Design Doc

Card Game

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Mechanics

1. Card Game
   1. Creature/Monster/Minion etc.
      1. Hearthstone style: health, attack, effect, cost
   2. Spells
      1. only on your turn
   3. Keywords
      1. Rush: can swing other creature/monster/minion turn it's played
      2. +x/+y: gives x stats
      3. Capital: mana
      4. Reputation: health (of CEO?)
   4. AI
      1. Plays based on simple heuristic (total health of followers and self - total health of opponent followers and self = heuristic)
   5. Draft cards between games

Aesthetics

Creature/Minion etc. are employees in a company, have art that is royalty free stock images of mundane things like farmers, lawyers, office workers etc.

Winning is a hostile takeover.

Player is CEO of their company, tutorials/play guide can have lines like “attack the enemy CEO and reduce their Reputation to zero”

Controls

Click and drag cards from hand to the game board to play them.

Click and drag followers onto other followers or your opponent to attack.

Tasks

* Prototypes -Completed
  + Follower -Completed
  + Spell -Completed
* Hand Controller -Completed
  + Draw -Completed
    - Parse card type -Completed
    - Use prototype to create card -Completed
  + Rearrange -Completed
  + Mana -Completed
  + Deck -Completed
  + Face -TODO
* Card Dragging -Completed
  + To self -Completed
  + To board -Completed
* Gameboard
  + Holds followers -Completed
  + Rearrange -Completed
  + Followers can hit each other and face -TODO
* Enemy AI
  + Hand -TODO
  + Plays actions -TODO
  + Heuristic for “best” action -TODO
* Gameplay
  + Game Loop -TODO
  + Make many cards -TODO
    - Script these cards -TODO
  + Add progression/draft between games -TODO