# 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 story – 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 units, 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

The player’s perspective during matches in *Cardgame* is a fixed-perspective birds-eye view of an initially empty battlefield, which is populated with cards as the game progresses. The entities in game are represented by 2D sprites, representing the cards and any counters the game needs. The player’s side of the field is on the bottom half of the field, while the opponent’s field is rotated onto the opposite side. Cards are always displayed without a rotation so that the players can read any cards in play. Cards in the opponent’s hand cannot be viewed. For more detail on the orientation of the playing field see the Interface section.

The feel is an extension goal – functionality is more important.

The feel is that of a brutal battlefield – cards are brutally destroyed, burnt, etc. Combat is accompanied by the sounds of clashing swords, and dying units will roar in pain. Actions should feel impactful, and so will be accompanied with appropriate visual and sound effects. Card artwork should have a consistent medium, but the theme should differ depending on the kind of card it is. For example, some cards may depict creatures such as frogs, yet others may depict rotting zombies. The latter would be a darker themed card, however drawn in a similar style, as opposed to the former which may be a bit more colourful.

## Tokens

## Rules

## Features

## Gameplay

## Interface

## Objectives