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. Slow: only on your turn
      2. Quick: either player’s turn, in response to an action
   3. Face
      1. “Evolve” style mechanic: +x/+x and Rush on turn 4(?) for going 2nd player
   4. Keywords
      1. Rush: can swing other creature/monster/minion turn it's played
      2. +x/+y: gives x stats
      3. Promotion: “evolve” mechanic
      4. Capital: mana
      5. Reputation: health (of CEO?)

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 can have lines like “attack the enemy CEO and reduce their Reputation to zero”