



JACK OF ALL DECKS

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OVERVIEW

- **Title:** Jack of All Decks
- **Genre:** (e.g., Strategy, Roguelike, Card Game)
- **Platform:** PC (SFML)

BASIC GAMEPLAY

- **Objective:** Survive as many rounds as possible and beat the dealer to earn chips
- **Rules:**
 1. The player will be able to bet a certain amount of chips at the start of a round, however it must exceed a minimum value depending on what round they are on. Higher rounds need higher buy-ins.
 2. The player is dealt 2 cards; the dealer is dealt 2 cards but one of them is face down. The player must get as close to 21 as possible without going “Bust”
 3. The player may choose to “Hit”(They get dealt an additional card from the deck), or “Stay”(They are happy with their cards). The Dealer then does the same until they win or go Bust

THE TWIST

- In between rounds there will be a shop with power-ups
- Some ideas for power-ups could be...

CARD-BASED POWER UPS

1. **"Lucky Ace"**: Start the next round with an Ace in your hand.
2. **"Peek at the Dealer"**: Reveal the dealer's first card at the start of the round.
3. **"Extra Card"**: Draw an additional card at the start of the round.
4. **"Swap a Card"**: Replace one card in your hand with a random card from the deck.

RISK VS REWARD POWER UPS

1. **"High Roller"**: Double your bet for the next round, but you can't hit. (e.g., you only chips, bet 50 to bet 100, etc.)
2. **"All or Nothing"**: If you win the next round, you earn triple coins. If you lose, you lose double coins.
3. **"Second Chance"**: If you bust in the next round (Values over 21 are considered 21), you don't lose chips, but you don't gain chips

GENERAL POWER UPS

1. **"Chip Multiplier"**: Earn 1.5x chips for the next round.
2. **"Insurance Policy"**: The next time the dealer gets a “Blackjack”, you don't lose your bet.
3. **"Banker's Blessing"**: Start the next round with a small bonus bet already placed.

DECK MANIPULATION POWER UPS

1. **"Stacked Deck"**: The next 5 cards drawn are guaranteed to be high-value cards (10, J, Q, K, A).
2. **"Low Deck"**: The next 5 cards drawn are guaranteed to be low-value cards (2-6).
3. **"Deck Swap"**: Replace the current deck with a fresh, fully shuffled one.
4. **"Fortune Teller"**: Reveal the top 3 cards of the deck and put them back in any order

FUN AND WACKY POWER UPS

1. **"Magic Card"**: One random card in your hand is treated as a 10-value card.
2. **"Wild Joker"**: Add a Joker to the deck that can act as any card you choose.
3. **"Chaos Mode"**: Randomly shuffle the values of all cards in your hand.

LOSE CONDITION

- If you don't have the required minimum amount of chips to bet at the start of a round you lose.
- If you lose all your chips, you lose

SKILLS STUDENTS WILL USE

- Source Control: Using Git and Github
- Using software: Visual Studio 2022, and Photoshop
- Teamwork makes the dream work
- Arrays are very important as you have to keep track of large amounts of data (The cards in deck and in hand)
- Classes are equally as important for Power up manager, power ups, cards themselves, etc.

WHY DO I THINK THIS IS FUN?

- Personally, I love games where I can gamble without losing money.
- There is tons of replayability value with the randomised shops and powerups you can collect
- This game is a bit of a combination between my two favourite games (Resident Evil 7 and Balatro)
- Easy to pick up, difficult to master

ELEMENTS

- Visual asset creation: Every card will need art, the dealer will need art, and the different power ups could have an icon each. [15]
- Menu System: There should be a basic menu, asking the player if they would like to start a new run. Maybe the button is a poker chip on a green felt table background [5]
- HUD: The player needs to know how many chips they have, how many chips they need to bet minimum, the power ups available to them at that time, the number of cards left in the deck, etc. A lot of HUD [15]
- Basic Gameplay: The player can do 4 things, Hit, Stay, buy power ups, and use a powerup. [20]
- Graphics: Sprites, Text, Font [20]
- Video [5]
- Management[5]