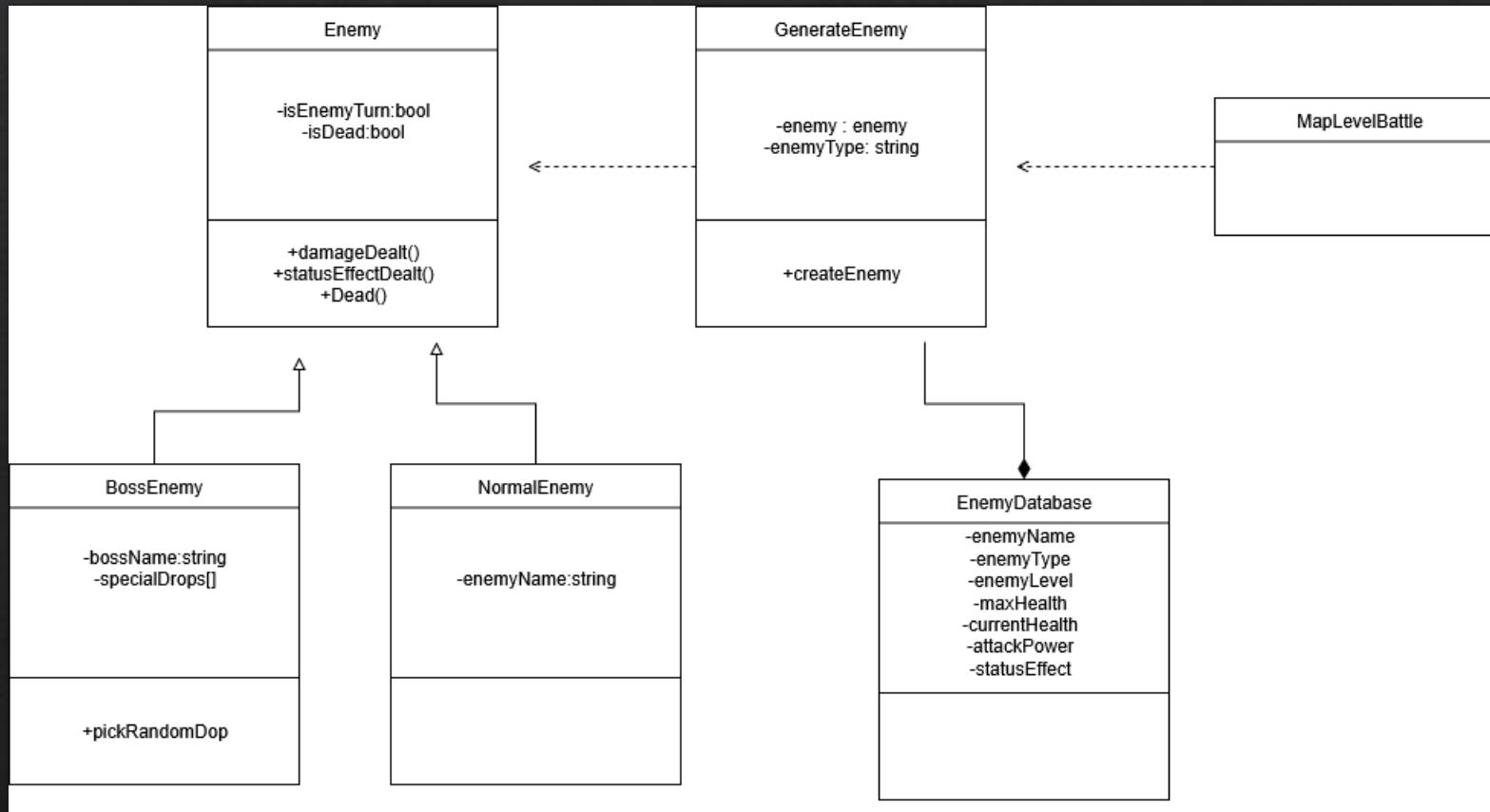
Complexity: Medium

- As the database grows, it could become more complex, but the overall enemy structure is straightforward.

