

■ Game Concept: GreedCard – A Roblox Card-Based Survival & Combat Game

GreedCard is a Roblox game inspired by Blox Fruits, Hunter x Hunter's Greed Island arc, and Alice in Borderland. Players collect magical cards which can be materialized into real tools, weapons, or powers. These cards have durability, randomly generated stats, and rare enhancements. Players engage in PvE, PvP, and survival challenges, collecting and using cards strategically to dominate in combat and competitive events.

■ Core Features

- Collectible Cards: Explore the world and gather unique cards with various functions (weapons, tools, spells, traps).
- Card Materialization: Convert cards into tools/weapons. Each card is temporary, with limited durability (health).
- Durability System: Cards degrade with use. Once at 0, the card is destroyed. Used cards cannot be sold, traded, or stored.
- Random Stats: Upon materialization, cards generate random stats such as Damage, Speed, Crit Rate, and Durability.
- Enhancements: Rare effects like Life Steal, Critical Boost, Freeze, Poison, and the ultra-rare Mending enhancement.
- Survival & PvP Events: Participate in randomized challenges and games to earn special cards and rewards.
- Enhanced Cards: These start with more durability, drain faster, and contain powerful abilities.

■ Upgradeable Features

- Deck Size: Upgrade the number of cards you can carry or equip at once.
- Card Forge: Improve your ability to repair or enhance cards via crafting.
- Inventory & Collection: Expand collection size and storage systems for mint cards.
- Materialization Tier: Upgrade chances for better stats or higher enhancement roll chances.
- Enhancement Fusion: Fuse lower enhancements to get stronger or multi-effect cards.
- Durability Efficiency: Reduce durability loss rate via upgrades or passive bonuses.

■ Example: Materialized Card

Attribute	Value
Name	Flame Sword
Type	Weapon
Damage	38
Attack Speed	1.1x
Crit Chance	15%

Durability	420 / 420
Enhancement	Flame Enchant (adds fire damage on hit)
Durability Drain Rate	x1.3
Bound	Yes (used, cannot be traded/sold)