

GDD Card Game: Runeclash

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1. Game Development Team

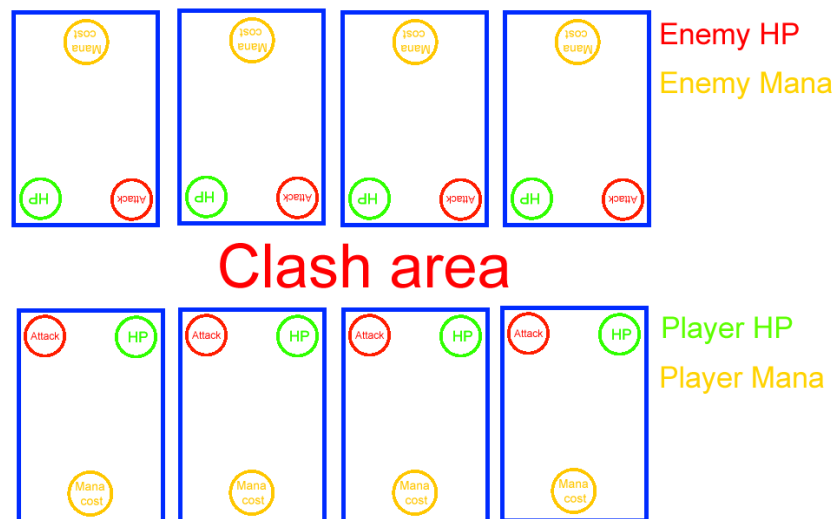
1.1. Game Designers

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2. Game Concept

Runeclash is a card PvE game where the player can choose and create decks of cards to combat against enemy controlled ones. Strategic planning, resource management, and tactical decision-making are crucial to overcoming increasingly complex enemy decks. The game focuses on turn-based combat where each player draws, plays, and manages a hand of cards to control the battlefield and ultimately defeat the opponent.

3. Game Mechanics



4. Cards

Cards are the core interactive elements of the game. Each card has unique attributes and belongs to a specific category:

4.1. Unit cards

Creature cards that will remain on the field to attack and defend until they are destroyed.

4.2. Spell cards

Instant effect cards that are exhausted immediately upon use.

4.3. Structure cards

Cards that will remain on the field to provide passive effects.

5. Stats

5.1. Hit Points (HP)

Represents the number of hits a card or player must take to be destroyed.

5.2. Attack

Representing the power of the card, it's the value to subtract from the Hit Points during a clash against another card or player.

5.3. Mana

Represents the cost of playing each card, the player has a mana "pool" that regenerates by a certain amount in their turn and it can be used to set up cards into the playing field.