

Artistic vision for the project

For my final project, I hope to recreate one of my favourite genres of games : Deck Building Games. A Deck Builder is a type of game where you start off with a small deck of cards that you upgrade the more you play. Each card lets you perform an action. For example, you will have cards to attack, defend, and perform special actions. At first, your cards will be rather weak and basic, but will improve once you defeat enemies. Furthermore, the more you progress, the more you will also face deadlier enemies. Eventually, you will face off against the “Final Boss”, who you must defeat in order to win the game.

I will be adapting this concept to my own artistic style. The user will be playing as an Exorcist, whose objective is to defeat evil spirits. Every few fights, the player will encounter elite spirits that are much deadlier. These enemies will be named after popular horror movie characters such as Slender Man and Pennywise. The player will also have access to Churches, which are safe havens where you can heal and purchase cards. The game’s aesthetic will be minimalist yet eerie. To accomplish this, I will hand draw each one of my assets to give them a consistent look.

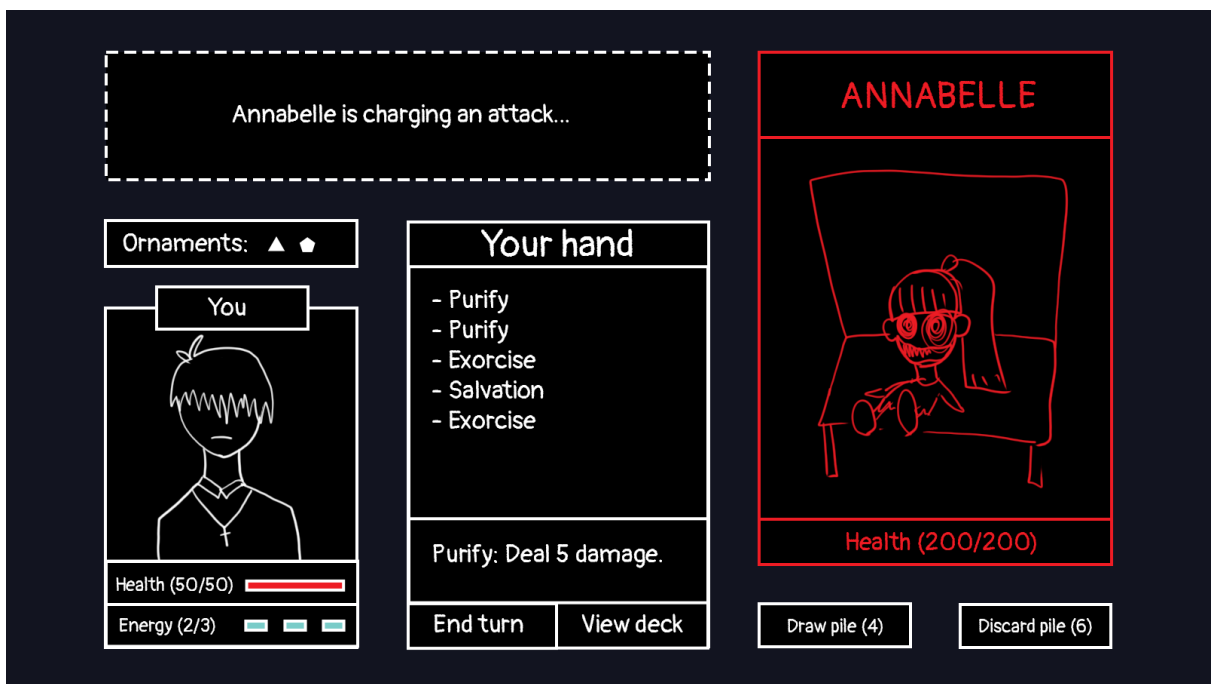
In the end, I aim to create a fun, replayable, spooky, and challenging experience.

