# 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. 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. These abilities will help you win the game either through amassing gold or 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 unit’s wages. Should a player run out of gold, they go bankrupt, their units begin to revolt and they eventually 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). Player’s would 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’d be able to do with a card in real life, for example, change its orientation, flip it over, or put counters on it.

## Story

## Look & Feel

## Tokens

## Rules

## Features

## Gameplay

## Interface

## Objectives