KADAKILAAN

1   Game Analysis

1.1   Game Concept

Kadakilaan - This name means being nationalistic to the country which is the common characteristic of the Filipino heroes in the cards in the game and it is also the aim of the creators of this game (to be nationalistic). Its aim is also to promote the history of Filipino Heroes to general audiences.

1.2   Game Goal

- Promote Philippine heroes not only to students but also to general audiences since other heroes in the history of the country are not that popular or well-known to Filipinos nowadays.
- Promote the use of the Philippines' pre-hispanic script which is the Baybayin that will be featured in the cards and board of the game.
- Introduce Filipino Heroes to other cultures.
- Sell thousands of units in the local market

1.3   Game Information

In this technologically-advancing world, we are now shifting to a more fast-paced style of living. Gone are the days where we can spend well over an hour into a single round of board games, which is why we have modeled our game to be exciting and fun, but can be finished in quicker, more digestible time periods (think 5-20 mins a game). We emphasize that our game is not a game that is meant to be played regularly, but it is a game that is meant to be played in short bursts.

Kadakilaan is a turn-based board game featuring Filipino heroes and colonizers across Philippine history. The game is played by 2 players, one will play as part of the Filipino heroes and the other will play as part of the colonizers. The character cards will be featuring Filipino heroes and Philippine colonizers. There will also be Field cards that include the different settings such as forest, city, sea and etc.. The theme of the game

makes it unique for any board games since most of the themes used for battle games are western-influenced military.

1.4 Target Audience

We're specifically targeting Filipinos since our game concepts and terminologies were all inspired by Philippine history. Delivering this first to the Filipino market can prove to make our game more successful because most Filipinos are already familiar with some of the characters added in the game, and it may be more enticing for them. Moreover, we want the Filipino people to experience this first because we want to revive the dying Filipino culture amongst newer generations. With this in mind, the design for our characters and the theme of the board game will also be child-friendly to impart on them a great depiction of Philippine history. Nevertheless, the game can be played by everyone because even with its simplicity, it can also have a lot of depth in gameplay.

1.5 Competitor's Analysis

The game Kadakilaan is unique in terms of its theme since there are no board games that are commercially available that feature Filipino heroes and International colonizers.

A table of the look alike games in the 1versus1 card game genre:

Kadakilaan (Table top game)	Yu Gi Oh! Trading Card Game (Table top game, PC, Mobile, PS4)	Pokemon Trading Card Game (Table top game, PC, Mobile)	The Red Dragon Inn (Table top game)
Summarized gameplay:	Summarized gameplay:	Summarized gameplay:	Summarized gameplay:
Kadakilaan is a tabletop card game based on the real-life war heroes and infamous persons scoping from the Philippines and International people. Players play the role of handling an array of real-life war heroes from the start of the colonial period to its end. The players will play using their cards individually, and they must outstand their	The Yu-Gi-Oh! Trading Card Game is a Japanese collectible card game developed and published by Konami. It is based on the fictional game of Duel Monsters created by manga artist Kazuki Takahashi. In its gameplay, the players will have to "summon" monster cards, use spell/trap cards, and use them to reduce their opponent's life points to zero.	Players assume the role of a Pokémon trainer and use their Pokémon to battle their opponent's Pokémon. Players play Pokémon on the field and attack their opponent's Pokémon. Play alternates between players who may take several actions during their turn. A Pokémon that has sustained enough damage is knocked out, and the	In Red Dragon Inn, you and your friends are a party of heroic, fantasy adventurers. You and your adventuring companions will spend the night drinking, gambling, and roughhousing. Each turn, players may take an action in the Inn, buy a drink for one of their pals and must imbibe any drinks that other players have bought them. The last person who is both

