Galamadriabuyak

Functional specification

About

Galamadriabuyak is a simple textual dungeon crowler in which the player fights against increasingly powerful enemies with the power of magic cards! The core principle of the game is the one-cast-only cards. Cards can exist in more than one copy of course, but each one of these are castable only once. After each victorious fight, the player earn money and experience and can buy various useful items.

The name "Galamadriabuyak" comes from the eponym tower in the french web-serie "Noob".

The aim of this project is to help us, poor aspiring Java programmers, improve in the language and more generally in project conception and realisation. The game must not be too complicated to be implemented and us, poor students, must limit our dreams to those that are plausibly feasible.

Synopsis of the story and universe

[TODO]

Beginning of the game

- A quick synospsis of the story is displayed.

- The player is prompt to give a name to it's character.

- A quick explanation of the game and the commands is displayed.

- First cards: Random? Selection? By the player?

- Basic skill: Random? Selection? By the player?

Combat system and interface

- The player and enemies both have 3 cards and a basic skill. A basic AI is to implemented to control enemies' actions.

- The deck is not limited in size.

- At the beginning of a character's turn, he draws cards until his hand contains 3 cards.

- At any given moment, characters can have a maximum of 3 cards in their hand.

- The player can discard a card and put it at the bottom of his deck. This process doesn't make him draw again for this turn. This functionnality is only available for the player.

- The player's turn is not limited in time

- The basic skill, in his basic not enhanced form, can be used only once per turn. It can be used whenever the player wants, as long as it's his turn.

- The only time limit to the enemy's turn is the duration of displaying and reading messages related to its actions.

- The interface is split into two sides: the top one to display informations related to the enemy, the bottom one for the player.

- Are displayed on the player side, in this order:

  ○ The name of the player

  ○ His remaining health points (maximum HP?)

  ○ His special skill

  ○ The amount of cards left in his deck and his hand

  ○ An ordered list of the 3 cards currently in his hand

- Are displayed on the enemy side, in this order:

  ○ The name of the enemy

  ○ His remaining health points (maximum HP?)

  ○ His special skill?

  ○ The amount of cards left in his deck and his hand

- At the bottom of the interface is a command prompt, waiting for the player's input only when it it his turn. The two (three) commands available are "use", ("skill") and "help". Both await for a number n between 1 and 3 inclusive, that represents the n-th card in his hand.

- The command "use" allows the player to use a card while "skill" activates the basic skill. The command "help" gives details about a card's effect(s) and trivia.

- When the player use a card, a message indicates the resulting affect on the target.

- Targets for cards' effects include:

  ○ the player itself

  ○ the enemy

  ○ the basic skill

  ○ the player's deck or enemy's deck?

  ○ other cards?

- Cards' effects include:

- Direct damages and healing

- Delayed damages and healing on a certain number of turn

- Changes on one character's basic skill → special skills?

- Deck shuffling and alteration

- Other cards' effect modification

- A fight is only finished when one of the two parties' health points are less than or equal to zero.

- At the end of a fight, in case of victory from the player, he doesn't heal up, or retrieve his used cards. He must continue his journey as is. He earns experience, cards and money, depending on his level. He is prompt with a small shop where he can buy a limited set of items and cards (see category: Shop system and interface). All of theses steps come with a matching line of information.

- Bought items are used directly and cannot be used while in combat.

- At the end of a fight, in case of defeat from the player, a GAME OVER screen is displayed. It contains 2 options: the first one is to start another game, the second one is to quit the games. "restart" and "exit" commands?

Shop system and interface

[TODO]

Evolution of the difficulty

[TODO]

Other

Every line of text and information (other than the interface itslef) is displayed until the player hits the *return* or *space* key.

Annex: non-exhaustive list of cards, effects and items

[TODO]