# Game Design Document for *Cardgame*

## Overview

*Cardgame* is a 1 on 1 card game set during a war between neighbouring kingdoms. There is an emphasis on the financial management aspect of war. Players take decks of their own making head-to-head against each other, made up of 3 types of card: Units, Utilities and a single General per deck. Units are creatures that stay on the battlefield and can enter combat with the opponent’s units, or raid the opponent’s gold supply should their battlefield be empty. Utilities are one time abilities with powerful effects, ranging from drawing extra cards, to gaining gold, to killing an opponent's unit. Each player also plays as a General, which is a powerful card with a unique ability that supports different strategies, however the General cannot attack units. The Generals’ abilities will help you win the game through amassing gold, maintaining/gaining card advantage, etc. Building your deck to synergize with your General's ability is a key aspect to winning the game.

The card game is a fast paced one, closer to *Yu-Gi-Oh!* than *Hearthstone* or *Magic: The Gathering*, to reflect the hectic nature of war. Players use Gold to do everything, including hiring units, using utilities, using unit abilities, and paying their unit’s wages. If a player runs out of gold they go bankrupt. They are unable to pay their units wages and as a result they begin to revolt and that player will lose the war should they not recover. As a result, gold management is a key feature of the game.

## Players

*Cardgame* is a game for two players who go head-to-head with decks that they’ve created. Each card in the deck represents either a unit in their army (for example, a plague doctor) or a utility that they can use to get ahead (for example, a bank withdrawal). The exception to this is the General.

Each player can select one of a number of General’s, which acts as not only their character with a unique ability, but also as their avatar. This would be similar to the class a player selects in *Hearthstone*, or their Commander in the Commander format of *Magic: The Gathering* (however without the limitation to deck-building present in both of these cases).

Players play together over a network on two separate machines, however the game is designed in such a way that it would be easily replicable in real life with physical cards. To specify, in-game the player can only do with the cards what they are able to do with a card in real life, for example, change its orientation, flip it over, or put counters on it.

Players also control Units. A unit that is hired by the player can be ordered to attack other units, the opponent’s general, and also use its own ability (should it have one). Within the context of the game this is the player (The General) giving orders, as opposed to playing as the Unit itself.

## Story

*Cardgame* does not have an in-depth lore – the primary focus is on gameplay and having a too in-depth lore can, in my opinion, limit card design. However, as a general story, the Players play as Generals, who are the leaders of various neighbouring kingdoms and clans fighting over a barren land they all wish to claim to expand their own territory. Each general commands an army consisting of hired unit, and making use of hired services known as utilities. The victor of a match would be the ruler who claims this barren land.

## Look & Feel

## Tokens

## Rules

## Features

## Gameplay

## Interface

## Objectives