

LOSING MY MARBLES!

“For all the marbles. Just flick.”

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Version 1

Abstract

Currently just a game about marbles, deck building, messing around, and having fun.

Contents

1 Main Concept	2
2 Core Gameplay Loop	2
3 Player Goals	2
4 Game Elements	2
5 Game Mechanics	4
6 Game Systems	5
7 Genre & Inspirations	5
8 Feasibility & Risks	5
9 Scope Management	6
10 Mockup Design	7

I. Main Concept

Title: **Losing my Marbles!**

Tagline: "*For all the marbles. Just flick.*"

Hook: A **tactical, simulated physics, deck builder** reimagining of the Filipino game '*Holen*' that blends precise marble aiming with creative card strategy, where every trick causes mayhem and every shot causes chaos!

II. Core Gameplay Loop

- a) The player **draws a number of cards** from their deck then **generates an amount of mana** based on their chosen character
- b) The player **plays a combination of cards** to either alter the playing conditions of the game or setup a marble for a shot
- c) The player **aims at the marbles** currently in the playing field then **executes the shot** they have prepared, knocking out marbles and triggering the effects they possess
- d) The player **ends their turn** while the cards they did not use are reshuffled back to their deck and any remaining mana is discarded

Note: Bullets b and c can be done multiple times per turn

III. Player Goals

A. Before a match:

- The player must choose a character based on their preferred playstyle
- The player must set up their deck and ensure they have a clear working strategy

B. During a match:

- The player must execute their strategy and knock off as much marbles as they can
- The player must deal as much damage to opponents as possible
- The player must not let their own health reach zero

IV. Game Elements

A. The Map

- The main playing field where marbles are placed and shot at
- Has variables that affect how shots travel and how marbles interact with each other
- Properties: shape, depth, surface friction, wind resistance

B. The Character

- The unit in which the player plays as
- Has exclusive cards that the player can add to their deck
- Properties: health, mana

C. The Deck

- The set from which cards are drawn during a match
- Is set up by the player before a match using cards from their collection
- Refreshes once all cards have been used
- Split into two: public and private

i. Public Deck

- Is only made up of marble cards
- At the start of a match, the public decks of all players are combined into a single pool of cards from which the marbles are drawn to put into the playing field every time the field is empty

ii. Private Deck

- Can be made up of all card types
- Is the deck from which the player draws cards per turn

D. The Cards

- The main unit used for building a strategy
- Has a variety of effects to either provide advantage or disrupt opponents
- Categorized into four: marble, power-up, trick, or terrain card

E. The Marble Cards

- The main unit used for executing shots
- Interacts with the map and other marbles accordingly
- Behaves differently when in the playing field and when being played for a shot
- Properties: weight, friction, passive effect, active effect

i. When in player's hand

- The active effect of a marble card is applied to the shot the player is currently preparing

ii. When in the playing field

- The passive effect of a marble card is triggered when that marble is knocked off the playing field either by a shot or by other card effects

F. The Non-Marble Cards

- The units that enables the player to build powerful strategies
- Properties: mana requirement

i. Power-up

- Affects the marble that the player currently prepared

ii. Trick

- Affects either the marbles currently on the playing field or any of the players' decks or shooting conditions

iii. Terrain

- Affects the current map condition which affects all players

- Only one terrain card can be active at a time

V. Game Mechanics

A. Match Initialization

- A random map is selected, defining the playing field and establishing the environment conditions using the surface and wind properties of the map
- The public decks of all players are combined into a single pool of cards and the map is set up by drawing a certain number of marbles from the pool and randomly placing them on the playing field
- The turn order for the players will be decided randomly

B. Player Turn

- The player draws a certain number of cards from their deck
- The player generates a certain amount of mana based on their character
- The player can play terrain cards which will override the existing terrain, since only one terrain card can be active at once
- The player can play a single marble card that changes the properties of the marble for the current shot being prepared
- The player can play any number power-up and trick cards as long as they have the resources to meet the requirements of those cards
- The player can switch to aiming mode to display and adjust the predicted trajectory of the current shot then finally execute the prepared shot
- The shot is then simulated to produce an outcome of which marbles stayed in the playing field and which marbles were knocked off, then triggering the effects of the latter to wherever they apply
- If there are no more marbles left on the playing field, the game will draw marbles from the pool created in the match initialization to refill the playing field
- If there are no more cards on the player's deck, the game will reshuffle all of the player's consumed cards to be used for that player's next draws
- The player can perform as many shots as they have the resources to do so
- The player can end their turn whenever they desire
- After ending their turn, the player reshuffles their hand back to their deck and discards any remaining mana, then the next player will be able to start their turn

C. Win Condition

- A player will be eliminated from the match if their health falls down to zero
- A player wins the match by being the last player alive

