Gameplay Overview for Untitled Deck Builder

Class System

There will be a variety of class options for the player to build their team from. The classes will be reminiscent of those in traditional tabletop RPGs, such as Warrior, Priest, Mage or Rogue. Each class will come with different starting decks and options for expanding the deck throughout the game. The different classes will primarily fill different roles within the team, such as healer, physical damage dealer, or tank.

Resource

Each class will have Resource generating cards in their deck. They use this resource during their turn to acquire new cards from their Supply. Cards in the Supply will be pre-selected before each encounter.

Turn System

Classes will have in-built priority stats that affect their turn order during a fight. The enemies will also have these, which is how the full turn order for a fight is calculated. Faster classes such as Rogues will go before slower classes.

Drawing and Playing Cards

At the start of the game, each player will draw 5 cards from their Deck. They are able to play as many cards as they want in whatever order they choose from their Hand. At the end of their turn, any unused cards are discarded, along with any acquired using Resource.

Enemy Turns

Each enemy will have certain attacks that they can perform each turn. The attack the enemy performs will be randomly selected from their options each turn, with stronger attacks having a lower chance of occurring than weaker ones.

Deck Building

After each fight, players will be presented with extra cards that they can add to their Supply if they wish. The cards will be from various Sub-Classes of the class, such as Pyromancy and Cryomancy for the Mage.

Card Types

* Attack – basic damage card type, costs energy to do damage to chosen target (or multiple as specified). Attacks will be of a certain damage type: Physical, Holy, Poison, Fire, Ice, Thunder etc.
* Defense – limited to warrior/priest for now
* Taunts/threat cards – manages the target of enemy AI
* Buff/Debuff – affects other card effects (either player or enemy), only a few on Warrior/Rogue
* Healing – heals (limited to Priest for now)
* Resource – available for all classes, various levels that affect resource slots differently

Damage Types

Certain attacks will deal different damage types and affect enemies differently based on the inherent resistances of the enemy.

Equipment + Items

Equipment cards will be one use cards that buff the player for the remainder of the fight (for example Silver Sword for warrior increases their physical damage). Items will be available from NPC shops.

Healing between Encounters

Players do not naturally heal between each fight. Instead, there will be inns available throughout the world (locked behind encounters) at which players can heal to full. If players are knocked out in fights, they revive at the end of the fight to 1hp.

Knocked Out

If a character’s hp hits 0 during an encounter, they are knocked out and no longer participate in the fight. They can be revived by certain cards which revive to a certain % of hp.

Scaling Numbers

Warrior: 30hp

Mage: 20hp

Rogue: 20hp

Priest: 25hp

Enemy 1: 4 slimes at 15hp each