Game Design Document

Contents

1 Game Overview

1.1 Title

TBD

1.2 Genre

Card Battler + Deck Builder

1.3 Description

A roguelike card‑battler game where players explore a dark, mysterious world filled with arcane tech and ancient magic. Players start with a randomized deck and grow stronger by strategically modifying their deck through battles, exploration, and special nodes (shrines, forges, etc.).

1.4 Platforms

Desktop (Windows, Linux, MacOS)

1.5 Target Audience

Fans of Inscryption, Slay the Spire, Griftlands, Monster Train, and dark fantasy universes. Those who enjoy strategic, turn‑based gameplay, deckbuilding, and lore‑driven worlds.

1.6 Art Style

TBD

1.7 Audio Style

TBD

1.8 Theme

Dark Fantasy + Arcane Sci‑Fi

1.9 Controls

Mouse + Keyboard

2 Core Gameplay

- ## 2.1 Turn‑Based Combat

Players use a hand of cards drawn from their deck to battle enemies in strategic, turn‑based encounters. Energy is spent to play cards, and unspent energy may have special synergy effects. Active cards may be sacrificed to gain additional energy.

- ## 2.2 Card Stats

  - **Attack:** Deal direct damage.
  - **Health:** Health of the Cards.
  - **Energy:** Determines how much energy is required to play the card.
  - **Spell:** Abilities which can either have positive or negative effects.

- ## 2.3 Deck Management

  - Players will have an inventory with acquired cards and a deck. Players can freely exchange cards between the Deck and Inventory outside of battle.
  - Players can:
    * Upgrade cards at special points
    * Fuse or corrupt cards for alternate versions at certain points.

- ## 2.4 Map Exploration

Each run will have a procedurally generated map.

  - **Combat Encounters:** Normal, Mini Boss, Boss
  - **Event Nodes:** Narrative choices with rewards/penalties
  - **Shrines:** Buff or debuff cards
  - **Forges:** Upgrade, craft, or combine cards

- ## 2.5 Characters (Future)

Multiple unlockable characters with distinct starting decks, abilities, and themes.

- ## 2.6 Synergies

Cards can synergize with eachother through .

3 Meta Progression

- ## 3.1 Unlockable Cards

New cards added to the global pool after certain milestones or after obtaining them in a run.

- ## 3.2 Characters (Future)

Unlock through progression, each with unique starting decks and playstyles.

- ### 3.3 Artifacts

  Permanent or run-specific passive bonuses (e.g., +1 max energy, double draw on first turn).

- ### 3.4 Codex / Lore Archive

  Unlocked via choices/events, slowly revealing the overarching narrative.

- ### 3.5 Difficulty Scaling (Future)

  Ascension-like system that unlocks tougher modifiers as players complete runs.

4 Monetization

- ### 4.1 Open Source Premium Model (PC/Console):

  One-time purchase for pre-compiled binaries, no in-game ads or microtransactions. Free access to source code (Aseprite's Monetization Model)

- ### 4.2 Planned DLC (Future)

  - New characters, card sets, environments
  - Alternate campaigns or boss variants

5 Tech Stack

- **Unity 6000.0.48f1** [LTS] - Game Engine
  LeanTween - Tweening
  Newtonsoft.JSON - JSON Library
- **WASDEditor** - Dialogues

6 Inspirations

- Design Moodboard
- Inscryption
- NetHack

7 Feasibility

A barebones "First Draft" is possible to do with a couple hours of gameplay.

8 Deadlines

- Basic Card System + Basic World Generation (7th June)
- Enemy AI and Card battles, World Population, Player Movement (14th June)
- Card Upgrades, Merging (20th June)
- Lore (30th June) [Hopefully]