

War oF CRYSTAL

Game Design Document



Version #0.04

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# **Design History**

**18th Aug. 2017** (Version #0.04)

Add new sessions

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Add new sessions

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Add new sessions

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Initial draft of the game design document by Si Han

# **Game Overview**

**What is War for Land (WFL)?**

War of Crystal (WOC) is an online real-time strategy tower defence mobile game. Players can role as attacker or defender in the game and fight each other via match making system.

**Background Story**

Once upon the time, humans live on the Caitl'vik continent, they believe Caitl'vik continent is the only land on the world for centuries until a great navigator found a new land where located at the south of Caitl'vik continent. More importantly, humans found a crystal on the new land, it contains a mystery power which allows humans to control the natural elements in the world such as fire, water, rock and even thunder which humans always fear. They call the power "magic". Human start to migrate to the new land and extract magic crystal. However, humans are not the first race to set their foot on this new land. Due to the mass human activities on the new land, the inhuman creatures (orc, undead, elf and other inhuman creatures) which human call them "monster" feel angry, they start to attack human facilities and try to chase them away from the new land. As the new land is still a mysterious place to human, humans cannot take the initiative to attack "monsters". In addition, everyone knows humans are not so easy to surrender. Therefore, the conflict between human as the defender and inhuman creatures as attacker begin and how the story goes, it is for you(player) to decide.

**Feature set**

* Free to play.
* 2.5D cute graphic.
* Medieval magic theme.
* Players can either play as attacker and defender. (But plays only can choose one side for each match.)
* 1V1 is the main game play mode.
* Players need to choose 6-unit cards from all unit cards to form a card set for match
* Unique unit cards for attacker and defender.
* Unit cards can unlock different talents to choose after the upgrade.
* Multiple playable game modes such as 2V2,3V3. (Ranking list only count 1V1 match)
* Regular events provide unique playable game modes with reward.
* Daily quests with reward.
* Ranking lists with reward.
* Players can establish guild with other players.
* Guild landmark system.
* Smart pause system

# **Target Audience**

A close up of text on a black background

Description generated with high confidence

Since War of Crystal is a real-time strategy tower defend online game, it requires quick logical thinking and fast body reaction respond from players, therefore, it may not suitable for players who under 10 years old as their expectation of game is more casual and less stressful.

# **Gameplay**

**Game progression**

Form a Deck

Stander 1V1 Mode

Event Mode

Guild Screen

Guild Fight

Friend Fight

VS AI

Home Screen

WIN

LOSE

Select Unit Cards

Select Role

Change Deck

Enter Game

Library Screen

# **Mechanics**

**Objective**

The attacker needs to use unit cards destroy human outpost within 2 minutes.

The defender needs to use unit cards keep human outpost exist (health point > 0) for 2 minutes.

**Main Gameplay UI and Basic Rules**

Attacker can only place his unit cards on the red area.

The purple circle is human living post/human village/town

Defender can only place his unit cards on the yellow area.

Black bar shows 2 minutes countdown

Brown circle shows how many manpower\* the players has currently in numerical form.

Green boxes show player’s unit card

Blue bar shows how many manpower\* the players has currently.

**Manpower**

* + Players need to spend manpower to place their unit cards in the match.
  + Every unit card has different cost of manpower.
  + Manpower will generate slowly during match.

**Cooldown**

* + Unit cards have cooldown time as players can’t place the same unit card again over period.
  + Every unit card has different cooldown time.
  + Generally, the more powerful unit card, the longer cooldown it has.

**Movement**

* + The attacker unit cards will move in a straight line toward to the human living outpost once it placed by the player.
  + The defender unit cards (include defender creature unit cards) will only attack targets in their attack range, they will stop attacking once target leave their attack range.

**Attack**

* Unit cards will attack their current target until their target’s health is 0.

**Control**

* The control system in WOC is simply tap-and-drag on the screen.

**Match Making System**

Players can find an opponent by match making system. Match making system will consider following points to find the most suitable opponent to ensure best gameplay experience.

