

Clash Cards Champions

Main website design

The website consists of three big main parts or sections/areas, this will be The game itself or the Battle center, the CCC marketplace where you buy the cards(NFTs) for the game and the CCC-farm.

Below is the description of the game, and at the end of the document will be the marketplace.

GAME DESIGN OUTLINE (Battle center)

Title Page

1.1. Game Name – Perhaps also add a subtitle or high concept sentence.

Name: Clash Cards Champions

“Be the king of NFT duels.”

Game Overview

2.1 Game Concept

Each Clash Cards Champions match is a 1 on 1 battle between two opponents. Clash Cards Champions is turn-based, where players have to strategically assemble their deck of cards before battle.

These cards are NFTs the user owns in the blockchain in their wallet, with characteristics particular to the CCC game environment thus only CCC NFTs can be used in the game.

To start a battle the user will need to use an Adventure potion.

At the beginning of each phase, the player must draw a new card from his deck.

During their turn, each player can choose to play any of their cards, following the battle rules.

In summary, the objective of Clash Cards Champions is simple: reduce your opponent's hit points. Therefore, each player has to choose his strategy for his battle well.

The game is based on the famous anime/game Yu-Gi-Oh

2.2 Genre

TCG

2.3 Target Audience

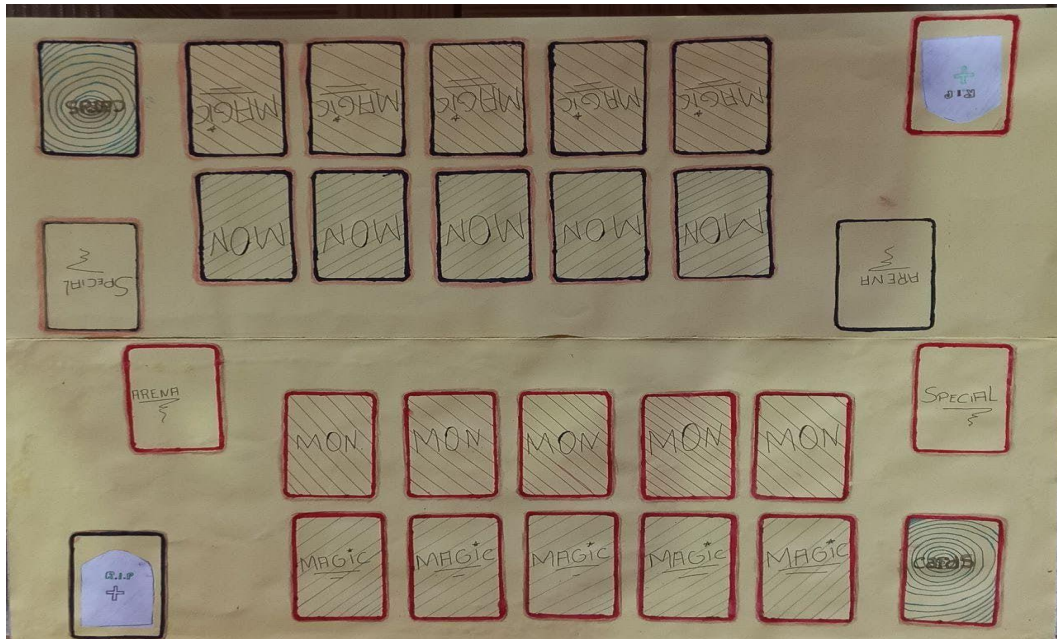
Players: fans of traditional or online TCG card games. Young men and women under the age of 35.

2.4 Game Flow Summary – How does the player move through the game. Both through the framing interface and the game itself.

The battle center consists of the following modules:

- **Cards:** place destined for the users' cards.
(composed of a place)
- **R.I.P:** place intended for cards that are destroyed or used during battle.
(composed of a place)
- **Monsters:** place destined for monster cards, where the user can put the monster in attack or defense mode.
(composed of five places)
- **Magic:** place intended for cards of the magic or trap type.
(composed of five places)
- **Arena:** place intended for magic cards with effect in every battle arena.
(composed of a place)
- **Special:** place destined for special monster cards (to summon this type of monster, the user must sacrifice two or more monsters)
(composed of a place)

Below is an illustrative image of the battle center:



2.5 Look and Feel – What is the basic look and feel of the game? What is the visual style?

The game's appearance is in 3D style, with some animations around the battle platform.

