# Game Design Document for *Pecunia*

## Overview

*Pecunia* is a 1 on 1 card game with a slight emphasis on the financial management aspect of war. Player's take decks of their own making head-to-head against each other, made up 3 types of card: Units, Utilities and a single General. which are creatures that stay on the battlefield and enter combat with the opponents units, or raid the opponents gold supply. 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 selects a General for their deck, which is a powerful creature with a unique ability that supports certain strategies. These abilities will help you win the game either through amassing gold, maintaining/gaining card advantage, etc. Building your deck around your General's ability will be 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. The players use Gold to do everything, to hire units, to use utilities, to use unit abilities, and to pay their units wages. Should a player run out of gold, they go bankrupt, their units begin to revolt and they eventually lose the war.

## Players

## Story

## Look & Feel

## Tokens

## Rules

## Features

## Gameplay

## Interface

## Objectives