* + Player account level
  + Player’s rank level
  + Player’s unit cards average level
  + Player total match number
  + Player’s win rate

# **Reward**

**Overview**

Players can receive different kinds of reward after achieving certain conditions such as win a match, complete daily quest, participate in the regular event and when every season ends.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Win a stander 1V1 match | Lose a stander 1V1 match | Complete daily quest | Participate in the regular event | Season ends |
| Gold | √ | √ | √ | √ |  |
| Recruit Letter/horn | √ |  | √ | √ | √ |
| Rank Point | √ |  |  | √ |  |
| Unit Cards |  |  | √ | √ |  |
| Magic Crystal |  |  | √ |  | √ |
| Player Account EXP |  |  | √ |  | √ |

**Gold**

* Gold is used for purchase unit cards in the shop screen.
* Gold also used for upgrade play’s unit cards.
* The amount of gold the player will receive when he wins a stander 1V1 match will depend on his victory rank level. The higher the rank level, the more gold.
* The loser will only receive 25% of the winner’s gold reward.

**Recruit Letter/horn**

* Players have a chance to receive a recruit letter/horn when they win a stander 1V1 match.
* The higher level the chest is, the rare.
* Recruit letter/horn is used to collect more unit cards by spending a certain amount of time.
* Recruit letter can only produce defender unit cards.
* Recruit horn can only produce attacker unit cards
* There are 4 recruit blocks in the home screen which allow players to put their recruit letter inside and start recruitment.
* Different level of recruit letter/horn will produce different amount of unit cards.
* Players can unlock new unit cards by spending recruit letter/horn.

|  |  |  |
| --- | --- | --- |
| Level | Time Consuming | Number of Unit cards |
| Small Recruit Letter/horn | 4 Hours | 20 Radom Unit Cards |
| Medium Recruit Letter/horn | 8 Hours | 40 Radom Unit Cards |
| Superior Recruit Letter/horn | 16 Hours | 80 Radom Unit Cards |
| Magic Recruit Letter/horn | 32 Hours | 160 Radom Unit Cards |

**Account Experience**

* + Players can receive account experience when they upgrade their unit cards, complete daily quests or end of every season.
  + Player account level will be part of the match making system condition.

**Rank Point**

* + Players receives different rank points when they win in different game mode.
  + The rank point will be part of the match making system condition.

**Unit Cards**

* Players need unit cards to form their deck.
* Players will receive unit cards when they participate in the event or complete daily quests.
* Players can update their owned unit cards by spending a certain amount of same unit cards.

# **Ranking and season**

**Overview**

The ranking is the most representative of a player’s skill. There are 5 rank lists in WOC, the victory rank, the attacker rank, the defender rank, the event rank and the region rank. Only 3 rank lists have rank level which are victory rank, attacker rank and defender rank, others use pure number ranking. Every rank list has the different conditions to earn rank point. The ranking system ensures game competitive environment and provides a considerable reward for players. The better reward will provide to high-rank players which also encourage players to keep playing WOC.

**Attacker Rank**

* + Players earn 25 attacker rank point only when they win a game as the attacker.
  + Players will 25 lose attacker rank point when they lose a game as the attacker.

**Defender Rank**

* + Players earn 25 defender rank point only when they win a game as the defender.
  + Players will lose 25 defender rank point when they lose a game as the attacker.

**Victory Rank**

* + Players earn 25 victory rank points when they win a game.
  + Players lose 25 victory rank points when they lose a game.

**Rank Level**

* Rank level system divided the rank list into several segments. Each segment divided into smaller segments again. Each segment will need players to earn 100 rank points to enter next rank level.

|  |  |  |
| --- | --- | --- |
| High King | Prestige | Chaos Conqueror |
| Princes Ⅰ~Ⅴ | Master Ⅰ~Ⅴ | War Lord Ⅰ~Ⅴ |
| Lord Ⅰ~Ⅴ | Diamond Ⅰ~Ⅴ | Trible chief Ⅰ~Ⅴ |
| Royal Knight Ⅰ~Ⅴ | Platinum Ⅰ~Ⅴ | Berserker Ⅰ~Ⅴ |
| Knight Ⅰ~Ⅴ | Gold Ⅰ~Ⅴ | Freedom Fighter Ⅰ~Ⅴ |
| Squad Captain Ⅰ~Ⅴ | Silver Ⅰ~Ⅴ | Gang leader Ⅰ~Ⅴ |
| Empire Guard Ⅰ~Ⅴ | Bronze Ⅰ~Ⅴ | Gang member Ⅰ~Ⅴ |
| Farmer Ⅰ~Ⅴ | Wood Ⅰ~Ⅴ | Troublemaker Ⅰ~Ⅴ |
| **Defender Rank** | **Victory Rank** | **Attacker Rank** |

