Card Colosseum: War

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Why We Chose *War*

- No prior game development experience
- No prior Unity experience
- No prior digital art experience
- Simple base
- Room to innovate

Card Colosseum: War is our puzzle-action reinterpretation of the classic card game of *War*. None of us had prior experience with game development, Unity, or digital art, so we chose a project within scope and transformed it into something unique and meaningful.

Why We Chose *War*

Precisely, we wanted a game that was simple enough to learn quickly but flexible enough to change. War was perfect for that. The rules are simple, and because it's traditionally a luck-based game, we could add elements that made gameplay more strategic, dramatic, and meaningful.

Basics of *War*

- Traditional *War*
- Scoring instead of stealing cards

In standard *War*, both players flip cards, and the higher card wins; ties lead to a multi-card "war." In our version, the player and the AI each have their own deck, and, instead of taking cards, a scoring system tracks performance. These aren't even our most significant changes: they just set the foundation for puzzle and action elements.

What Makes Our Game Unique

- Tactical Option Points
- Timing mini-game for ties
- Strategy + reflex = puzzle/action

We introduced two significant changes: tactical Option Points and timing mini-games for ties. To elaborate, Option Points let you Peek, Swap, or Burn cards, giving you planning and resource-management decisions that turn the game into a puzzle. Ties trigger a reflex-based timing mini-game: something only possible in a digital format. This blend is what firmly shifts the game into the puzzle-action genre.

Game Story/Scenario

- Background-driven narrative
- Emotional arc of war

Inspired by the game's name, we chose to convey a narrative about the nature of war visually.

Game Story/Scenario

The opening image shows a lone warrior on horseback, reminding the player of the duty, burden, and resolve real soldiers carry into conflict.

Game Story/Scenario

The gameplay shifts to the face of a child, representing the civilians, especially the families and children of soldiers, who pay the hidden cost of war.

Game Story/Scenario

The results screen shows ancient ruins sinking into water, conveying a loud message: even victory leaves destruction behind.

Game Story/Scenario

Although the narrative is brief, it is indubitably emotionally resonant; its design frames the simple gameplay with a focusably complex set of feelings: those of sacrifice, consequence, and fragility.

Core Gameplay Overview

1. Use tactical options
2. Flip cards
3. Higher card wins
4. Tie triggers timing game
5. Score updates
6. Game ends when decks empty

Each turn begins with optional actions: Peek, Swap, or Burn. After that, both sides flip their top card. If one is higher, the round ends normally. If it's a tie, the timing mini-game appears, and whoever lands closer to the center wins the war. Scoring updates continuously until the deck runs out.

Tactical Options

- Peek (-1 Option Point)
- Swap (-2 Option Points)
- Burn (-1 Option Point)
- Earn Option Points via streaks and wars

These options push the game into puzzle territory. Peek reveals your next card, Swap rearranges your top two cards, and Burn moves your top card to the bottom. You start with three Option Points, and you earn more by winning wars or achieving streaks of three wins.

Timing Mini-Game

- Fast-moving slider
- Hit **Space** in the gold zone
- AI gets randomized score
- Determines "war" winner

Ties bring the action element into the game. The slider moves quickly across the bar, and the player presses **Space** as close as possible to the gold zone. The AI gets a randomized precision score. This element breaks the monotony of card flipping and introduces moments of skill-based tension.

Scoring System

- Win: +10
- Lose: -2 (min 0)
- Win war: +10 +1 OP
- Final Score = Score + (OP * 5)

The scoring system keeps the game goal-oriented. Winning around yields 10 points. Losing deducts 2, but never below zero. Winning a war yields 10 points and an Option Point. At the end, leftover Option Points act as a bonus multiplier.

Things We Would Add

- Deck count display
- More narrative integration
- Animations and polish
- Expanded soundscape

With more time and experience, we would have added a deck counter, more narrative cues, visual polish like animations, and a fuller soundscape. These additions would help reinforce the game's emotional arc and improve usability.