

Artistic Vision

The goal for my project was to mix two of my favourite genres together (Deck-building games and Horror) in an original and engaging way. I therefore had an objective to implement card game mechanics to a horror setting. I want the user to have fun learning the strategic card mechanics. Furthermore, I hope the scary setting intrigues the user even more in discovering new cards and new enemies. In the end, I believe my game has successfully incorporated elements of both genres. The combat mechanics are reminiscent of classic deck builders, while the “spooky” art style and the games’ story / narrative make up for the horror aspect.

The biggest challenge was the time. Initially, I wished to incorporate sound, card images, and a shop feature. However, I underestimate the complexity of card game mechanics, which ended up taking an eternity to code.

Recap on the combat mechanics

- You will draw a set amount of cards every turn.
- You may play as many cards as you want as long as you can afford the energy cost.
- To end your turn, press the “End turn” button.
- Cards that are not used will be discarded.
- Your deck will be reshuffled once empty.
- Block (reduces enemy damage) is lost at the start of your turn.
- Once your turn ends, it’s the enemy’s turn.