opponent's character card according to its power and this will acquire its opponent's territory.		player who knocked it out draws a Prize card.	sober enough to remain conscious and shrewd enough to hold onto his Gold Coins wins the game.
Core mechanics:	Core mechanics:	Core mechanics:	Core mechanics:
-Draw -Set a card -Reveal cards -Matching -Advancing/Conquering a base	-Draw Phase -Standby Phase -Main Phase 1 -Battle Phase -Main Phase 2 -End Phase	-Draw phase -Placing a pokemon card -Evolve a pokemon card -Attach an energy card -play trainer cards -Retrieve active pokemon card -Attack or pass	-Discard and draw -Action -Order a drink -Drink
Pros:	Pros:	Pros:	Pros:
*Historical educational aspect *Unique gameplay *Simpler gameplay	*Based on a famous anime series *Pioneer of fantasy tabletop card game *Game mechanics are align with the anime series *Wide number of cards *Iconic and masterful design of the cards	*Based on a famous anime series *Wide number of different pokemon cards *Iconic and masterful design of the cards	*A lot of expansions; up to 7 series *Great artwork *Silly and humorous social card game
Cons:	Cons:	Cons:	Cons:
*Educational aspect may seem be boring to some	*Can be unbalance due to wide variety of cards *Booster packs can be expensive	*Game mechanics are completely different to the anime series *Too many extra rules *Too many variants of the same cards *Can be unbalance due to wide variety of cards *Booster packs can be expensive	*Player elimination *Too many extra rules *A bit of mature theme (PG)
Features:	Features:	Features:	Features:
*One is to one matching mechanic *Full of surprises; cards are hidden on the start of the matching phase *Cards comes with trivia and description about its real-life stories	*Has a unique mechanic of sacrificing its own monster card to summon a better card *Has a battle point system representing the health of the duelist *Cards can be combine to create a better card *In one battle phase, multiple monster can attack	*A player can win in 3 ways *An attack requires an energy card that is attached to a pokemon *Only one active pokemon can attack per turn *A lot of supporting cards to help strengthen a pokemon	*Base game can be expanded in the expandable series *4 unique 40 card player decks *The game can be played by up to 3-12 *Gold coin life points system

2   Game Design

2.1   Expanded Game Concept

The main objective of the game is to defeat the other player by conquering all of their owned territories. To do this, the players must face-off by comparing the strength of one of their units (represented as cards) each turn. Whoever wins in that fight will push forward and take over one of the enemy player's territories. This will go on until one of the players has no more territories that are owned by them.

To continue, the game's theme plays with Philippine history as we used Filipino heroes to represent one team, and the other team being the countries that once colonized the country (Japan, America, Spain, etc). Most notably, we will be using historical figures such as Antonio Pigafetta, Andres Bonifacio, Tomoyuki Yamashita, and others.

2.2   Game Structure

In the game, there will be two deck of cards, one deck will be used by the player that will play as the Filipino heroes, while the other deck will be used by the Colonizer. Each card has varying strength and having a higher strength level will prove to be more effective. The player will use the deck to win battles so that they can conquer all the territories of the opposing player. The territories of the players are represented by the board, wherein the horizontal map tiles of the game will serve as the playing field where the players will put down cards of their choice that they will use for a specific round. The current tile that the players are contesting will be regarded as the "neutral" ground. Whoever wins that round will now own the neutral ground as one of his territories, and a new neutral ground will be made. This new neutral ground will be the nearest territory of the losing player of the previous round. The first player to control all tiles as his territory will win.

Card Composition/Description:

Cards are categorized into three types: (1) character, (2) game field

Character cards - the character cards will be divided into two decks: (1) Filipino Heroes and (2) well-known international colonizers that once colonized the Philippines. Based on their specialized fields, some of them will have commonalities in their characteristics so the characters will also be categorized into different group types. The characters will have their specified stats determined by their achievement and popularity.

Game Field cards - There will be 6 different field types. These cards can help the player to increase or decrease their character card's power. The game field will serve as an advantage card for the specified group of attributes in the character cards. The game field card can affect both players' cards. When the field spell is placed, its effect will remain on that tile and will last until the end of the game.

Turn Order:
1. Draw Phase
2. Matching Phase
3. Advancing Phase/Conquering a base

Draw Phase:

The players will have to decide first who will have the deck for the Philippine heroes and the Colonizers. Prior to the first round, the decks of both teams will have been shuffled. Afterwards, they will both draw five cards from their respective decks. If all cards in one deck have been drawn, and there are no more usable cards, the game will end, and the winner is determined by who conquered more territories

Matching Phase:

The neutral ground will first be set in the middle of the whole board, which also means that it is of equal distance between each players' final territory.