**Event Rank**

* Event rank has different condition to earn rank point depends on the event.
* The top 10% of players in event rank will receive a gold chest.
* The top 25% of players in event rank will receive a silver chest.
* The top 50% of players in event rank will receive a wood chest.

**Region Rank**

* Region rank will display players who around the player’s real-world location.
* Players can’t earn region rank point because of its base on other rank lists.

**Regular Event**

**Overview**

We will hold one event every month and it lasts for 3 weeks. The event will provide special play mode to players. Besides, it also has rank list which provides opportunity to players win reward.

|  |  |
| --- | --- |
| Event Name | Description |
| Gold hammer, no gold finger | Unit cards will not cost manpower |
| Mist season | Mist will generate on the gameplay area, player can’t see through the mist so they need to build lighthouse(Defender) or Firefly spirit(Attacker) otherwise players will fight blindly. |
| Preserve season | Both sides can’t use range unit cards. |
| Unstable magic | Player’s magic cards will cause many different effects. |
| Why I have this card? | Player’s unit cards in this game will be replaced by random unit cards. |
| Rash Hour | Unit cards will not have cooldown |
| …… | ...... |

**Reward**

* The top 10% of players in event rank will receive a gold chest.
* The top 25% of players in event rank will receive a silver chest.
* The top 50% of players in event rank will receive a wood chest.

|  |  |
| --- | --- |
| Gold chest | Large amount of Gold, 2 x superior recruit letter/horn, unit cards |
| Silver chest | Normal amount of Gold, 2 x medium recruit letter/horn |
| Wood chest | Little amount of Gold, 1 x medium recruit letter/horn |

**Guild System**

**Overview**

A player can spend gold to establish a guild. Players can chat and fight with each other within a guild.

**Guild Landmark System**

Creator of the guild can take real-world location near his physical location as their guild base in the game. Other guilds can take the landmark away from originator by having a guild battle with them. Every guild member will need to fight with opponent guild member to get point. The guild which gets higher total score will win and take the landmark.

# **Game world**

**Overview**

Players only know the background story in Pg.3. This session is a detailed introduction of the world outlook in WOC. It will be the main foundation for future gameplay and story development.

**The Ancient Age**

The crystals were everywhere in this world at the ancient age. After thousands of years of evolution, the first generation of human became the first intelligent species in this world. Human found the power of crystals and use them to build homeland and kingdom. The king of north kingdom realized human underestimated the power of crystal. He secretly recruited a lot of magicians to discover the real power of crystal. Through the day and night effort, he found out life energy can let user control crystals and release destructive energy. However, animals’ life energy is poor and unstable to control crystals. Thus, the king of north kingdom plant crystal shard into his own body. Unfortunately, the crystal turned to occupy his body, his skin became hard as diamond, his blood became the energy flow of crystal. Besides the pain, he feels the power he never had before, he also gave himself a new title – crystal lord. Same as his power, his ambition spread all over the world. The ancient war began, he became unstoppable as he could against an entire army alone. However, an alliance headed by other three kingdoms united with the north rebel force defeated crystal lord in countless casualties. When everyone thinks the Crystal Lord’s death is the end, a powerful disease started rage all over the world. Those people who killed or wounded by the crystal lord started to turn just like the Crystal Lord, but they became extremely bloodthirsty as they need living creature blood to maintain “alive”. A normal human who attacked by infected people would be infected as well. This disease was unable to cure unless completely burn out the body and people called this disease “crystal curse”. Kingdoms were fallen one by one. Meanwhile, royal wizard circle of the west kingdom divided into two factions, one advocated evacuation and one advocated finding the cure for crystal curse. Considering for inheriting human civilization, king of west kingdom decided to evacuate survivor from the main land to a land where located at the south sea. However, the other faction still secretly captured infected creature for the cure. One day, an infect escaped and the nightmare shows up once again. The hope was shattered, the leaders of the royal wizard circle decided to implement the ultimate means, they use the rest of clean crystal form magical fog to seal up the whole land, nothing can escape from inside and enter from outside. Then, they detonated the crystals to bombardment the land to kill all the infect. The infects were gone, the first generation of human civilization as well. As there was not enough food for infects on the main land, their energy decline and dry up, the crystals on their body evaporated away. The world return to the quiet again.

