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Game Prototyping

Week 1 - Card Game Prototype

Requirements: Two Decks of Cards (Red and Blue), face cards and jokers are excluded.

Goal: Reduce the other players card count to zero.

Core Mechanics: Players have two choices, draw or discard. At the beginning of each new hand, both players choose a number from 10 to 49, and then players draw a card, the highest card wins determines which players number is chosen.The person who loses this initial number choosing scenario draws first. The cards drawn to determine which number will be the target goal in gameplay is discarded and each player draws a new card, the player who lost the number predetermination mini-game draws first. Players must show eachother their hands after each player has drawn or discarded cards five times, and the player closest to the predetermined number wins and takes all the cards in the entire game.

Full Gameplay example:

* **Round 1 START**
* Player 1 states their desired number is 25, Player 2 states their desired number is 17.
* Player 1 and Player 2 both draw cards, the order does not matter.
* Player 1 draws a 9. Player 2 Draws a 2. Player 1’s number of 25 is the target number.
* Both Players discard their cards, Player 1 draws first.
* Player 1 (The player who lost the number-predetermining card draw) draws a card, it is a 7.
* Player 2 Draws a card, it is a 10.
* **Round 1 END**
* **Round 2 START**
* Player 1 draws a card, it is a 5. = 12
* Player 2 draws a card, it is a 10. = 20
* **Round 2 END**
* **Round 3 START**
* Player 1 draws a card, it is a 9. = 21
* Player 2 draws a card, it is a 2. = 22
* **Round 3 END**
* **Round 4 START**
* Player 1 draws a card, it is a 4. = 25
* Player 2 draws a card, it is a 6. = 28
* **Round 4 END**
* **Round 5 START**
* Player 1 discards a 4. = 21
* Player 2 draws a card, it is a 7. = 35
* **Round 5 END**
* Both players add up the values of their cards, Player 1 has a value of 21, Player 2 has a value of 35.
* *Player 1 Wins!*