

# Game Design Document

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# **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.
- **Sigil:** 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 each other 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](#)
- [Inscription](#)
- [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]