VI. Game Systems

A. Main UI

- Ensures players have access to their resources while achieving the vibe of the game

B. Physics Engine

- Simulates shot-environment interactions and marble collisions

C. State Machine

- Govern game phases and player turn orders

D. Effect Handler

- Handles marble and card effects for all game elements

E. Inventory Manager

- Manages card collection and deck building

VII. Genre & Inspirations

Primary Genre: **Hybrid Deck Builder**

Categories: Card Games, Simulated Physics, Turn-Based Strategy

Reference Works:

- **Kabuto Park:** The overall vibe and theme and main battle UI
- **Slay the Spire:** The use of selectable heroes with specific cards only available to them, mana usage for card use, and the refresh of the hand per turn unless a card says otherwise.
- **Potionomics:** Cards relating only to certain characters and the deck building aspects, and card design.
- **Peglin:** The mechanic where orb varieties have inherent characteristics and behave differently with their surroundings based established game physics
- **Balatro:** The mechanic where a good setup results into a huge payoff, which is achieved through creative strategies and exciting win affirmations for player satisfaction
- **Pokemon TCGP:** The deck-building system and strategy balancing through proper card variance that produces countless game tactics.

VIII. Feasibility & Risks

A. Feasibility Check

- By Week 5, there should be a working game loop that demonstrates marble shot simulation and deck management, with some game mechanics already implemented and a sample set of playing cards

B. Technical Risks:

i. Physics Implementation

- Simulating environment and marble physics may get out of hand when accounting for too much entities and variables
- Probability of desynchronization with predicted path travel when calculating due to combination of effects and entities affecting the physics of the marble

ii. Game Balancing

- The gameplay and the cards themselves should feel fair but competitive for all players, which might take a lot of time to get right

iii. Finding Assets

- As the game is pretty unique in its themes, it will be difficult to find quality assets that achieve a fun yet comforting vibe

iv. Smart AI Implementation

- As it will be unfair for the user to be limited to play the game with only having a partner, an implementation of solo play will be required but the challenge will be implementing an AI that the user can compete with.

v. Single Device Turn Based Battle

- Due to the current scope the game will be limited to just one device where the problem currently resides is in making sure that the turn based aspect still feels fun and not stale.

IX. Scope Management

1. Minimum Viable Product

- a. A demo game presenting a complete implementation of all the game mechanics but with 2 sample decks, 2 sample characters, 1 sample map, and PvP gameplay only

2. Stretch Goals

- a. Broad selection of cards, characters, and maps
- b. Cohesive UI/UX that achieves the overall theme
- c. Immersive story and balanced game progression

3. Maximum Final Product

- a. An online multiplayer mode to battle other players with cards and characters drawn from packs and loot boxes bought using in-game currency earned by progressing through an immersive offline campaign where the player battles the computer with progressive difficulty

4. Excluded Features

- a. 3D simulation for marble physics
- b. World exploration or free roam
- c. Real-time action gameplay

X. Mockup Designs



Exhibit A. Mockup In Game GUI by Keith Ashly Domingo

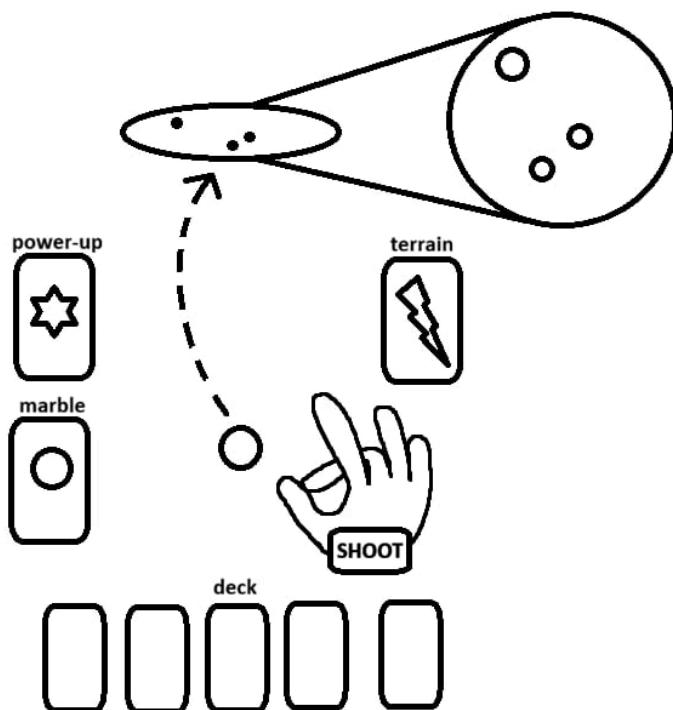


Exhibit B. Mockup Shooting GUI by Adriel Neyro Caraig