Gameplay and Mechanics

3.1 Gameplay

Initial Rules

Defined rules for the start of the battle:

- To start a battle, the user must have a minimum of 20 and a maximum of 40 cards.
- A draw will be held to define who will start the battle.
- To start a battle the user needs an Adventure potion.
- The user starts his round with 5 cards, making one new draw per turn.
- In the first round, no user can make moves, which affect the user's life points.

3.1.1 Game Progression

Battle Phases

The battle phases are composed of the following modules:

- **CCC-Draw:** User must make a withdrawal; user can place only one monster per turn (except special monsters); the user can place magic cards or traps, face-up or face-down with no quantity restrictions (as long as they follow the battle center's maximum limit).

- **CCC-Battle:** The user can carry out battles, resulting in the removal of the opponent's life points.
- **CCC-Return:** User can put monster cards on the battlefield (if not done in CCC-Draw) or magic and trap cards.
- **CCC-End:** The user ends his turn, passing the turn to his opponent (if the user ends his turn with more than five cards, the user must discard the other cards to the R.I.P)

3.1.2 Mission/challenge Structure

In summary, the objective of Clash Cards Champions is simple: reduce your opponent's hit points. Therefore, each player has to choose his strategy for his battle well.

3.1.3 Puzzle Structure

3.1.4 Objectives – What are the objectives of the game?

The battle will end when the user has zero life points, thus declaring the winner.

3.1.5 Play Flow – How does the game flow for the game player

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3.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

Battle Rules

The battles will be performed by two users, who will be defined through a draw and under the following aspects:

- Each user starts with 5,000 hit points;
- The user starts his round with 5 cards, making one new draw per turn;
- In the first round, no user can make moves, which affect the user's life points.

- In the following rounds the user is free to make an attack or use an effect that takes the opponent's life points
- User can use their monster in face-up attack or defense mode;
- User can put their monster in face-down defense mode;
- If the user's monster is in defense mode, no hit points can be taken (only if the card has an effect);
- If a monster's attack is greater than the opponent's monster, the difference is taken from the hit points of the one with the lowest attack;
- The user can use a card with effect to take the opponent's life points;
- The user can place magic cards or traps, face-up or face-down with no quantity restrictions (as long as they follow the battle center's maximum limit).
- The battle will end when the user has zero life points, thus declaring the winner.

3.2.1 Physics – How does the physical universe work?

3.2.2 Movement in the game

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3.2.3 Objects – how to pick them up and move them

In selection mode and click choosing the destination place of the card.

3.2.4 Actions including whatever switches and buttons are used, interacting with objects, and what means of communication are used

3.2.5 Combat – If there is combat or even conflict, how is this specifically modeled?

With card interaction, simulating an attack or effect when it's an effect card.

3.2.6 Economy – What is the economy of the game? How does it work?

At the end of the battle, the player earns points for the battle, where he will participate in the ranking.

Points will be divided as follows:

- **When winning a battle in free mode, the user will earn 20 points for the battle;**
- **When losing a battle in free mode, the user will lose 10 points for the battle;**
- **When winning a battle in ultra mode, the user will earn 60 points for the battle;**
- **When losing a battle in ultra mode, the user will lose 30 points for the battle.**

3.2.7 Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

3.3 Game Options – What are the options and how do they affect game play and mechanics?

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3.4 Replaying and Saving

4. Story, Setting and Character

The model of the card follows.

4.1 Story and Narrative – Includes back story, plot elements, game progression, and

4.2 Game World

4.2.1 General look and feel of world

Item 2.4 follows

4.2.2 Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)

4.3 Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

5. Levels

5.1 Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

5.2 Training Level

6. Interface

6.1 Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

6.2 Control System. How does the game player control the game? What are the specific commands?

Controls by selecting cards and indicating where you want the card.

6.3 Audio, music, sound effects

Audio selection is at the discretion of the development team.

6.4 Help System

7.1 Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

7.2 Non - combat and Friendly Characters

7.3 Support AI -- Player and Collision Detection, Pathfinding

8. Technical

8.1 Target Hardware

9. Game Art – Key assets, how they are being developed. Intended style.

Marketplace

The marketplace is the section/area on the website where the player can buy the cards used in the game. To start with, CCC will have packs composed of :

- Common: pack composed of 80% common cards and 20% rare cards
- Uncommon: pack composed of 60% common cards and 40% rare cards
- Rare: pack composed of 40% common cards and 60% rare cards

The design of the marketplace is finished and ready to deploy, pictures below.