**The New Age**

There were some uncivilized humans around the world. They lived in the cave and avoid the troubled time. Without crystal, they developed slowly. After many years, they finally leave their cave life and that was the rise of the second generation of human civilization. They use their own hand and sweat to achieve everything they want. A new age of hope had begun.

**The new land**

The new land was just a normal land as the main land before the ultimate means. There are all kinds of creatures on the land now. The natural environment also changed because of the explosion. The second generation of human civilization tried to reach the other side of fog but failed, even the strongest man in the clan, no one came back from the sea. Thus, the human ancestors of the second generation thought that is the edge of this world. Utile a great navigator found a flaw on the fog which makes his ship pass through.

**Orc**

Orcs are another ethnic group of Elf. They are strong but silly. The most important thing to them is food, then honour. They lost the war against Elves on their planet and became slaves. Elves always assign some orc slaves on their aircraft for coolie work. When the crash happens, some orcs took the chance to escape and disappear into the jungle, but some still are held by Elves. They build their clan in the mountain and accumulate strength to fight back. However, they still can’t beat elves as elves use the power of the crystals. Meanwhile, the appearance of human created new trouble to them and seems the only solution for rest of their species freedom is the agreement with elves.

**Undead**

The power of crystal curse still fragmentarily exists in the air after the extinction of the first generation of human civilization on the new land. The power is no longer strong compared to the past, but it still reacted with the corpses of the first generation of human civilization and undead emerged.

**Elf**

Elves are from another planet. They arrived in this world after the extinction of the first generation of human civilization. They were forced to settle down as Their aircraft crashed at the new land and unable to start again. The crash also created a crack on the fog which protects the new land. They found out the power of the crystals and realized these are their only way to go home. Elf started to collect crystals and try to build a new aircraft. However, this work is huge and difficult as they lost their advanced technology in the crash. Besides, human empire steps on the new land and extract the crystals as well. The number of Elf population is not enough to counter the army of human empire. Thus, they signed an agreement with orc which trades orc’s assistance with the rest of orc’s freedom.

**Guardian**

The creation of the royal wizard circle. Just a few days before the ultimate means, the great wizard created a final defensive system called guardian. He used rocks to form an army of giant and assign to every corner of the new land. It prevents any unexpected situation after the ultimate means. A lot of giants were damaged by the explosion and became statues but some still activated for years. The order they were assigned is to eliminate all human who wants to approach the crystals or carry the crystals. As elves, orc and undead are not human, thus guardians can’t hurt them.

# **Unit Cards**

**Overview**

There are two classes of unit cards which are attacker and defender. Most of the defender unit cards are building and most of the attacker unit cards are creatures. Every unit cards have series of talents which require players to update to a certain level to unlock. In every stage, there are 2 talents available and players can only choose 1 of them.

**Defender**

**Archer Tower**

**Unit type**: Building

**Class**: Defender

**Overview**: A range building unit and shoot arrows to enemies in their sight.

**Talents:**

|  |  |  |  |
| --- | --- | --- | --- |
| Level 3 | Level 6 | Level 9 | Level 12 |
| Decrease manpower cost of archer tower and its damage as well | Create a swap around archer tower and decrease enemies movement speed | Increase manpower cost of archer tower and its damage as well | Decrease archer tower’s attack speed but increase attack damage |
| Allow archer tower can shoot fire arrow which deals periodic damage. | Target who attack archer tower will suffer damage | Increase archer tower attack range but it no longer can hit the target who are too close to it. | If archer tower is destroyed, the player will receive 1 manpower. |

**Background**:

AS one of the greatest invention in the empire, archer tower was first widely used in the unification war. Archer tower is equally offensive and defensive. In addition, it only cost few days to build. Archer tower also offers large and safe space to storage army supplies. After unification war, archer tower starts to use in decorating the empire, dignity without losing the sense of beauty, it also called architecture wonders.

