# Overview

**Rune Beasts** (Working Title)

**Genre:** Roguelike Deck-Building Card Game with Monster Battling

**Platform(s):** PC, Android

**Target Audience:** Primarily fans of roguelike deck-builders (Slay the Spire, Balatro) and monster-collecting games (Pokemon, Digimon), as well as teenagers and young adults who enjoy strategic card games. Secondarily, the game aims to be accessible to casual card game players through its intuitive core mechanics.

**Unique Selling Points**

* **Unique Skill Activation System:** Rune Beasts introduces a novel card-pattern matching system to unleash powerful monster skills, blending strategic deck building with tactical combat unlike any other roguelike.
* **Monster-Focused Roguelike:** Command a squad of unique monsters, each with evolving skill sets, in a roguelike adventure where team synergy and strategic skill deployment are key to survival.
* **Deep Customization Through Skill Trees and Evolution:** Shape your monsters' destinies through branching skill trees and powerful evolutions, creating a personalized team to conquer the ever-changing dungeon.

# Core Gameplay

**Game Loop & Biome Exploration**

* **Biome Structure:** 6 biomes
  + **Plains:**
  + **Forest:**
  + **Desert:**
  + **Ocean:**
  + **Volcano:**
  + **Mountain:**
* **Biome Progression:**
  + **Player Choice:** Allowing players to choose their starting biome, give different buff based on chosen biome
    - **Plain:** Monster Max HP + 50. Defeating an enemy will heal small amount of HP to monster that defeat it.
    - **Forest:** Gain 2 random relics at start.
    - **Desert:** Start with an extra monster pack, Start Money + 20.
    - **Ocean:** (Working)
    - **Volcano:** Monster have ATK + 15%, but Max HP -15 %
    - **Mountain:** (Working)
  + **Linear with Branching:**
    - Each biome could have 2-3 exits leading to different subsequent biomes after clearing that biome. To reach the Final Stage, player have to go through 5 biomes
    - This creates branching paths within a larger structure, ensuring variety.
    - The final stage could be fixed, or there could be multiple possible final stages depending on the path taken.
    - Example:
      * Start: Plains
      * Plains -> Forest OR Desert
      * Forest -> Volcano OR Mountain
      * Desert -> Volcano OR Ocean
      * Volcano -> Mountain
      * Mountain -> Final Stage
* **Recruitment:**
  + **Recruitment Booster Pack:** Booster Pack tied to monster roles (Attacker, Defender, Healer, Supporter). This adds a layer of strategic decision-making to recruitment.
  + **Biome Specificity:** Absolutely tie monster types to their biomes. This makes exploration more rewarding and encourages players to diversify their team.
  + **Reserve Limit:** Players can only hold 5 monsters in reserve.

**Battle System:**

* **Positional Gameplay:** The front/back row system is a good way to add tactical depth.
  + **Front Row:** Consider giving front-row monsters bonuses like:
    - Increased damage output.
    - Taunt ability (forcing enemies to target them).
    - Higher chance to be targeted.
  + **Back Row:** Bonuses for back-row monsters could include:
    - Reduced damage taken.
    - Increased support skill effectiveness.
    - Lower chance to be targeted.
  + **Movement Skills:** Some monster skills could allow forced movement of enemies or allies (e.g., pulling an enemy to the front row or pushing an ally to the back).
* **Action Points:** This is a standard and effective system for turn-based combat.
  + **Action Point Costs:** Vary the costs of different actions:
    - Basic Skills (Require 2 cards or less): 1 Action Point
    - Powerful Skills (Require 3 cards or more): 2-3 Action Points
    - Swapping Monsters: 1 Action Point
    - Using Items: 1 Action Point
    - Draw 1 card: 1 Action Point
  + **Action Point Regeneration:** Consider having monsters regenerate a certain number of action points per turn, or have cards or relics that can grant additional action points.
* **Monster Turns:** Each monster have its own turn. Monster regenerate 1 action point in their turn.
  + **Turn Order:** Determined by a "Speed" stat.

