

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light mint green. They are positioned diagonally, with the blue one partially covering the green one.

# Spell Card Familiar

Design Document



# Core Gameplay

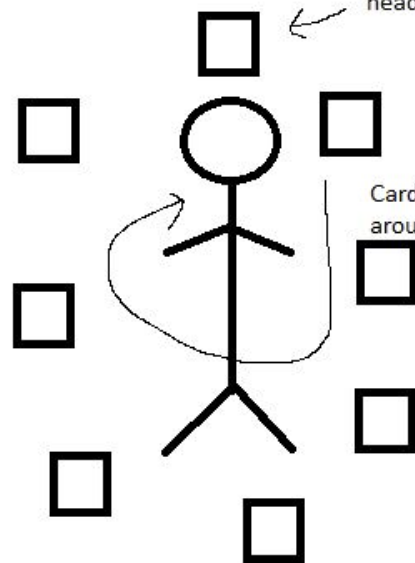
The player will have control over a character in a top down perspective. Movement is standard, but their other actions will be controlled by cards. The player will draw these cards every fixed amount of time from one of many different decks. The decks will vary in colour, and each colour will specialize in a particular field.

In between combats, the player will be able to do various tasks in a town, each of which take up actions until the player has no more town actions available. These actions will give the player more resources that will allow them to create more cards, or other useful items for combat.

Do town actions for resources -> Use resources to upgrade combat -> fight things -> Repeat



Card played flashes over head



Cards in hand rotate around player sprite

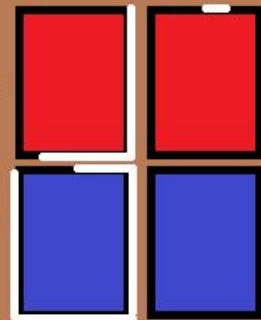
Hand of Cards



Super Meter and Card



Decks,  
White  
border  
is draw  
timer





# Town

Town serves as a rest period for the player between missions.

In town they have a set number of actions they can take, and each action will provide some benefit. On top of that, every first visit to a spot in town per story event should have a unique scene where the characters interact.

The town itself will just be menus and backgrounds with some text boxes to keep gameplay moving fast between rest segments. The actions themselves will provide card crafting resources or stat benefits to the player.

Additionally players can spend resources to purchase items, without taking up a town action



# Town Actions

Visiting Locales - Provides a story scene for that locale, and gives an elemental card crafting resources dependant on the locale ex. visit the arcade for electrical element, pond for water, etc.

Physical Training - Increases stats, such as str, or max HP.

Crafting - Create cards, potions or equipment to help with missions

Meals - Eating a meal will increase certain stats for the next mission



# Deck Building

Upon starting the game, the player will have access to 2 decks but as the game progresses the player will unlock up to 4. The player is required to have a minimum of 1 red and 1 blue deck. Other decks obtained throughout the game can be activated or deactivated as needed.

Decks must have a minimum of at least 5 cards. The player is allowed 3 duplicate cards in any single deck with a 5 duplicate limit across all decks.

Cards of a given colour must be put into a deck of their colour but the colour of a deck can be switched so long as there is at least 1 blue and 1 red.

Cards can be crafted directly in singles, or can be obtained randomly in bulk using boosters. Singled care crafted from town action resources, boosters are from missions



# Deck Colours

**Red** - Offense oriented, things like attacks or buffs that increase damage

**Blue** - Utility, things such as movement and defensive options go here, as well as general utility such as super meter building or other resource gain

**Dual Colour** - Cards that can be put into either deck colour, should be cards that generally do a little bit of both colours at once



# Card Key Words

Autoplay - A card that automatically plays itself after a set time

Buff - A positive effect that lasts a set time

Channeled - The card's effect is continuous as long as the play button is being held

Debuff - A negative effect that lasts a set time

Deplete - A card that when played is removed from the deck instead of discarded

Discard - The card is sent to its decks discard pile

Disenchant - This card is permanently removed from the deck on use

Duplicate - Another copy of this card is added to the deck or discard when played

Draw - Draws a card from a deck

Idle - A card that goes into effect the moment it is drawn, until it leaves the hand

Interrupt - Cancel an opponent's action

Link - A card that can only be played if another card exists in the hand

Multicast - A card that can be played multiple times sequentially up to a set amount

Shuffle - Shuffles the discard pile back into the deck





# Card Design

Cards will influence either factors within the deck itself, or factors related to combat.