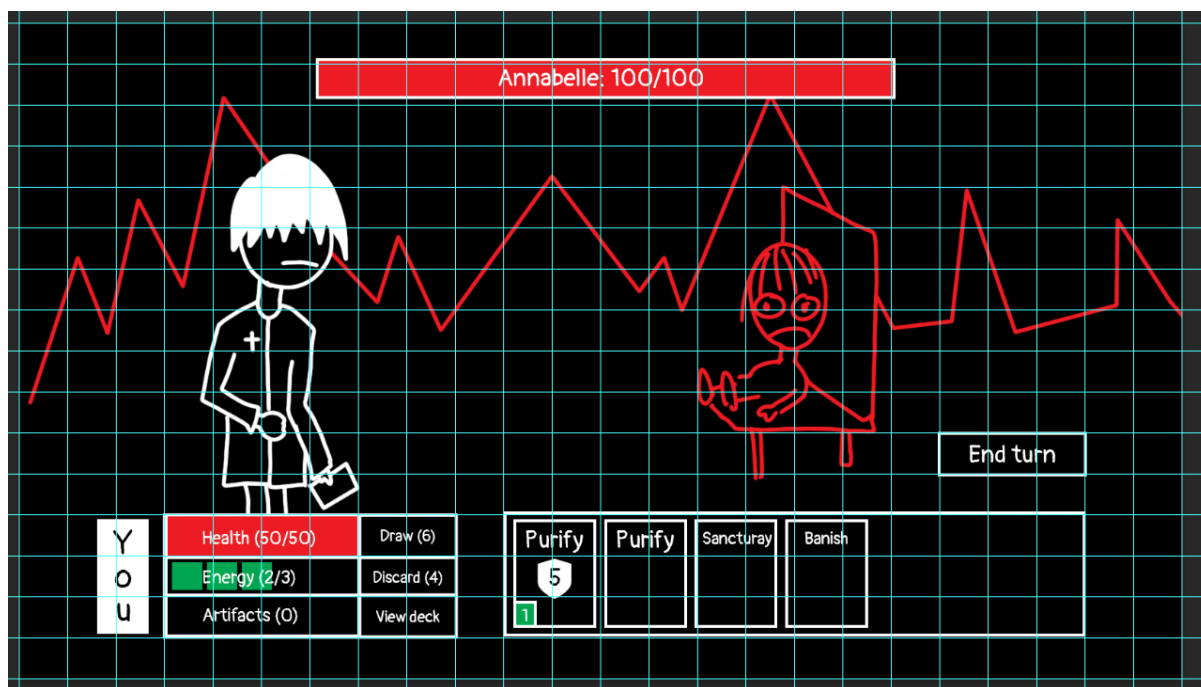
Biggest challenges

I expect my biggest challenge to be the fight scenes. The player will face off against his enemies in a turn based gameplay. During his turn he will be able to play cards until he runs out of energy. It will then become the enemy’s turn, who might attack, defend, or perform a special attack. I will be explaining how combat works in a later section. Creating a fluid, user friendly combat experience will definitely be the hardest part of my project. In addition, I have never created a game in JQuery before, and I do not think pairing player actions with animations will be easy...

Sketches

Here are a few sketches I made for the project. The first image represents the progression screen, while the two last images are ideas for the combat scene.





How combat works

*I will use « he » to refer to the player, however I mean to include any pronouns in this term.

Combat in my game will be turn based. Once the player starts his turn, he will draw four (may vary) cards from his deck (draw pile). He may choose to play whichever ones he wants, however each card has a set Energy cost. Most cards cost 1 energy and the player starts with 3 energy. After the player plays a card, this card will go to his discard pile. Once he no longer wishes to play cards / has no more energy, he ends his turn. It then goes to the enemy, who may perform any action in his « move set ». Once the enemy moves, it loops back to the payer.

After drawing cards every turn, the players deck will eventually run out of cards. Once this happens, his discard pile will be shuffled back into his draw pile. In other words, his deck will be recycled indefinitely .