Gameplay

* Core Gameplay: Stealth and Souls-like with using a card-deck for abilities.
* Top-Down strategy (similar to games like Desperados)
* Playing as a ninja, the goal is to get through the levels without being seen.
* The player always has a primary goal for each mission, which will be explained by a NPC related to the story of the mission (mostly Ieyasu Tokugawa) in the players base of operation (the Tokugawa castle) before the mission starts, the most crucial information to the mission will then also be shown in an extra screen, that serves a s a summary
* within each mission there might be additional secondary goals, e.g.:
  + Primary goal: retrieve certain piece of crucial information
  + Secondary goal: kill the commanding general
* The primary goal will always be the target set by the characters client (mostly Lord Ieyasu) while the secondary goals will be something that offers a opportunity to benefit Hanzos interests, for example taking revenge on the commanding general, though he is not the target *(this is just a idea so far to give some options of decision-making)*
* It will depend on the narrative of the mission if it ends with achieving the primary or goal or whether the player still has to escape

Mechanics

* Before the mission starts, the player builds a deck out of different abilities. By choosing the amount of each chosen ability card in the deck (the deck itself is limited to 40 cards for now, but may change due to balancing/depend on player progress, …), the player decides how often it can used throughout a mission (kind of an inventory) and also how likely it is to draw the card with each draw.
* Levels are played in a somewhat turn-based system, meaning that the player can choose a few cards per turn and draw new cards once he has used all chosen cards from the last turn.
* When the mission first starts, the player can move around the level in real-time using normal controls and a range of ‘always available actions’ (like jumping onto something, running, sneaking, etc.). To use his priorly chosen abilities however, the player must start the first ‘turn’.
* Each ‘turn’ starts with a random selection of cards drawn from the players deck (e.g. 10 different cards). The player chooses a number of cards from the selection up to a defined limit of (e.g. up to 4 cards) that fit what he’s planning to do within the upcoming turn. If the cards do not match, he can redraw once for free, if the new selection still does not fit his plans, he can redraw again but the total amount of additional redraws/turns throughout the mission is limited, depending on the difficulty settings\* (chosen by the player) and the mission (chosen by the developer (me)). Throughout this whole process the game is paused
* The player is then able to move through the level in real-time, using normal controls, a range of ‘always available actions’ (like jumping, running, sneaking, etc.) and the chosen ability cards. NPCs will follow different movement patterns and activities. The player has to observe what they are doing and decide when to use the abilities properly.
* A ‘turn’ in this case is not limited to a certain time period or number of actions but just ends when the player has used up all the cards that he chose for this turn. Every turn counts as a ‘draw’ and since the player has a limited amount of ‘redraws’ throughout the level, the goal is to achieve the primary goal before reaching the last turn.
* Should they reach the last turn without getting to their goal, they will not be able to draw new cards, meaning they have to complete it without using abilities or restart the level.

the goal is to find a balance between choosing cards that benefit what the player is trying to do next and also how many turns he can take to get to the final goal. An example should illustrate this more clearly:

* + The player has chosen the lowest difficulty level, which means in every turn he gets a random selection of 10 cards from his ability deck from which he can choose up to 6 cards. (A higher difficulty might limit it to up to 5, 4 or even 3 cards)
  + Depending on the difficulty the total amount of redraws he can use throughout the level is 20 (again a higher difficulty might limit it to 18, 15 or even 11 redraws)
  + If the random selection fits his plans very well, he might choose 6 cards, but this means that he must use these 6 cards before he can draw again. If he performs it well, he will find a proper use for all of them but if not, it means that he must waste some of the ability cards, that he then cannot use later as they will already be spent.
  + Using a card might be okay if the player put many instances of it in his deck but if he chooses one of the rarer cards and has to waste it, than this will be critical as with every use the chance of drawing it becomes lower or even 0 if all instances were spent.

Difficulties

Genin – Easy

Chunin – Mediocre

Jonin – Hard

Kage – Super Hard