Deck: Draw timer, cards in hand, deck, discard, depleted, etc. Enemy cards, card types

Combat: Player stats, hitboxes, enemy stats, blocking, position, player state, enemy state, speed

Cards should pose variations of those factors in different combinations in order to give the player a new tool to deal with combat.



# Card Archetypes

Cards will be divided into 5 different archetypes, which each have 2 elements. Each archetype focuses on a different aspect of combat, and the elements will further specialize in that aspect

Strength - Includes **Fire** and **Earth**, straightforward cards, just about big numbers

Vitality - Includes **Water** and **Wood**, meant for survival but useful all around

Agility - Includes **Lightning** and **Wind**, good for mobility and cycling the deck

Mind - Includes **Poison** and **Ice**, suppresses the enemy, hands off approach

Balance - Includes **Dark** and **Light**, most cards will be dual colour, large AoE and very flexible



# Elements

Each element has something it excels at.

**Fire** - Consistent damage, ramps up      **Earth** - Slow, high damage, super armor, good defense

**Water** - all rounder, pushes, healing      **Wood** - Synergy, lots of healing

**Lightning** - fast, high damage, deplete      **Wind** - Fast, card draw, mobility, multicast

**Poison** - Debuffs, status, high DoT      **Ice** - Crowd control and DoT, defense

**Dark** - Idle cards, debuffs, AoE, duals      **Light** - Buffs, healing, AoE, meter gain, duals



# Fire

Fire cards are mostly just attacks with no strings attached. Some cards will increase in power the more they're played.

Also includes basic ramp, like strength bonuses.

**Primary Variations:** High damage, increasing player stats, modifying cards played

Ex:

Conflagration - Deal damage around you, increase card's damage and aoe every time it's played

Heat up - Increase strength by 10%



# Earth

Offers mostly defensive options but has some slow attacks as well. Super armor is common to most earth cards.

**Primary Variations:** Good blocking, locking player state, low speed

Ex:

Boulder Smash - Slow strike in front, super armor

Stone Castle - Create four earth walls around you that block all attacks

Stone Skin - Increase defense by 10%



# Water

Pushes enemies around and can do both offense and defense well. Includes some self healing. Applies debuffs that can be consumed by other elements. I.e. Freeze if struck by ice, bonus damage if struck by lightning, etc

**Primary Variations:** Increasing player HP, changing enemy positioning, card interaction

Ex:

Tidal Wave - Large wave that pushes enemies away

Bubble Burst - Shield yourself from one hit, when hit knocks all enemies back and heal self

Whirlpool - Pull enemies towards the center



# Wood

Proficient in self healing, many cards require other cards to trigger extra effects. Summons plants to disrupt enemies.

**Primary Variations:** Increasing player HP, card interactions, persisting hitboxes

Ex:

Bramble Wall - slows and deals damage to all enemies that walk through it, if struck by fire damage increases damage and causes burn, increases size if struck by water

Bleeding Cap - Creates a mushroom that taunts enemies. Heals if struck by water or dark, retaliates in a small aoe if struck by poison

Heal - Literally does what you think it would



# Lightning

Cards that are very high impact, but are depleted on use. On a card by card basis, they should all be stronger than other cards of the same kind.

**Primary Variations:** Depleting, high speed, high damage, small hixboxes

Ex:

Overload - Deplete all other copies of this card, deal damage equal to  $x * \#$  of cards depleted

Lightning Bolt - Very high damage, deplete on use

Charge - Your next card is doubled in efficacy, but is depleted on use





# Wind

Offers high mobility options and quick attacks. Many cards can be multicasted, so they can be played multiple times before being sent to discard.

