

Version pre-alpha info

CELESTIAL BLIZZARD

Welcome to the Celestial Blizzard pre-alpha build. Since there are no tutorials and visual feedback is very limited, this document will help you navigate the game and understand it's mechanics (for now)

Main Screen



Currently we have 4 planned features:

- Battle
- Venture (Shop)
- Archives (Deckbuilder)
- Story

Clicking on the respective text will eventually lead to the features.

Archives

Currently the archives section is in development in the deckbuilder branch. In this branch however, it will just lead you back to the titlescreen

Venture

The venture features has not been worked on yet and is of lower priority currently, because it's contents will likely changed based on the story implementation.

Story

Currently, story can only be manually activated from the editor. This is because it will automatically trigger when the game is first launched. Afterwards, the player will be able to proceed the story by clicking the Celestial Blizzard logo.

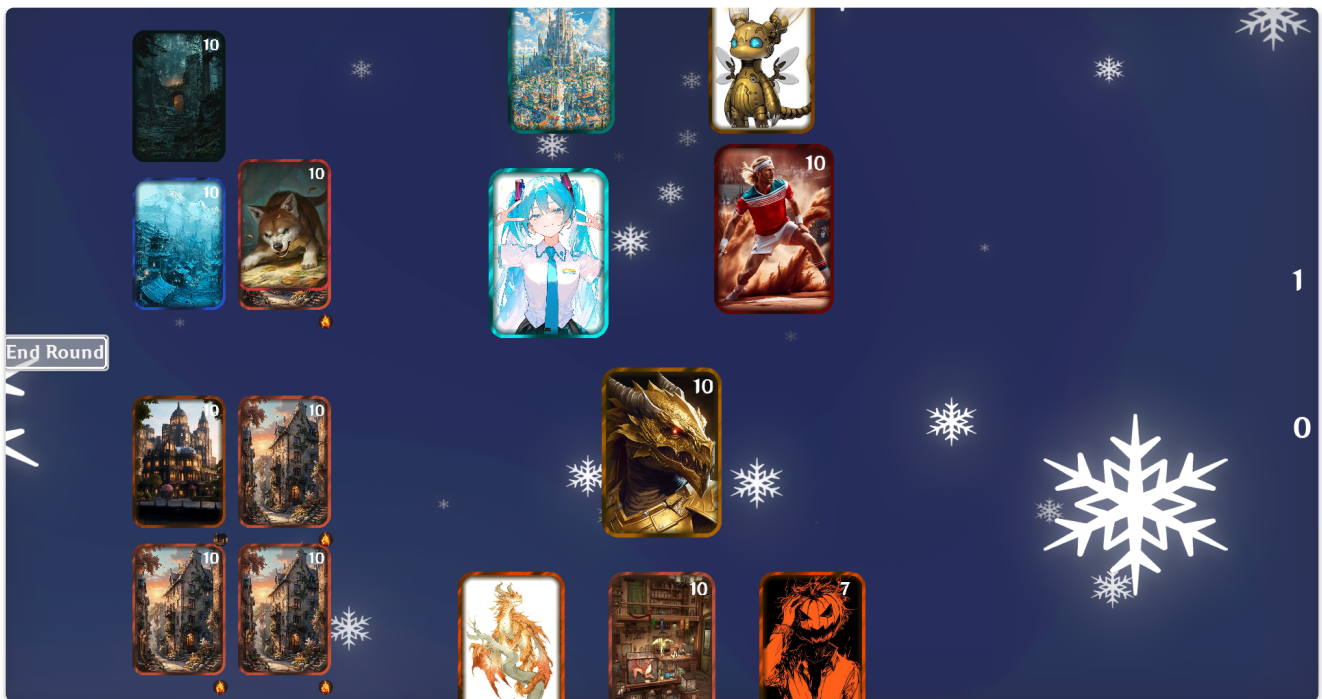
Battle

When clicking on the celestial blizzard logo, you will enter a battle designed for testing purposes.

