

Casters - Game Documentation

1. Overview

Casters is a 2-player fantasy Trading Card Game where heroes duel by summoning minions, casting spells, and outsmarting each other with strategic moves. Each player builds a Main deck (30 cards; only Minion and Spell types) and a Stage deck (5 cards, each granting 5 health). The game emphasizes simultaneous play, coin-determined initiative, and engaging “mind game” decision-making.

2. Gameplay

Deck Construction

- **Main Deck:**
 - 30 cards in total
 - Maximum 2 copies per card
 - Cards are either **Minions** or **Spells**
- **Stage Deck:**
 - 5 cards (only one copy per card)
 - Each Stage card represents 5 health
 - Total starting health is 25

Game Board Zones

- **Main Deck Zone:** Holds the 30-card deck.
- **Stage Deck Zone:** Displays Stage cards (serving as both health and play limit).

- **Graveyard (GY):** Where discarded or used cards go.
- **Coin Indicator:** Shows initiative (1 coin for first player, 2 coins for second).

Turn Structure

Pre-Game Setup

1. **Decide Initiative:** Flip a coin.
2. **Deck Preparation:** Each player shuffles their decks and reveals one Stage card.
3. **Initial Draw:** Each player draws 5 cards from their Main deck.

Turn Phases

1. **Draw Phase:**
 - Each player draws one card from their Main deck.
2. **Set Phase:**
 - Both players simultaneously set a number of cards face-down equal to the open Stage cards on the board.
3. **Reveal Phase:**
 - Starting with the player holding the initiative coin, players reveal one face-down card at a time.
 - **Options:**
 - **Play the Card:** Pay its cost; if it's a Minion, summon it (and trigger any "On Play" effects). If it's a Spell, resolve its effect and move it to the Graveyard.
 - **Discard for Draw:** Discard the card to draw 2 new cards.
4. **Battle Phase:**
 - The player with initiative may attack:

- Choose a minion to attack either the opponent's Stage deck (hero) or a tapped enemy minion.
- Continue attacking until both players choose to skip.

5. End Phase:

- The turn ends. The player with 2 coins passes one coin to the opponent, thereby changing the initiative. Any damage dealt is resolved (note that Stage cards, once lost, are permanent).

Win Condition

- A player loses when all their Stage cards (health) are removed.

3. User Interface & Scenes

Main Menu Scene

- **Description:**
The entry point of the game. Provides navigation to start a game, view your collection, and learn more about Casters.
- **Components:**
 - **Buttons:**
 - **Start a Game:** Transitions to the Game Board scene.
 - **View Collection:** Opens the Decks scene.
 - **About the Game:** Displays a pop-up window with game information.
 - **Background & Branding:**
 - A thematic background that reflects the fantasy style of the game.
 - Title/logo of Casters prominently displayed.

Game Board Scene

- **Description:**
The main gameplay scene where matches take place. It includes all the gameplay zones (Main Deck, Stage Deck, Graveyard, Coin Indicator) and manages turn phases.
- **Components:**
 - **Board Layout:**
 - Visual areas for the Main Deck, Stage Deck, Graveyard, and a designated area for player hands.
 - **Buttons & UI Elements:**
 - **End Phase Button:** Allows players to signal the completion of their phase.
 - **Phase Indicators:** Visual cues (or text) showing the current phase (Draw, Set, Reveal, Battle, End).
 - **Coin Indicator:** Displays current initiative (1 coin or 2 coins).
 - **Gameplay Elements:**
 - Card animations for drawing, setting, revealing, and attacking.
 - Feedback for actions (e.g., damage numbers, card highlights).

Decks Scene (Collection)

- **Description:**
A screen where players can view and manage their card collections.
- **Components:**
 - **Card Library:**
 - A scrollable area or grid displaying all cards owned.
 - **Navigation Buttons:**
 - Options to view details of individual cards.

- A back button to return to the Main Menu.

Deck Builder Scene (Deck)

- **Description:**
A scene dedicated to building and customizing decks for play.
- **Components:**
 - **Deck Editor:**
 - Drag-and-drop functionality to add cards from the collection to your Main deck or Stage deck.
 - **Deck Overview:**
 - Display current deck statistics (number of cards, copies per card, total health from Stage cards).
 - **Save Options:**
 - Buttons to save the deck.
 - **Guidance & Tooltips:**
 - Instructions or hints to help new players build valid decks (e.g., ensuring only 30 cards in the Main deck).

4. Implementation Details

Technical Architecture

- **Game Engine:**
 - Built in Unity using the Universal Render Pipeline (URP) for 3D visuals.
- **Project Structure:**
 - **Scripts Folder:**

- *GameFlow*: Controls turn phases and overall match management.
- *Cards*: Contains definitions (ScriptableObjects) and CardView scripts.
- *Players*: Manages player states, deck operations, and zone management.
- *UI*: Handles all user interface elements (menus, buttons, phase indicators).
- **Prefabs Folder:**
 - Contains reusable assets such as Card Prefabs and UI components.
- **Scenes Folder:**
 - Main Menu, Game Board, Decks, and Deck Builder scenes.
- **Art & Audio Folders:**
 - Store 3D models, textures, icons, and sound effects.

Core Systems

- **Game Manager:**
 - Oversees game state transitions (pre-game setup, turn phases, win conditions).
- **Deck & Hand Managers:**
 - Control card drawing, shuffling, and hand organization.
- **Board Manager:**
 - Manages card placement on the board and resolves combat.
- **UI Manager:**
 - Updates interface elements according to game state (health, coins, current phase).

5. Development Milestones

1. **Prototype Development:**

- Build Menu and Game scenes.
- Implement Game, Deck, Hand, and Board Manager classes.
- Add core gameplay loop (setup, turn phases, win condition) using placeholder assets.

2. **Gameplay Refinement:**

- Integrate card mechanics and a more fine-grained gameplay.

3. **Deck Builder Integration:**

- Build Decks, Deck Builder, and connect with the Main Menu and Game Board scenes.

4. **(Optional) Multiplayer or AI Integration:**

- Expand from local play to include networked matches or a more advanced AI opponent.