**Deck Building:**

* **Starting Deck:** Player start with 40 cards. Distribution: 15 Attack, 10 Defend, 5 Heal, 5 Support
* **Playing:** Player can play up to 4 card per monster turn.
* **Drawing:**
  + Player draw 6 card when start of a battle.
  + At the start of each monster turn, draw 1 card.
  + Player can only hold max of 7 cards in hand.
  + **Customizable Deck:** As the player progresses, allow them to customize their deck composition (add/remove card, add attribute to card).
* **Discarding:**
  + Discard a number of card to draw that same number of card discarded.
  + **Limited Discards:** At default, player can discard up to 2 times in one battle.
  + **Discard Benefits:** Some monsters trigger passive skill when discarded met a condition.
* **Card Activation:**
  + **Skill Activation:** Match the card pattern of a monster skill to activate it. The skill pattern can be seen when view monster info.
    - When player play hand that match pattern of 2 skills, skill with most card will be activate.
  + **Unmatched Cards:**
    - If cards player play did not match any pattern, discard those card.
    - If card player play match pattern but there are extra card, the extra card will be discard. (e.g. Skill: 1x Atk card and 1x Heal card but player play 1x Atk card, 1x Heal card and 1x Defend card, the Defend card will be discarded)
* **Card Upgrades:**
  + **Special Attributes:** Active when certain condition are met (Card is drawn, played, held on hand or discard,…)
    - **Status Effects:** Inflict Poison, Burn, Freeze, Weaken,… a random enemy .
    - **Stat Boosts:** Increase Attack, Defense, Speed, etc.
    - **Draw:** Draw a card.
    - **Echo:** Create a temporary copy of this card on hand

**4. Events:**

* **Variety:** Aim for a wide variety of events with different outcomes:
  + **Choices with Consequences:** Present players with choices that have both positive and negative consequences.
  + **Skill Challenges:** Test the player's deck or monster composition. For example, an event might require a certain number of Attack cards to succeed.
  + **Character Interactions:** Introduce NPCs who offer quests, lore, or unique rewards.
* **Examples:**
  + **Lost Merchant:** "You encounter a lost merchant. Do you help them find their way (potential reward) or rob them (risk of a curse)?"
  + **Mysterious Altar:** "You find a strange altar. Do you pray at it (chance for a blessing or a curse), offer a card as a sacrifice (lose a card, gain a powerful relic), or ignore it?"
  + **Monster Nest:** "You stumble upon a nest of monster eggs. Do you try to steal an egg (risk a difficult battle), leave them alone, or offer them food (chance to befriend a monster)?"
  + **Traveling Blacksmith:** A special event that allows players to upgrade cards or remove cards for a fee.

**5. Boss Fights:**

* **Unique Mechanics:** Each boss should have unique attack patterns, skills, and mechanics that challenge the player's deck and strategy.
* **Thematic Design:** Tie the boss's abilities to the biome they inhabit.
  + **Forest Boss:** Could summon minions, entangle monsters, or have a life-draining attack.
  + **Desert Boss:** Could create sandstorms that reduce accuracy, inflict "Thirst" (a debuff), or burrow underground to avoid attacks.
  + **Volcano Boss:** Could have high damage fire attacks, create areas of burning ground, or have a powerful eruption attack that needs to be interrupted.
* **Multi-Stage Battles:** Consider having bosses with multiple phases, each with different abilities and requiring different strategies.
* **Rewards:** Defeating a boss should offer significant rewards, such as:
  + Powerful Relics
  + Rare Cards
  + Unlocking new monsters or biomes
  + Permanent upgrades

**Further Considerations:**

* **Tutorial:** Implement a comprehensive tutorial to teach players the core mechanics gradually.
* **Difficulty Levels:** Offer different difficulty levels to cater to a wider range of players.
* **Daily/Weekly Challenges:** Introduce daily or weekly challenges with unique modifiers to keep players engaged.

# Game Elements

* **Monsters:**
  + Roster: List of monsters, their stats, starting skills, and potential evolutions.
  + Skill System: Detailed explanation of skill types, activation requirements, and potential upgrades.
  + Monster Synergies
  + Monster Evolution
  + Monster Skill Tree
* **Cards:**
  + Card Types: Detailed descriptions of each type and their effects.
  + Keywords (if applicable)
  + Card List: A comprehensive list of all cards in the game.
* **Relics:**
  + Relic Effects
  + Relic Acquisition
  + Relic Interactions
* **Enemies:**
  + Enemy Types
  + Enemy Attack Patterns
  + Elite and Boss Enemies
* **Map & Progression:**
  + Node Types (Battles, Elites, Bosses, Rest Sites, Shops, Events, Treasure)
  + Act Structure
  + Meta-Progression (unlocks, permanent upgrades)

# User Interface (UI) & User Experience (UX)

* Mockups or descriptions of key screens (main menu, gameplay, deck management, map).
* Control Scheme

# Art Style & Sound

* Overall aesthetic and visual style.
* Music and sound effects.

# Development Plan

* Milestones
* Team Roles (if applicable)
* Technology Stack

# Monetization

* Premium, Free-to-Play, etc.
* In-App Purchases (if applicable)