Battle

Battlefield

During a game, the battlefield will look something like this:



The battlefield is divided in an ally side and an enemy side.

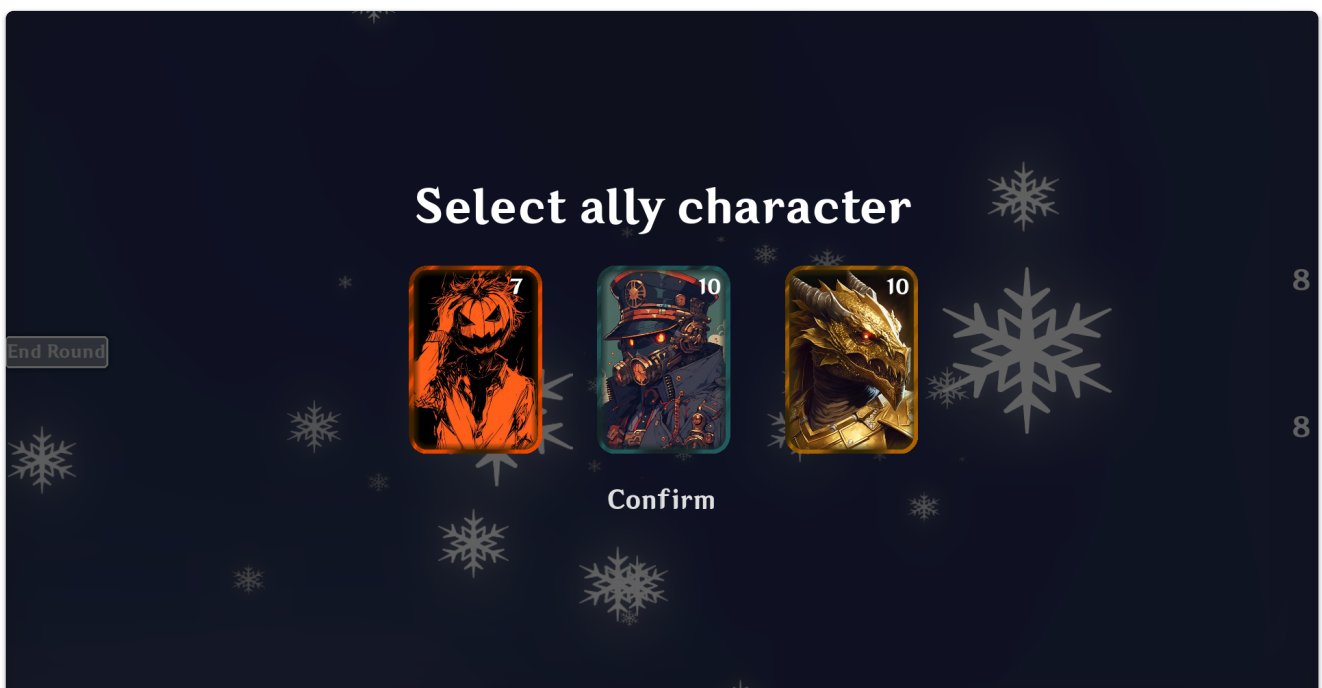
On the bottom middle is the allied card hand, above that the allied characters. To the left of that are the areas and supporters. To the right will be the entity cards, but there are no entity cards currently.

On the left is an end round button, that will end your round (shocking)

The numbers on the right are the ally and enemy resources, such as gold, which is needed to place cards from your hand onto the field.

Battle order

When first initiating battle, you will be met with the following screen.



This is to choose your starting character.

Afterwards the round and turn counters will start. Each round your gold is refreshed randomly. The turns switch the player that acts. When you end your round, the opponent is free to do whatever. When both players end round, a new round is initiated. Your turn will end after certain actions, such as using an attack or ending your round. Placing a card however will not end your round.

Resources

Card hand

The card hand contains all the cards you draw. At the start of each round you will draw 2 cards by default, at the start of the game you draw 5. The deck order is determined randomly at the start of the game, but will not be shuffled unless specified by cards. This allows deck cycling and predictability in the face of randomness.

