

Card Game Dev

☰ Tags	Fall Session
☰ Parts	
☰ Age level	
☑ Can be done remote	<input type="checkbox"/>
🔗 URL	
📅 Date	
☑ Under Progress	<input type="checkbox"/>



The Project

20-30 second elevator pitch for the TCG gaming startup:

Proposed total number of cards needed for the initial MVP of the game.

The Cards

Single Player Gameplay System

Multiplayer Gameplay

Turns

Competing Game Systems

The Project

20-30 second elevator pitch for the TCG gaming startup:

"Imagine a gaming experience where you are the hero of your own story. Our TCG startup offers a unique blend of storytelling and strategy. With a simple shuffle of a deck of cards, you create your own epic adventures. Whether battling mythical creatures or forging alliances, the outcome is always in your hands. So, join us for a truly immersive and unforgettable gaming experience."

Proposed total number of cards needed for the initial MVP of the game.

For the initial MVP of the hero-based TCG game, we propose 300 cards. This number balances providing players with enough options to create their stories and being feasible from a production standpoint.

The 300 cards available to players can be categorized in several ways, such as characters, events, items, and locations, to provide a diverse range of elements. This amount of cards also ensures multiple playthroughs without the game becoming tedious. Players can mix and match the cards they draw each time to craft unique stories.

The Cards

Players can experience the game differently each time they play, allowing them to explore the possibilities and discover new ones with each playthrough. Additionally, the 300 cards included as the Minimum Viable Product (MVP) allow for future expansions and additions to the game, keeping it engaging and exciting for players.



Hero/Avatar Cards:



▼ Details:

These are the core cards that represent the player's characters. Each hero card should include unique abilities and attributes, illustrations, and artwork that visually represent the hero.



Event Cards:

▼ Details:

These cards represent the various events and obstacles that the heroes will encounter in their stories. They can range from battles against mythical creatures to unexpected twists and turns.



Item Cards:

▼ Details:

These cards represent the various tools and weapons that the heroes can use to help them overcome challenges. They can range from magical weapons to healing potions.



Location Cards:

▼ Details:

These cards represent the various locations that the heroes will visit during their stories. They can range from sprawling cities to hidden dungeons.



Ally Cards:

▼ Details:

These cards represent the various allies that the heroes can recruit during their stories. They can range from friendly locals to powerful wizards.



Foe Cards:

▼ Details:

These cards represent the various enemies that the heroes will face during their stories. They can range from sinister goblins to fearsome dragons, cybernetic monstrosities to oozing corporate slimes.



Victory idea Cards:

▼ Details:

These cards represent various conditions that can be chosen as victory for a game. Feel free to mix match or fully replace as you become a more experienced player.

These categories will enable players to enjoy a diverse range of gameplay experiences and craft stories that match their individual play style and preferences.

Single Player Gameplay System

Players can choose from a wide variety of hero cards to represent themselves in their game, with each card offering a unique and special set of abilities. Build your own decks of cards from the available pool of characters, events, items, locations, allies, and foes to create an immersive, tailored experience. With the system adjusting difficulty as the player progresses, there are also rewards and incentives to be earned as you progress, creating an engaging and unique solitary gaming experience.

1. The player chooses their hero avatar. This card embodies them in the game.
2. The Player shuffles their deck and draws five (5) cards to form their starting hand.
3. They then place cards onto the table to build their story, making decisions about which cards to play and when based on the abilities and attributes of their hero and the cards in their hand.
4. As they do so, they resolve any abilities or effects listed on the cards, such as battles or encounters with allies or foes.
5. The game continues until all cards have been played or a predetermined victory condition has been met.

This system allows for a solo player to experience the thrill of crafting their own stories and making decisions that shape the outcome of the game. The use of a hero card and a deck of cards creates a sense of progression and encourages players to strategize and plan their moves.

Multiplayer Gameplay

For a competitive gameplay system, we propose the following:

1. Players choose a hero card to represent themselves and build a deck of cards from the available pool of characters, events, items, locations, allies, and foes.
2. Players shuffle their decks and draw a set number of cards to form their starting hand.

For the first turn in a two-player competitive gameplay system, we propose that players start with a hand of five cards.

3. Players take turns placing cards onto the table to build their story, making decisions about which cards to play and when based on the abilities and attributes of their hero and the cards in their hand.
4. As players place cards onto the table, they resolve any abilities or effects listed on the cards, such as battles or encounters with allies or foes.
5. Players compete against each other by trying to achieve a predetermined victory condition, such as defeating all of their opponent's allies or surviving a set number of rounds.

6. The player who first achieves the victory condition wins the game.

This system allows for dynamic and engaging competitive experiences, as players race to achieve the victory condition while also trying to sabotage their opponent's progress. The use of hero cards and a deck of cards encourages players to develop unique strategies and adapt to their opponent's moves, leading to a highly replayable and entertaining experience.

Turns

For each turn in a two-player competitive gameplay system, we propose that players draw a single card from their deck.

This system allows for a balance between maintaining a steady flow of new cards for players to use and avoiding situations where players are overwhelmed by a large number of cards in their hand. It also ensures that players must carefully consider the cards they play and the timing of those plays, as their options will be limited.

In a single-player solitary gameplay system, we propose that players draw a set number of cards each turn, such as three, to provide a similar balance between a steady flow of new cards and limited options. This number can be adjusted based on the difficulty level desired and can be changed as the player progresses through the game. Reduce number of cards drawn to increase difficulty or conversly increase number of cards drawn to reduce difficulty.

This system provides players with sufficient options for their first turn, allowing them to establish a strong foundation for their story and start to develop their strategy. Five cards are a reasonable number for a starting hand, giving players enough options to make meaningful decisions while still forcing them to consider their resources and plan.

In a single-player solitary gameplay system, I propose a similar starting hand of five cards for the first turn, as this provides a balanced starting point for the player to begin crafting their story.

Competing Game Systems

How does this game differ from The Lord of the Rings: The Card Game?

Our narrative avatar-based game proposed here differs from "The Lord of the Rings: The Card Game" in several key ways:

1. We focus on player-generated stories: unlike "The Lord of the Rings: The Card Game", which is based on the existing story and characters from J.R.R. Tolkien's books, this game allows players to create unique stories through their card play.
2. Avatar-based gameplay: In this game, each player chooses an Avatar card to represent themselves, which is the focal point for their strategy and the driving force behind their story. In "The Lord of the Rings: The Card Game", players control a group of heroes, but the focus is on the group as a whole rather than a single hero.
3. Competitive versus cooperative gameplay: This game can be played as a multiplayer competitive game or a sandbox storytelling experience. In the former, players compete against each other to achieve a victory condition. In contrast, "The Lord of the Rings: The Card Game" is designed as a cooperative game, where players work together to defeat a common enemy.
4. Deck-building: In this game, players build their deck of cards from a pool of available characters, events, items, locations, allies, and foes. In "The Lord of the Rings: The Card Game", players build their deck from a pre-determined pool of cards in each expansion.

Overall, the narrative avatar-based game proposed here offers a unique and flexible gameplay experience that allows players to create their own stories and compete against each other. In contrast "The Lord of the Rings: The Card Game" is a more structured and cooperative experience based on the existing world and characters from the books.