**Primary Variations:** Manipulating draw timer, card draw from various decks, self positioning, high speed

Ex:

Relentless Gale - Can be casted up to 5 times in quick succession

Like the Wind - Dash forwards, draw a card from this deck

Galeforce - Draw 2 cards from this deck



# Poison

Heavy DoT and lots of debuffs, leaves a lot of AoEs on the field.

**Primary Variations:** Manipulating enemy stats, enemy states, damage that persists after the hitbox

Ex:

Acid Spray - Reduces armor and deals damage over time

Poison Mist - Creates a cloud that applies poison

Crippling Venom - DoT and paralyzes enemies



# Ice

Slower DoTs and heavier on crowd control. Lots of stuns. Has access to shields.

**Primary Variations:** Slow, large lingering hitboxes, manipulating enemy state

Ex:

Freeze: Stuns target and DoT

Frigid Armor: Increases defence and slows nearby enemies



# Light

Huge AoE coverage, but also light healing. High flexibility with most cards being dual colour. Also has buffs for multiple stats and other unique effects.

**Primary Variations:** Huge hitboxes, manipulating all player stats, card types

Ex:

Radiance - Deal damage to all enemies and heal all allies

Flicker - Deal damage and parry in an AoE around you while moving forwards. Changes colour and randomly shuffles into another deck on use.

Purifying Light - Clear all debuffs, deal damage in an AoE around you



## Dark

Biding time, lots of cards that will grow more powerful over time, or grant effects while they sit in your hand. Large AoE and can debuff.

**Primary Variations:** huge hitboxes, manipulating all enemy stats, card types, cards in hand

Ex:

Void - Deal damage for every empty card slot in your hand

Linger - While this card is in your hand, standing still increases your strength and heals you

Jumping at Shadows - While this card is in your hand, negate the next attack and teleport behind the attacker

Growing Fear - Automatically plays itself after 5 seconds, increases damage for every second spent in the hand

# Combat

Combat will mostly be between the player and a single boss

Bosses have “hands” and a “deck” similar to the player and will draw

Cards to attack. The cards in the current hand will be shown above the

Boss, and new attacks will be drawn at set intervals.



# Combat Feel

To give the combat a bit more weight, there should be both hit stun and hit stop.

Hit stun - sending the enemy into a short stun state depending on the attack

Hit stop - A freeze in the animation when an attack connects

The attacks should also have a bit of pushback for both the player and target.

Additionally, for very large attacks the camera can zoom in slightly on the impact and the game will freeze momentarily. This can be accompanied by some visual effects. This same effect should also be used for the finishing blow And even game over.





# Missions

The game will follow a hub into mission structure, where missions can be repeatedly indefinitely but the player must return to the hub between missions.

The main focus will be on 1 on 1 boss missions, but some other possibilities are:

Killing a certain number of weak foes

Destroying priority objectives





# Boss Design

Bosses should pose challenges that test the player on all of the various mechanics in the game.

They should variably test things like the combat and deck building mechanics. Some might have greater focus on the action, while other pose greater challenges to deck building.

Though the game is primarily an action game, so all bosses should be beatable without taking any damage even with a starter deck, a well built deck should counter or mitigate boss effects.



# Card Progression

When missions are completed, the player will be rewarded with resources to craft new cards and items. The reward is based on the mission cleared, a mission with a fire based enemy will drop fire energy for example. On top of this, all enemies will also drop chaotic energy which can be converted into booster packs to obtain more cards at once.

Cards are also divided into tiers dependant on game progression. The first tier of cards should be very basic and limited, just to give a feel for the mechanics of the particular archetype.

As they progress they should explore more ideas within their archetype and grow more powerful in the process.



# Card Crafting and Boosters

The elements the player will have access to will be limited early on in the game. At first only Fire and Earth will be available since they're the simplest.

However, with boosters any element can be obtained at any time. The only restriction is that boosters will offer cards of a set tier.

Some elements will not have any cards below a certain tier.