You can play a card by holding it and dragging it to the location highlighted by the game. Playing a card will cost the specified amount. The number on the card displays it's cost except for character cards, for which it will display their HP. This is currently broken for non characters and will always display 10

gold

At the start of each round, your gold will be determined randomly by rolling 2, 8 faced dice and taking the highest amount. On the first round you will always receive 8 gold. Gold can be obtained from cards and is the main resource the players have to manage in order to win.

Spirit

Spirit is a resource only exclusive to character cards. It is the energy of said card, which will allow them to activate powerful game changing finisher abilities (Charged Attacks CA).

Card types

In the game there are multiple types of cards:

Character Cards

These are your main fighting resources. They have way more functionality than other cards and change the game dynamically. When your all your character cards on field have fragmented, you will lose the game. The same is true for your opponent of course, so dishing out damage is key.

Event Cards

These cards when placed, activate some kind of effect upon which they will go back into the deck.

Area Cards

These cards are placed in the left zone and remain there until specified. You can have only 4 area on your field for balancing purposes.

Supporter Cards

You can place supporter on area cards, only one supporter can be placed on an area card. Supporters often activate strong permanent effects as a tradeoff to the necessary setup. This makes it interesting to invest into placing areas instead of just going for damage.

Entity Cards

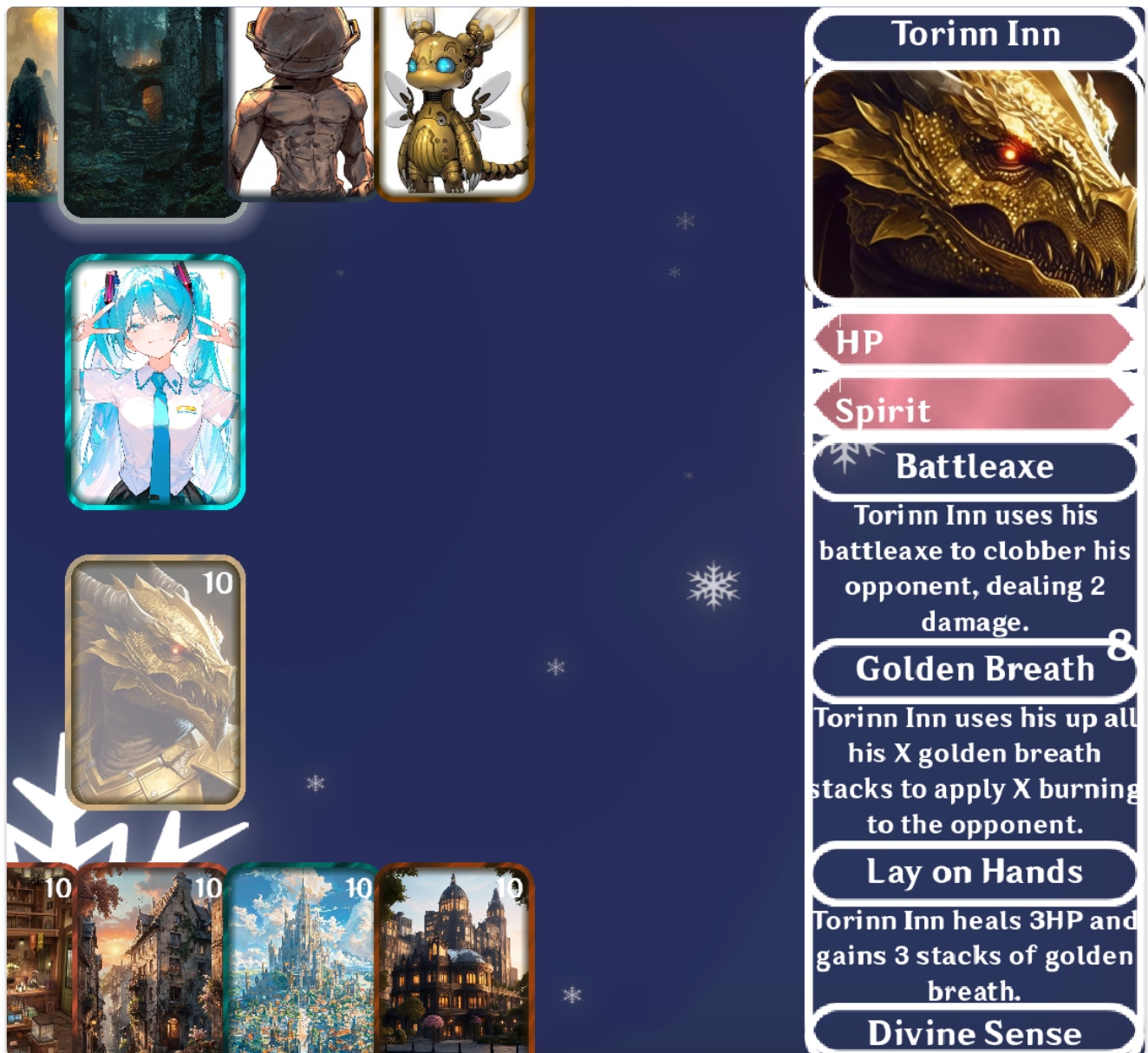
These cards will be placed on the right side of the field. They provide an effect for a specified amount of turns / condition. They can be summoned by character cards.

