

Link to Video: <https://youtu.be/8j7X3A-w7hU>

Change Log*:

- (Physical to Digital)- Decided to change the points system and its rules, making it so that instead of tracking your HP, it adds “Heist Points” to your score. First player to reach 60 Heist Points wins the round.
- (Testing to Physical): label the damage that the card gave to the other player and what the effect did.
- (Testing to Physical): have pen and paper on hand to keep track of the player's health.

Game Overview

- **Game Title & Concept:**
 - The Thief's Gambit; a suspenseful, thrilling two-player game that gets players to memorize and strategize their next move against the opponent
- **Genre:**
 - Turn-based strategy, Memory card game
- **Platforms:**
 - WebGL
- **Target Audience:**
 - Targeted towards ages 12 and up
 - For those who are interested in memory games, turn based strategy games, and 90s-00s Phantom Thief anime (Lupin the Third, Kaitou Saint Tail, Kaitou Joker, etc.)
- **Unique Selling Points (USP):**
 - Mixes the traditional turn-based strategy game with memorization, that way the player has to remember where their Cards are in order to create a strategic battle plan against their opponent
 - Pixel art is used for the card art; both for the front and the back of the card

Core Gameplay Mechanics

- **Turn Structure/Phases:**
 - Each player gets one turn per round, Player One always begins the round. Once Player One finishes their turn it moves on to Player Two, where they have their turn.
- **Memory Mechanic:**

- All cards will be faced down and if the player has a match, the pair will remain face up until either player finishes flipping over all the cards or they deplete their opponent's HP.
- Players must recall where certain cards were before if they want to make a strategic play against their opponent.
- **Player Actions:**
 - The player usually only has one turn per round; unless the following occurs:
 - You/your opponent matches a pair that has an effect
 - These effects can affect the other player, giving you extra turns to match pairs.
 - Or it can lead to a disadvantage, losing a turn
- **Card Draw/Deck Interactions:**
 - Cards are shuffled and facing card down; no draws/deck interactions
 - No shuffling or recycling the deck; all cards can only be used once when on the playing field
- **Win/Loss Conditions:**
 - The following conditions must be met in order to win the round:
 - Opponent's HP must reach zero.*
 - Player must match all of their pairs on the playing field.

Card System

- **Card Types:**
 - There's two Card Types:
 - Offense: Mainly Null cards, has mid-high damage and depending on the card has an effect (Stun)
 - Defense: Mainly Skip cards, have little to no damage and depending on the card has an effect (Confuse)
- **Card Stats:**
 - On the top-right corner there's the Effect Space, which signifies what the card type is and how it affects the other player.
 - On the bottom-left corner there's the Damage Space, which signifies the amount of damage points a player gives to the other player.
- **Card Effects/Abilities:**
 - Each Card has a listed effect that can influence either you or your opponent:
 - Null- No effect; just attack
 - Confuse- Does double damage- listed damage on card now listed damage on card in next round
 - Stun- Skips other player's turn; player gets extra turn

- Skip- A two way street; skip other player's turn or use skip on yourself to nullify effect from other player's card
- **Deck-Building Rules:**
 - Before the start of the game, players can build their own decks. However, since the max amount of cards allowed on the board is 10, they can only choose 5 pairs.
 - The recommended build to ensure a fair game goes as follows:
 - 2 pairs of Null Cards
 - 2 pairs of Skip Cards
 - 1 pair of Effect Cards (Stun, Confuse, etc.)

Game Progression

- **Levels/Stages:**
 - There's three levels, signifying three different matches. With each level, the game increases in difficulty.
- **Difficulty Scaling:**
 - Cards restart and shuffle after a player's turn ends, so the cards that are facing down get randomized (aren't in the same position as before)
- **Unlockables & Rewards:**
 - Players earn "Heist Points" which can be obtained through matching two cards that have a defined amount of points on the bottom left corner of the card.
 - These points are used to track the player's progression throughout the game, keeping score until the player reaches 60 points.
 - First person to win the most matches wins the game and gets the in-game collectable "The City's Statue".

User Interface

- **Overall UI/UX:**
 - Streamlined Main Menu flow; minimizes decision fatigue
 - Immediate start gets player straight into the gameplay
 - Feedback & Responsiveness:
 - Every action—choosing a menu item, flipping a card, or confirming a match—has an instant visual cue that helps the player feel in control and remember what they did.
 - Accessibility & Ease:
 - Placement of buttons and uniform card-state graphics make it easy for players of all skill levels to learn and enjoy the game without having to go

through a long UI learning curve.

- **Menus:**
 - There's a Main Menu screen that gives the player two options; start the game or quit the game.
 - Once "Start game" is pressed, it immediately takes you into the game.
- **HUD Layout:**
 - Point tracking systems are displayed hovering above the cards
 - The "End Turn" button is located on the bottom left corner
- **Card Selection Interface:**
 - Cards are clicked on, showing the card front if you click on one card.
 - If the cards aren't a pair, it'll revert back to the card facing down, showing the card back.
 - If the cards are a pair, the matching pair will be greyed out and unable to interact with; the two matching cards showing the card front.

Art Style

- **Visual Theme & Art Style:**
 - All of the card art is pixel art
 - Detective:
 - Muted, cooler colors (Blues and Tans)
 - Very serious and practical; most of the items are based on spyware, what spies/undercover cops used to use in the 90s (in fiction, of course)
 - Phantom Thief:
 - Brighter, warmer colors (Yellow/Orange and Browns)
 - Very fun and crafty; based on the items phantom thieves in anime would use to aid in their heists

Technical Requirements

- **Platforms:**
 - Laptop/PC
 - Mouse or Touchpad required
- **Engine/Tools:**

- Game Engine: Unity
- **Technical Constraints:**
 - Needs wi-fi connection
 - Can be playable on only one device

Narrative

- **Storyline:**
 - In this two-player turn based memory game, play as either the dashing phantom thief or the determined detective as you go head to head with your opponent in order to keep your eye on the prize. Or in this case... the statue!
 - Modern-day world, very sleek and bright neon city filled with different thieves and fiends trying to steal what they can.
 - There's a code for phantom thieves where they only steal if it's necessary and they're the ones who always initiate the challenge.
 - 90s-00s science, since the gadgets used aren't as high tech
- **Characters:**
 - Detective Backstory: The police commissioner is up to his neck in paperwork, and assigns his best detective to take on the case of the upcoming heist of Phantom Thief D'Oro. This detective has a quick mind and a burning hatred for thieves, viewing Phantom Thief D'Oro as their No. 1 enemy/rival.
 - Very old-school and stubborn
 - Usually goes on the offense (More Offensive Deck)
 - Phantom Thief Backstory: P.T. D'Oro is planning their ultimate heist, sending out their calling card and tinkering with gadgets to always be one step ahead. Their encounters with the detective feels more like a game of chess than an organized heist.
 - Silver-tongued and quick on their feet
 - Finds all the shortcuts (More Defensive Deck)
- **Integration with Gameplay:**
 - Each turn acts as an action the character is doing in order to achieve their goal. Some of the cards actually contradict each other (Walkie-Talkie/Signal Jammer, Handcuffs/Pick Lock, etc.)