**Theme**

Turn based deck building roguelike

**Gameplay & Rules**

Each dot on dice is a basic dot, but you can assign cards (materials) to dots (max 21 cards in 1 deck, max 5 in hand) (dots actually having materials has on/off toggle)

At the start of each turn, get mana (increases each turn), draw 1 random card, then dice rolls, turn ends after pressing end turn button, at which point the dice will damage enemies (can perform basic or ultimate attack) based on rolled number and any buffs and/or debuffs (dice slam (just that for now))

Cards have: mana cost, atk (immediate effect) and/or effect (affects dice), name, description

Level has 15 stages (3 areas), every 5th stage has boss fight, every 2nd level gives buff

Stages can be: fight, boss fight, shop, bonus stage (heal and/or coins), question mark

To choose next level, throw dice in respective direction

Beat game to unlock a better dice

Can customize dice (visual only)

**Win/Lose condition**

To win, you must deplete the opponent’s hp

However, if your hp depleted, you lose

**Cards list**

Can take inspiration from yugioh, hearthstone, clash royale

2 types of cards: troops, spells

Also make some questionable cards like guns, food, animals, etc (can be either attacks or effects)

**just focus on a small, but finished level for now**