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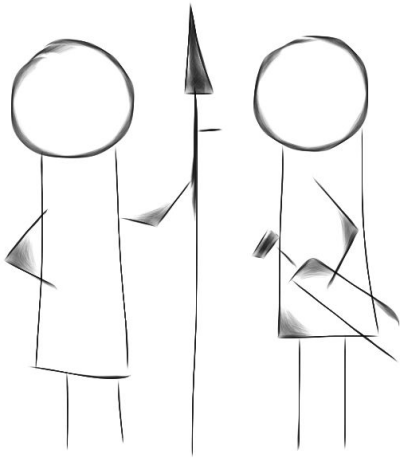
Sleight of Hand

- Platform(s): Android, iOS
- Genre: Strategy, Stealth, CCG
- Target rating: Teen
- Single Player

Story



Characters

The Rogue: Our cunning hero

The Hood: Mystery “mentor”of our hero, know lots of cards but can’t use them by himself

Guards: loyalty guards in the castle

Game Overview

- Map with guards, treasure, etc.
- Player moves around map
  - Collect treasure
  - Avoid/Fight enemies
- Cards activate special abilities
- Reach goal in turn limit
  - Spawn more enemies/traps after turn limit reached

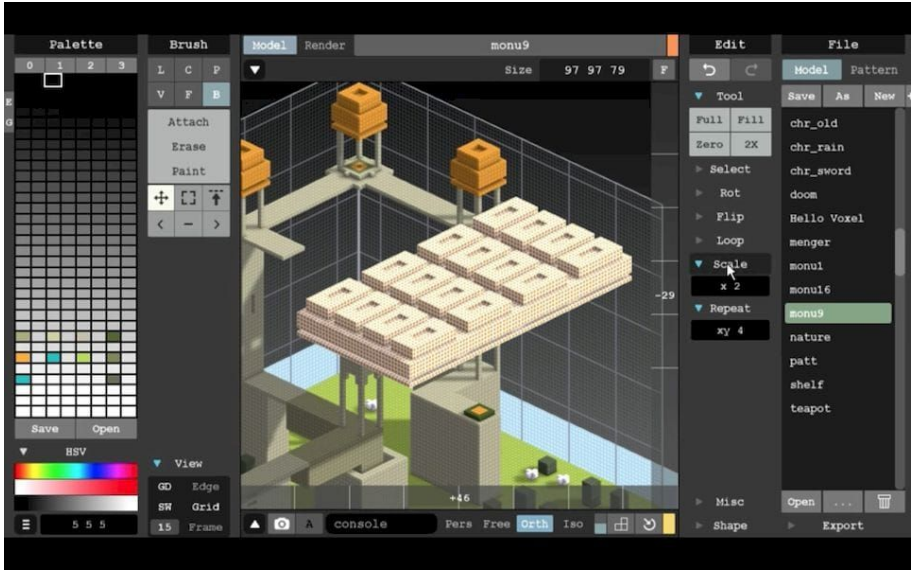
Attraction

1. Utilizing spare time to play (Mobile)
    a. Short play-session length
2. Collectable cards
3. Strategy depth

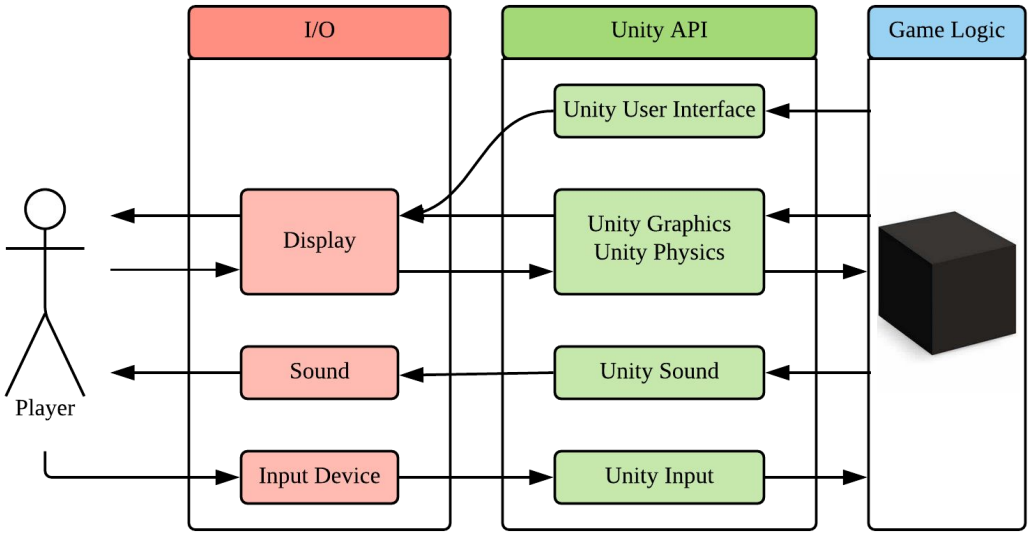
Art & Game Engine

unity

Magicavoxel

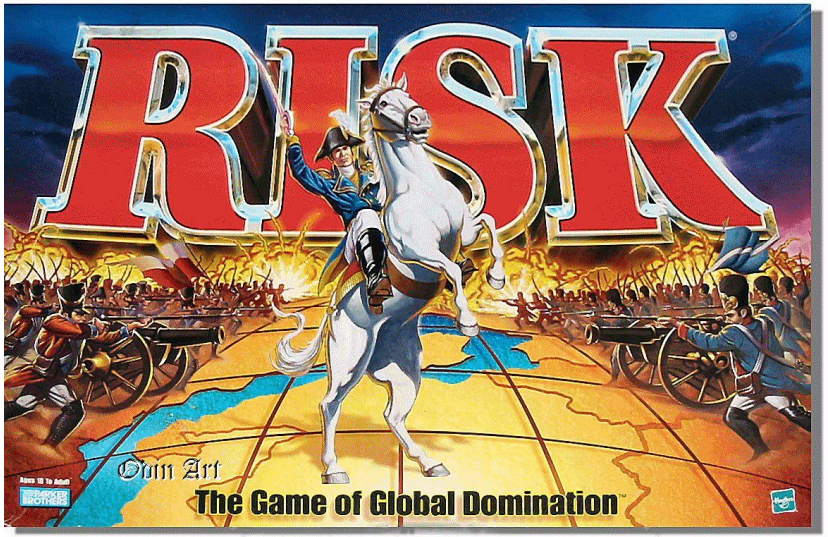


Technical Architecture



Risks

- Believable AI
- Interesting cards/decisions
  - Chance to use the cards
- Play session length
  - High complexity levels may not be feasible



Questions?