“Without archer tower, there would be no empire.”

——<Empire Architectural History>

**Guard Boot Camp**

**Unit type**: Building

**Class**: Defender

**Overview**: A building unit produce empire guards, maximum 3 at the same time, they can intercept and attack enemies.

**Talents**:

|  |  |  |  |
| --- | --- | --- | --- |
| Level 3 | Level 6 | Level 9 | Level 12 |
|  | Guard boot camp will produce 2 empire guards when guard boot camp is destroyed | Guard boot camp produce 1 guard captain which is stronger instead of 3 guards |  |
|  | Decrease cost of manpower and guard boot camp will only produce 1 empire guard | Assign an archer on the guard boot camp, she will shoot arrows to targets inside her attack range. |  |

**Background**:

**Swap magic**

**Unit type**: Magic

**Class**: Defender

**Overview**: summon a swap which decreases enemies’ movement speed.

**Background**:

**Empire Vintage**

**Unit type**: Magic

**Class**: Defender

**Overview**: throw a barrel of strong alcohol to the target area, increase friendly units attack speed.

**Talents**:

**Background**:

I was awaken by the cold wind across the ship. Perhaps because it has been a long time since the last time I put out to sea years back. I miss the warm stove and roast chicken. As I can’t find them in my dream, I decide to find something around the ship.

I saw a room full of barrels just a few steps away from my room. Rich bouquet let me realize I was awaked by something else. There was a sailor sit beside these barrels and play with a small silver knife.

“Are these all empire vintage?” I immediately realized how stupid the question was.

The sailor didn’t answer me. He didn’t even look at me. I know I may not attractive as a silver knife to them. But I paid.

“Why we need so many wines on the new land?”

The sailor finally looks at me and put his knife back into his pocket.

“Why a business man care about wine so much?” He must from the north.

I don’t want to make any trouble so I just turned away. However, I think he really should look at himself when he is drinking.

——<The Trip. Pg. 142>

**“Jian”**

**Unit type**: Human

**Class**: Defender

**Overview**: A powerful melee unit with different kinds of skill, he will use his sword to strike enemies.

**Background:**

Name: Unknown (“Jian” is very common to hear when we are investigating)

Sex: Unknown (Male stand a good chance as his skill and height)

Age: Unknown

Height: Unknown (Taller than average)

Family: Unknown

From: Unknown (East?)

“Jian” is a mystery, even the name is created base on the long sword he always carries along. He came from the far east because of his dressing style, nobody dresses so much silk except eastern. Due to our investigation, “Jian” does not even talk, people who seek his help just need to show the target and pay. He always wears a bamboo hat and mask, so we still can’t find any facial portrait and witness within the empire. Until recently, people say he head to the new land, I hope we can find the answer there.

——<Empire Secret Profile. Pg. 548>

**Attacker**

**Orc Recruit**

**Unit type**: Orc

**Class**: Attacker

**Overview**: A creature unit card will destroy everything which blocks their way.

**Background**:

**Witch Doctor**

**Unit type**: Orc

**Class**: Attacker

**Overview**: A creature unit card can heal friendly unit around them.

**Background**:

**Shield Orc**

**Unit type**: Orc

**Class**: Attacker

**Overview**: A creature unit card with a big shield but move slowly.

**Background**:

# **Interface**

**Home Screen**

BATTEL!



1V1

Event Mode

VS AI

Player Name

Home

Library

Shop

Guild

Player

Display Gold

Display Magic Crystal

Defender rank level and point.

Slides to the left can change to VS AI mode.

Slides to the right can change to event mode

Attacker rank level and point

Player Account level and EXP bar.

Blocks can input recruit letter/horn to produce unit cards.

**Library Screen**

Home

Library

Shop

Guild

Player

Defender

Attacker