Equipment Cards

These can be placed on character cards to buff them. Unless specified otherwise, a character can only have one equipment card equipped.

Card abilities

When you select a card by clicking on it, you will be met with a side panel like this.



This panel specifies the abilities this card has. In the case of character cards, some of the titles such as Battle-axe, Golden Breath and Lay on Hands are clickable. They will initiate an attack. The side panel is currently in development.

Each character card has three clickable moves. A normal attack NA, special attack SA and charged attack CA. Just like placing a card, using a move will cost gold and/or spirit.

- Normal attack:
A very ordinary attack with mediocre damage, usually without any special effects. It will generate 1 spirit. (Battle-axe in this example)
- Special attack:

An attack unique to the character. This will almost always activate some kind of effect. It will generate 1 spirit. (Golden Breath in this example)

- Charged Attack:
An attack that can only be used when the specified amount of spirit is possessed by the character. This can be seen as that character's ultimate move, and is therefore usually

exceedingly powerful. Afterwards, the spirit will be reduced to 0. (Lay on hands in this example)

Every character possesses an ability that defines their playstyle. This is a passive effect and cannot be used as a move. (divine sense in this example)

The side panel is scrollable.

Story

A dialogue system has been created for the game, but an environment is still necessary. The story will focus on decision making and interactability. This interaction will lead the player to obtain different cards to use in their deck. In the lore of the game, the cards are actually people or places that the main character has encountered. In the archives, the main character keeps a journal with all the places and people he has encountered, functioning as a deckbuilder and blending seamlessly with the world and the story. The story will also be the gateway to battles against a CPU. This CPU will hopefully be a bit challenging with the option to increase the difficulty of the game by handing out more powerful cards to late game CPU's

Archives

The archives are the gateway between the story and a battle. It is presented as a journal that the main character keeps during the travels in the celestial blizzard. Wout is currently in charge of the deckbuilder in the deckbuilder branch.

A deck consists of max 3 character cards and 22 other cards. (This may change in the future)

Venture

The venture function can be seen as a shop, to obtain cards that are not obtained via the story. It is presented as venturing into the blizzard and encountering the unknown. Obviously, this should only be available a limited amount of time to prevent players from receiving all cards instantly. This feature may also contain a shop that a certain character from the story sets up at certain moments in the story. This allows some resource collecting during the story???

Server

Celestial Blizzard relies on server connection to work. The server saves the owned cards of each player including their account, that will be initiated as part of the story. The server is currently turned off in order to work on the game without needing server access (because it is annoying)

PvP is planned in future as well, however this will come after creating the baseline of the game.