LOSING MY MARBLES!

"For all the marbles. Just Flick."

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Abstract

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

Contents

1. Title & Tagline

Title: **Losing my Marbles!**
Tagline: *"For all the marbles. Just Flick."*
One-sentence 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!

2. Core Gameplay Loop

Player Traits
-   Uses an in-game character with unique characteristics
-   Has a deck of cards, with each one either being a: marble (core resource), power-up (affecting own marble), trick (affecting other players or the marbles in the main area), or terrain (affecting global environment) card
-   Treats current remaining marbles on deck as health points

Game Initialization
-   A random map is selected with a unique main area while having an environment with wind and surface properties plus obstacles
-   An equal number of marbles will be taken from all the players' decks and will be put in the main area
-   Turn order for the players will be decided randomly
-   An equal number of cards will be drawn for each player, with their HP being tied to the current amount of marbles they have on their deck

Player Turn
-   Player generates a certain amount of mana based on their character
-   Player has the option to play any number and combination of marbles, power-ups, and tricks using the cards currently on their hand
-   Player can play terrain cards which will override the existing terrain (only one terrain can be active at once)
-   Player can zoom in on the main area through the UI
-   Player can see the predicted trajectory of the current shot and adjust the aim
-   Player can execute shot, dispensing the marble, power-up, and trick cards along the required mana from the character's mana resource as much as they have the cards to do so
-   Marbles will take damage from being hit by other marbles and with all the other factors discussed
-   Marbles can break if its durability is consumed, while all marbles that still have durability that are knocked out by a shot will be retrieved by the player who shot the marble

- Player can choose to end their turn whenever they desire
- Player reshuffles their hand back to their deck, then the next player will draw some cards and start their own turn

Scoring System

- Player health points depend on the remaining number of marbles in the deck
- If a player loses all of their marble cards, they will be eliminated
- Other than bad aiming, players can lose marbles every time the main area is cleared off, and players that cannot provide will be eliminated
- Last remaining player wins the game

3. Genre & Inspirations

Primary Genre: **Tactical, Simulated physics, Deck-builder**

Reference Works:

- **Kabuto Park:** The Overall Visual Vibe and Theme while also referencing the main battle UI.
- **Peglin:** The Orbs having inherent characteristics and multiple versions of Orbs and also having physics that affect the Orbs and its surroundings.
- **Balatro:** That moment of having a good setup and having a huge payoff (Big Numbers go Boom!), which is being done by strategic planning and ways to have an affirmation response to players actions.
- **Pokemon TCG and Slay the Spire:** The Deck-Building System and having multiple variations of cards which can increase the tactical simulation of the game.

4. Technical Feasibility

Major Technical Risks:

- **Game Balancing:** Having the cards and the gameplay feel fair for both the players and not having certain cards and mechanics feel overpowered.
- **Implementation of Smart AI:** As the game needs a way for the players to have fun regardless of having a second person, the implementation of a Smart AI that fights against the player while offline will be a challenge.
- **Creating a Solo Campaign Mode:** A method to make the player have a playable game and also being a method to give the players the cards in the game while also having an offline playable game for the player, works with the Smart AI.
- **Finding (or Making? 👀) Quality Assets:** As the game is pretty unique in its themes, it will be difficult to locate quality assets for the game in forums, and free use sites.

Systems needed:

- **2D physics engine:** for handling marble collisions and applying friction and wind resistance from the environment
- **Trajectory simulator:** for displaying the current trajectory of the marble and to simulate the action of taking the shot
- **State machine:** for handling different phases of the game and player turns
- **Deck inventory:** for managing the marble and card draw and usage

Feasibility check (Week 5):
- A game loop that demonstrates marble shot simulation and deck management, with some, if not all, the game mechanics already implemented and a working sample set of cards

5. Scope Management

Minimum viable product
- Demo game presenting a full implementation of all the features of the card game but with 2 sample decks, 2 sample characters, 1 sample map, and PvP gameplay mechanic only

Stretch goals
- Somewhat broad selection of cards, characters, and maps
- Decent UI/UX and achieved theme/vibe for assets and animations
- Incorporated initial story and world-building

Maximum final product
- 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 which also provides initial cards to play with

Explicitly not building
- 3D engine/simulation for marble physics
- World exploration/free roam
- Real-time action gameplay