

IAT 210 - Group Project - Meeting Minutes

May 23, 2024

Start Time: 6:08pm

End Time: 6:53pm

Attendees:

- Ryan Milligan
- Elvin Zukic
- Erick Gunawan
- Emmanuel de Caiman
- Phuong Nguyen

Agenda

Board Game Pitches

Time Duelists

(Taken from Elvin's canvas discussion post).

Taking inspiration from Teamfight Tactics and Magic the Gathering, Imagine a tabletop card game where a group of players will draft an initial deck through a shared pool and participate in almost entirely auto-battles with other opponents to then go back to the pool to draft and upgrade their decks. Each game will result in unique decks and experiences.

The philosophy of this game is to create fast-paced gameplay with little in game input but rather rewards smart deckbuilding. Another important aspect is RNG of the deck, but including cards that smooth out the RNG can help.

Details

- 2 - 8 Players.
- Ages 13+ (violence depicted on cards).
- 30 min - 1 hour.

Game Components

- 8 D6 dice (for determining who goes first and for other card effects).
- 1 deck of cards for draft rounds 1-3.
- 1 deck of cards for draft rounds 4-6.
- 1 deck of cards for draft round 6+.
- 1 deck for power cards (starting cards, determine unique abilities)
- Each deck has a different colour frame.
- Each deck of cards consists of stronger and stronger cards.

Gameplay

The game alternates between Draft and Battle rounds where players build decks and face off against each other.

Each player will begin with 40 global life and during each battle round will lose a number of life depending if they lost or won that round, with later rounds inflicting greater losses of life.

Draft Round

A number of cards will be dealt onto the table from the deck corresponding to which round it is and the player with the lowest life will select first, then the player with the second lowest and so on.

Then players will choose which cards they wish to keep or remove from the deck and shuffle up to prepare for battle round.

Then each player draws 3 powers and keeps 1. (only on draft round 1, 4, 6).

Battle Round

Battles will commence with one player flipping the top card of their shuffled deck onto the stack and performing the action on the card.

The next player will then do the same, repeating this process until someone goes to 0 life. The losing player will then take a hit to their global life total depending on which round it is.

Card Examples

- Attack card: deal damage.
- Shield card: block the next x amount of damage / block damage for the next x flips.
- Flip card: flip the next 2 cards from your deck.
- From the past: perform the action of any card in the stack.
- Alter the future: look at the top x cards in your deck and rearrange their order.
- Buff cards: cards that have persistent effects while in the stack such as giving attack cards +1 damage, shield cards +1 block, or +1 to dice rolls.
- Clear the past: remove all cards in the stack (counter to buff cards).
- Search Cards: look through your deck and put a card on top/ into play.
- Random cards: roll a d6 for varying effects.
- Black hole: eat the next x flips to do something big.

Theme:

- Playing with time.
- Decks are the future to come.
- The stack is the events that have happened.

Mechanics:

Cards that do additional effects when stacked on top of the same card (or quality).

Feedback:

- Too much RNG - addressed by adding more card smoothing.
- Drafting may be too slow.
- Maybe convert to Slay The Spire-esque style of gameplay, draw 4 play 1.
- Maybe cut deckbuilding and do a shared deck.
- Shared deck but each player has unique power cards.
- Building engines?
- Look at Balatro.

Group agreed that the foundation of the game is solid but decided to take some time to think about improvements.