Autumn - Use Case Diagram



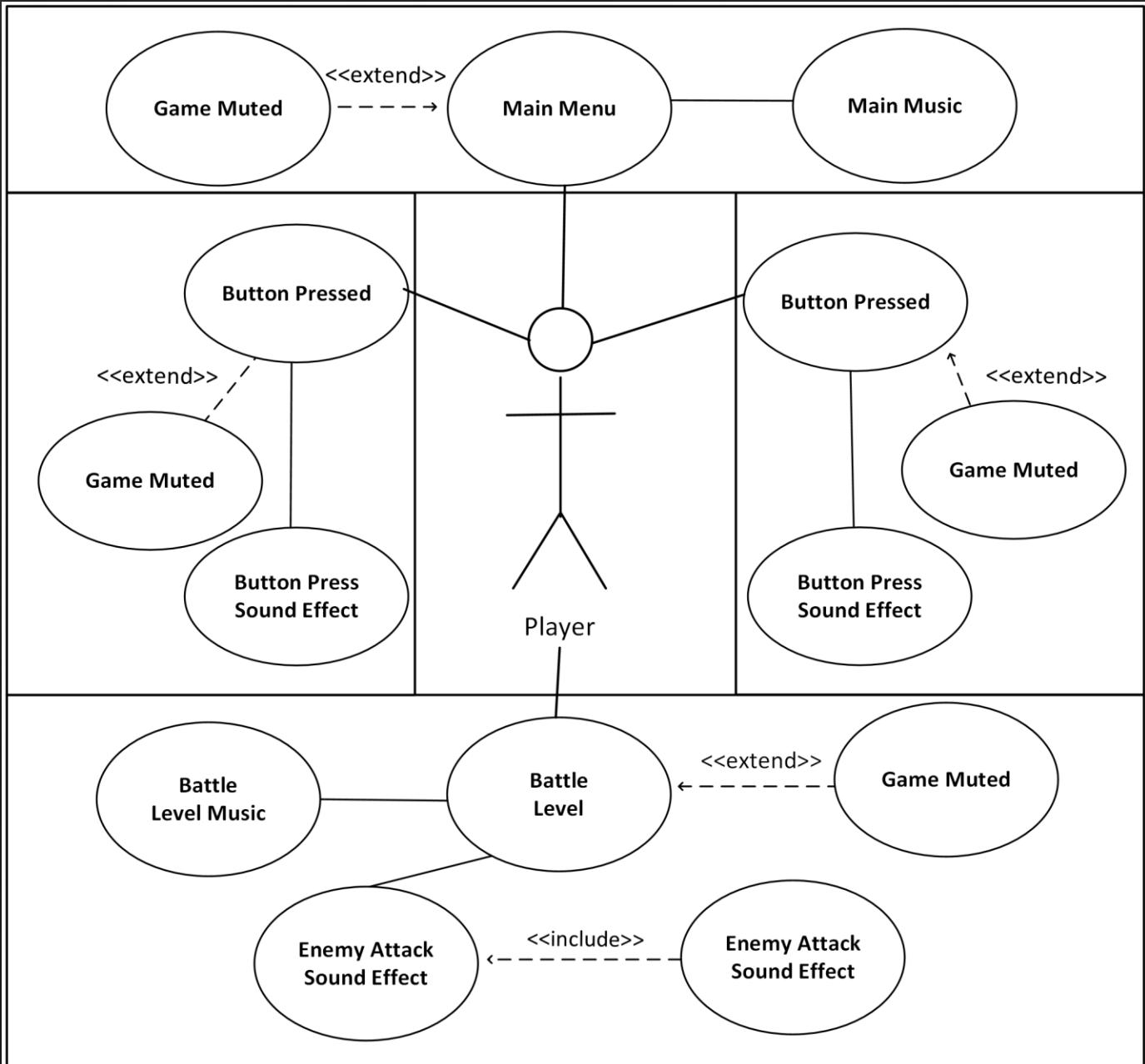
Autumn - Class Diagram



Kevin (TL6): Music and Sound Effects

- Background Music
 - Action Sound Effects
 - Transition Sound Effects
-
- Low priority, low complexity





Kevin (TL6)

Use Case

Diagram



Class Diagram