# Super Cards

Super cards are much more powerful than cards of their archetype. They should still exemplify whatever archetype they're from, but in the most extreme case.

They are added to the player's card pool as a whole but not to a specific deck. They aren't accessible in combat until enough meter has been built. Then, when the player gets enough meter, they can shuffle the super card randomly into a deck of its colour.



# Writing

The core theme of the story is dealing with fate. All the characters in the story have been given a fate that they do not desire, and the story will explore how each of them react to that fate.

The protagonist, Alistar initially allows himself to be crushed by it, before accepting his fate and facing it head on. He realizes he cannot change what will happen, but he can change how it affects him.

Philline the secondary protagonist decides she will do whatever she can before she is consumed by her fate. That rather than waiting for it to pass she should continue to live her life how she wants.

The phantasm lash out, attempting to do whatever they can to fight against their end at the cost of others. This instead leads to them being wiped out even sooner.



# Introduction

The story begins with Alistar heading home and then being ambushed by a phantasm. He is saved by his friend Philline who reveals herself to be part of a coven of witches. Philline seeing this as a chance to finally open up to someone about her secret life invites him to become her familiar, so that they can hunt down phantasms together. Alistar reluctantly agrees.



# First Hunts

As the player goes through the first few hunts a few things will be established:

The daily routine, going from town actions to a hunt

The 1 hunt a day limit, due to Philline becoming sick from the curses that the phantasms send out as they die.

How card combat works

What phantasms are

Gathering resources from around town, where Alistar and Philline interact

What being a familiar entails



# Routine

After the routine has been established, a few things should happen:

Alistar's father is introduced, as a rather poor father figure that tries his best

Philline's backstory should be explored

More information on the coven, as well as the decline of magic





# Point of no Return

The main antagonist is revealed, the grand phantasm. The player should first fight against a relatively powerful boss and after it is defeated the grand phantasm will appear. The player will then fight an unwinnable fight against it where Philline will compel Alistar to leave fending off the beast alone before perishing.

Alistar will then become depressed and most of the daily routine will be locked out. Additionally combat will become very difficult as the player will only have access to a single blue deck.



# Grief

The player will regain some minor access to some town events. Occasionally events will show Philline in places where she would regularly be before having her disappear.

Eventually after some time Alistar will decide to continue their work and combat will return to normal, as well as town events. However, town events will become very inefficient granting far fewer resources, and card crafting will product cards of terrible quality.



# Recovery

Eventually Alistar will begin to open up and interact with others again. As he befriends more people around town, events will become even greater than before.

Coven leader - resource harvesting

Art club member - Card crafting

Father - Meals



# Finale

The grand phantasm will blanket the town in darkness, and reveal itself. It intends to consume the town for the remaining coven members to extend its life. Alistar chooses to face it head on with the coven leader's aid. She gives him a catalyst that will greatly increase his power but rid him of magic after use.

During the final showdown Alistar uses the catalyst, in the gameplay the player will receive a deck that is prebuilt and contains only super cards. After fighting through hordes of minions he will reach the grand phantasm and take it down.

After this the game ends, with Alistar returning to his normal life and visiting Philline's grave, saying goodbye to her one last time.



# Art and Sound Direction

The game should open with cool, muted colours to give off the impression of a rather stale and depressing life.

As Philline enters the game the game's mood is lifted to be much more bright.

After her death, the colours should return to what they are in the intro

As Alistar recovers, the areas affected should become bright again 1 by 1, then by the finale they should be even more vibrant than before.

The finale should feel unnatural and unsettling at first, with everything looking as if it were poisoned.



# Card Art

The card art should vary with the three different artists throughout the game

Philline - Doodly, like someone sketching in a notebook

Alistar - Crude, like someone who doesn't know how to draw

Art club member - Painting like, with lots of detail



# Sound design

At first the sound track should give a familiar feeling. Something comfortable but not too intrusive.

The mid point should feature a moody blues sort of soundtrack that feels somber.

The finale should be inspiring, full of energy and tension.