

Game Design Document

Overview

- Name: **Ratatouille Royale**

Ratatouille Ratatouille (or **Ratroyale**) is a turn-based strategy board game utilizing cards on a hexagonal grid. The game supports two gameplay modes: player versus AI or player versus player. The primary objective is to destroy all enemy Lairs. Victory is achieved when all opposing Lairs have been eliminated.

Each turn, players are allocated a resource called “crumbs.” All in-game actions require crumbs to execute. Crumbs do not accumulate between turns and any unused crumbs are forfeited at the end of each round. Players are permitted to perform actions in any order, provided they possess sufficient crumbs.

Game Theme

Main Theme: Rat Wars

Environment Settings: The game takes place across various culinary environments, including, but not limited to:

- Kitchen
- Bakery
- Coffee shop
- Food truck
- Pantry
- Grocery store

Arsenal and Equipment: Combat is conducted using repurposed culinary implements and food items, including but not limited to:

- Utensils (forks, spoons, knives, whisks, etc.)
- Food items (baguettes, rolling pins, cheese wheels, etc.)
- Miscellaneous kitchen implements

Factions: The conflict is waged between two distinct rodent factions:

- Rats
- Mice

Terminology

Core Game Terms

Squeaks: The primary card type in the game. A Squeak can be either a Rodent or a Trick.

Rodent: A unit card type that represents deployable creatures on the field.

Trick: A spell card type that provides various effects and abilities.

Tile: Individual pointy-top hexagonal spaces that comprise the game board.

Lair: The home base structure for each player. Destruction of all enemy Lairs results in victory.

Deployment Zone: The structure that Squeaks can be deployed to.

Crumbs: The resource points used to perform actions. Equivalent to mana or action points in other games.

Field: The active play area where Rodents are deployed and combat occurs.

Game Actions

Deploy: The action of placing a Rodent card onto the Field.

Defeated: A state in which a Rodent is removed from the Field due to combat or effects.

Progression System

Cheese: The currency resource used for purchases and gacha rolls.

Level: A progression metric that determines which Squeaks are available for forging.

Experience (EXP): Points earned after each game (win or loss) that accumulate to increase Level.

Forge: The act of combining two or more Squeaks to create a new, more powerful Squeak.

Gacha: A randomized system for obtaining new basic Squeaks. Requires Cheese to perform.

Duration Effects

Last for 1 of your turn: Effect expires and is cleared at the end of the current player's turn.

Last for 1 of enemy's turn: Effect expires and is cleared at the end of the incoming enemy turn.

Game Mechanics

Core