With the cards held by the players, each of them must place one card face down not revealing the contents of the card first. Afterwards, if this is the first time that a particular territory has become the neutral ground, reveal the hidden field card for that territory. These field cards can affect the stats of the cards so that there is still a chance for a weaker card to win. After all the players are done placing their cards, and the field card has been revealed, they will show their cards to each other at the same time. The player with the higher value card will win that round.

Advancing Phase/Conquering a base:

The player who won the matching round will advance to its opponent's base adding a conquered territorial base.

Determining the winner:

If all territories have now been conquered by a player, that player wins the game. On the other hand, the winner can also be decided by who owns the most territories when one player has no more usable cards.

2.3 Gameplay

The board is linear, wherein winning battles will push your territories forward, while losing means that you'll be set back by the opponent. Battles are won by playing a character that is stronger than the other player's. Tension is formed by letting the players choose whether or not to use a strong card for that turn to ensure a win, or gauge what card the opponent will choose so that they can save their strongest cards for important moments.

2.4 Expanded Gameplay

In the preparation phase of the game, the players will first shuffle the deck of cards (Filipino Heroes character deck, Field cards, Colonizers character deck). Each player will draw 5 cards from their respective role whether they will play as Filipino heroes or Colonizers. The flipped field cards will be plotted on the board before the start of the game phase.

The immersion takes place at the start of the game wherein the two players place their desired character cards in the neutral field which is in the middle of the map in the game. The revelation of the two character cards will bring the surprising feeling of the players while playing the game. A player may use the stronger character cards in the first trials of the game or the player may bluff to pretend that his/her drawn cards are weak or there are more strategies that are not yet discovered by the creators. The win-lose mechanic of the game pushes the players to play the game all over again.
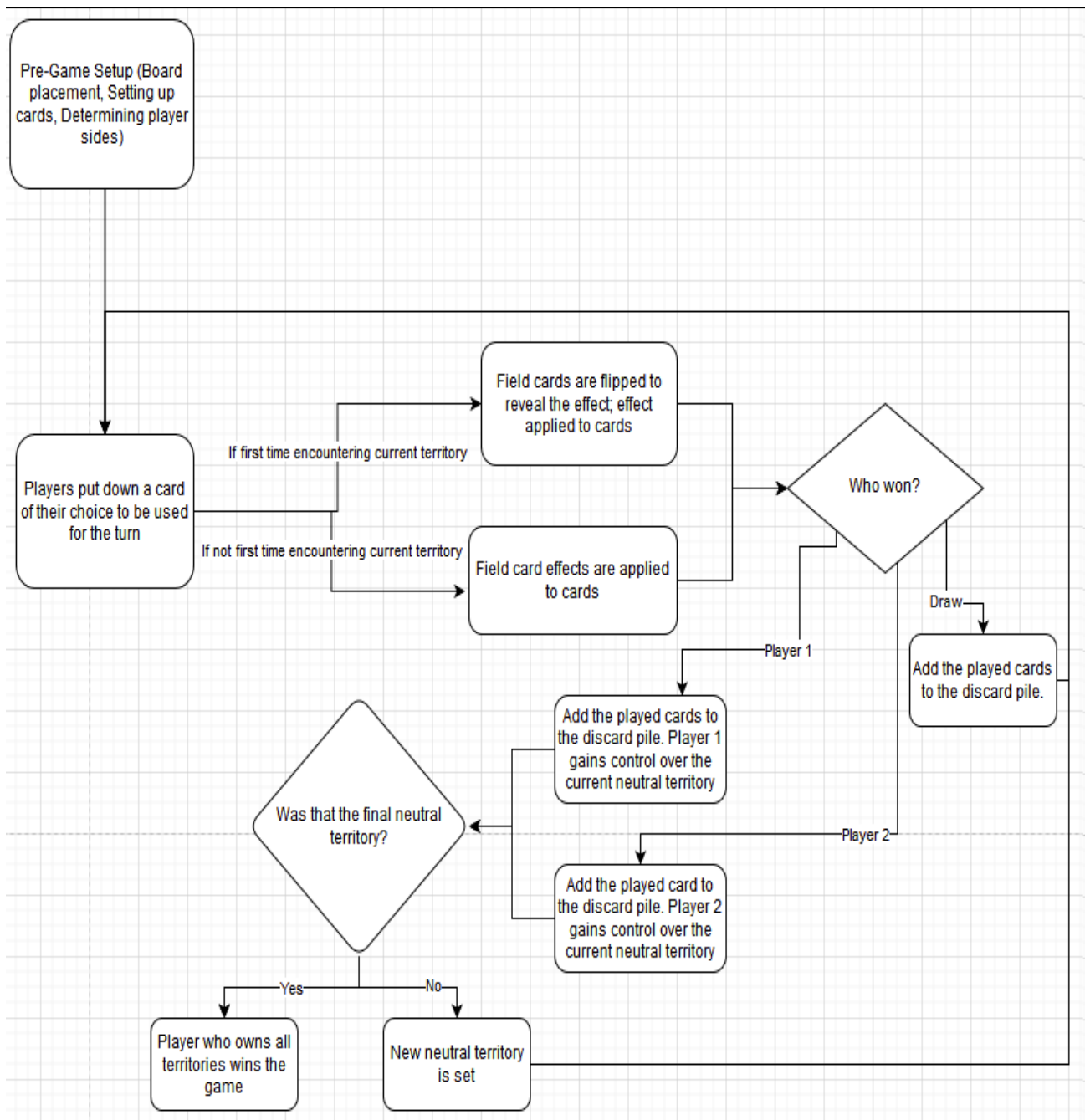
3 Game Features

