Marvel Legendary

Almost Done

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Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

Deck-Building Card Game with Marvel characters.

## Core Gameplay Mechanics

* This game is an adaptation of an existing tabletop board game and follows the rules of the original game, with changes needed to be played on a different platform;
* This is a COOPERATIVE game that can be played from 1 to 5 players;
* The game follows in turns, until the main villain (Mastermind) is defeated, or one of the defeat conditions is reached;
* The game consists of several types of cards:

Hero, Villain, Henchmen, SHIELD Agents, SHIELD Troopers, SHIELD Officers, Bystanders, Wounds, Schemes, Master Strikes, among others;

* During turns, the player uses his/her cards to buy other hero cards and uses those cards to attack the villains that are on the table;
* Some hero cards have special powers that help you defeat the villains or buy other cards;
* The difficulty of the game can be changed, based on rules of the original game;
* This game will implement all the rules and mechanics of the original game, presented in the document: Legendary\_Rules-Core\_Set.pdf

## Targeted platforms

PC Computers (Windows)

## Monetization model

The original game has several expansions that bring different heroes with different powers and addition of new rules. So, the inclusion of other expansions would be through the purchase of these expansions.

## Project Scope

* Estimated Development time: 8 to 10 months.

* Team:

2 Core programmers;

UI programmer;

Network programmer

Graphic Designer

Sound Designer

* Licenses:

The original game is developed and published by Upperdeck company and uses characters from Marvel, so the license for this game production must be negotiated with at least one of these companies.

## Influences

### Marvel characters

By using Marvel characters, this game is widely influenced by Marvel’s comics, series, movies and other games.

### Board Game

Board games have a huge legion of players.

## The elevator Pitch

Do you know that fantastic board game that many people love to play? Now imagine this game on a digital platform that will allow you to play online with your friends, having all the facilities that this new platform offers.

## Project Description

Marvel Legendary is a board game set in the Marvel universe and lets you play with the heroes and villains of this universe.

This project will bring that game to a digital platform (Windows computers), with all the rules and mechanics of the original game, and with the adaptations for the new platform.

It will also be possible to purchase, in addition to the main game, all the expansions that the original game has.

This new platform allows players to play online with their friends, without the need to be present in one place.

All the rules of the original game are in the attached document: Legendary\_Rules-Core\_Set.pdf

## Game Minimum System requirements

* OS: Windows XP SP3.
* CPU: Dual Core 2 Duo E6600 or equivalent.
* RAM: 2 GB
* GPU: Intel HD Graphic 3000/4000 / AMD Radeon 4850 / Nvidia GeForce 8800 GT.
* HDD: 5 GB.
* VRAM: 512 MB.

## What sets this project apart?

* The ease of being able to play your favorite board game anywhere, without having to carry all the material (cards, board, etc.) that make up the original game;
* The possibility of online playing;

# Assets Needed

## - 2D

- Textures

- Board Textures

- Cards Textures (front & back)

- UI Textures

## - Sound

- Main Music

- UI sounds (clicks on UI components)

- Cards sounds (clicks, tap/untap, buy, discard, etc.)

- Combat sounds (hero attacks)

- Villains sounds (attacks, death, etc.)

- Game sounds (new game, game over)

## - Code

- Cards Scripts

- Deck Scripts

- Spot Scripts (regions of the board which contains a deck or a card)

- Game Scripts (control of game flow, turns, win & defeat conditions)

- Networking Scripts

## - Animation

- UI animations

- Deck animations

- Cards animations

- Combat animations

- Game flow animations