

# Card Kingdom

## Platform:

Central platform: PC (more precisely Windows)

Secondary platforms: Mobile (Android IOS)

## Monetization:

The game is free, there are no pay-to-win or microtransaction systems planned.

## Target groups:

As much audience as possible, in PEGI classification we aim for PEGI



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## Game summary:

The story takes place in a fantasy world, humans are the most dominant species, goblins, orcs, phantoms, and countless creatures can be found, but beware, they are lurking in the dark, waiting for the long-desired moment where they can crush all civilization and hope. You are the king, head of your country and its armies, you will have to defend your glorious kingdom against endless waves of monsters and sometimes traitors, but you are not alone, powerful artifacts will lead your way during this journey, defend your kingdom and your people my king, may the gods be with you.

## Game outline:

Genre: Tower defense, roguelite

Gameplay: The player will possess a deck of cards, these cards contain either towers or spells, the player can place towers on a grid to create a maze against enemy waves and use spells, they both consume mana, enemies will have to cross the maze to arrive at the castle which will trigger the defeat condition. Moreover, after finishing a level, the player obtains a new card.

A level is divided into two phases, the setup phase, where the player regains all his mana and obtains a new hand of cards. During this phase, he can place towers. The second phase is the combat phase, during this phase enemies arrive and try to destroy the castle, during this phase, the player can use his remaining mana to cast spells.

Goal: The goal is to defend the castle as long as possible, it is ok to die, the game is intended to be played again and again until the player has a good run and finishes the game, plus the procedural aspect is making the replayability a central point of the game.

## Unique selling point:

- A new game concept: roguelite mixed with TD, it has less than a year
- A good-looking art style that can satisfy everyone: stylized/low poly
- An infinite replayability

## Competitive Products:

Kingdom rush, rogue tower, hexagonal tower