3.1 Key Game Features

1. "Defend the Philippine islands! Prove your nationalism!"
2. "Rewrite history."
3. "Fight for the country using the Philippines' bravest heroes!"
4. "Step into our Time Machine to defend the country against colonizers!"
5. "Shoot your shot to colonize The Pearl of the Orient"
6. "United States, Japan and Spain against the Philippines"
7. "Immerse yourself into an intense battle between the colonizers and the heroes!"

4   Game Visual Flow

4.1   Flow Chart | Diagram

4.2 Game Look & Feel

The board of the game will somehow look like our prototype which features 2 bases for each player and a neutral ground on the center. The board's aesthetic will be based on native Filipino culture to emphasize the Filipinoness of the game.


The Filipino heroes character cards of the game will feature a native Filipino theme. It will also feature Baybayin as the language for the name of the characters, but also includes the translation. The stats including the HP, strengths, and weaknesses of the characters are indicated in their respective cards.

Tomoyuki Yamashita

Yamashita Tomoyuki, also called Yamashita
Hobun, byname Tiger Of Malaya, (born Nov. ..., 8,
1885, Kōchi, Japan—died Feb. 23, 1946, Manila,
Phil.), Japanese general known for his successful
attacks on Malaya and Singapore during World
War II.

HP: 000
Strengths: Fire 🔥 Water 💧 Air 🜁
Weaknesses: None

The colonizers' character cards within the game will feature elements that are related to the country of their origin. English language will be used in their name and information. The stats including the HP, strengths, and weaknesses of the characters are also indicated in the card.

(kagubatan/forest)
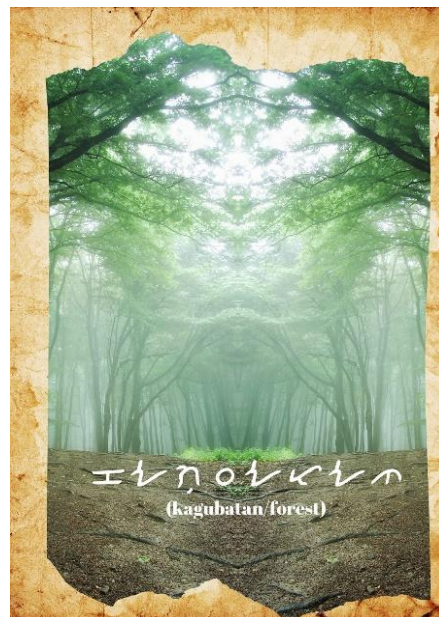
This is an example of the field card. It features different places like forest, sea and city. The field card will determine where the character cards will have its battle, with each field card having adverse effects that may change the outcome of a battle.

5 Summary

      With all the gameplay and features complete, the game Kadakilaan is a good idea to encourage other game creators to pursue their ideas that will feature Filipino culture and history since the aim of the creators is to introduce Philippine history to physical board games. With these kinds of games, Filipinos can introduce their culture and talent not only in the country but also in the international community.

6 Team Member

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