Pirate Card Game

Team: Placeholder

Max van de Kamp – Game Designer

Bar Ben Zi-Vhi – Technical Director

Nicole ? - Producer

**Name**

Pirate Card Game

**High Concept**

Card game where you play cards to get bonuses or power your cannon with the goal of defeating an enemy ship.

**Summary**

The player begins as a rookie pirate, with a very basic deck and thus a basic ship. The player must use this deck to defeat enemy ships. This is done by either playing the cards in your deck for their positive effects (things such as disabling the enemy or regaining health) or by using the card to power the cannon on the ship and damage the enemy.

When the player defeats an enemy, they are given the chance to add new, more powerful cards to their deck. The player continues this process and attempts to defeat enough enemy ships as possible.

**Gameplay**

First Few Minutes

The player immediately gets the feel of being in a pirate ship by having the main menu be in the hull of their ship and having the menu buttons be on a map. The player then begins the game and is given a deck and put into a battle. This means the player is quickly put into the main action of the game and instantly begins battling and improving their deck. Most, if not all, of the game will take place on the pirate ship, so having the player understand the setting is a feeling we want to instill as early as the main menu.

Victory/Lose Conditions

* *Victory*: Defeat enough enemies to reach land and be able to sell your booty.
* *Lose*: When the player’s ship has taken too much damage from enemy moves that the ship is destroyed.

Asset List

[THIS AREA TO BE FILLED IN BY NICOLE, THE PRODUCER]

Target Audience

Our game appeals primarily to an older audience. We hope to make the strategy of the game engaging enough that there is no age cap. However, to properly play the game and make correct plays, the minimum audience is likely around age 12.

**Characters**

Enemies

* Looter
* ~~Wolf (different combat than looter)~~ NOT DOING THIS

Friendlies

* There is an old man. He gives you information or items if you answer his questions correctly

**Environment**

* Top Floor: Castle. Has many rooms. Must find key to dungeon cell in bedroom.
* Bottom Floor: Dungeon, must unlock door to save the princess.

**List of Tasks**

Coding (ordered by priority)

1. ~~Main game loop~~
2. ~~Creating Map with arrays~~
3. ~~User input~~
4. ~~Choice detection~~
5. Enemies and combat
6. Friendly NPC (old man)
7. ~~Key in bedroom~~
8. ~~Unlocking the dungeon door~~
9. ~~Knowing whether or not you have the princess~~
10. ~~Other items~~
11. ~~Descriptive and interesting text~~
12. Torch (Stretch goal) NOT DOING THIS

Other

* Create Map of game
* Learn Parsing

**Estimated Time Done**

Friday, January 26, 6:00 PM