

## Concept

The Game “The Battlefield” is a player vs player game in which two players battle with cards. Each player gets fifteen cards, 13 random and 2 of their choice. Each Deck has cards of 5 types: Close combat units, ranged combat units, Heavy combat units, Special Characters, and Wild cards on a battlefield of 3 lanes per player. Each card has its value, and some have special abilities.

The main idea behind this game is that players should know when to step back and live to fight another day. As players initially draw 13 cards randomly and two of their choice, players can draw two random cards before round 3 if round 3 is needed. Resource management is highly in focus throughout the gameplay.

## Target Audience

The target audience for this game is players of all genders above age 8. Two players mainly, but this game can be played in families with a round-robin system.

## Player Experience Goals

The main goal is to deliver a balanced experience to the players, neither overly random nor highly skill-based. Players will experience that they must do a lot of resource management with the random cards they have drawn at the start.

## Core Dramatic Elements

**Premise:** Both players command their own armies, trying to defeat the other in a battle using the units (cards) at their disposal. It is a fight for land.

Cards / Characters are the army and resources for the battle

The need to win and the need for resource management for multiple rounds cause tension.

The cards themselves act as the core dramatic elements as the act of playing a card is directly related to winning, which in turn causes conflict and drama between players. Especially wild cards, some of which can reduce the value of each card in the affected lane to 1.

## Core Formal Elements

**Players:** This game is played between 2 players with no special roles.

**Objectives:** The objective of this game is to have more points than the opponent in a round; the opponent's points can be reduced by playing wild cards if desired. Win two rounds out of 3 rounds

**Procedures:** To achieve the objectives, players can play cards to add to their points also players can play wild cards to affect the points of the opponent

### Rules:

1. Players start by drawing 13 random and two cards of their choice
2. Player one has their turn
3. Player 2 has their turn
4. 3& 4 are repeated until both players fold

A turn consists of either playing a card or folding.

Each card can be played only in the lane they belong to

**Resources:** Cards (Units) are the main resource.

**Conflict:** Being a PvP game and there being a loser and a winner naturally causes conflict between the players

**Boundaries:** The boundaries of the game are the board and the lanes. And these are physical in nature.

**Outcome:** There are two outcomes win and loss. The player with more points wins the round, and the player who wins two rounds first wins the game.