

Proposal 1: Deckrift – Drawn to Dust

Purpose

"Deckrift – Drawn to Dust" is a deck-based roguelike browser game where players explore a cursed realm through card-based encounters. The gameplay combines traditional card mechanics with persistent RPG progression and random events, encouraging replayability and strategic decision-making. This project explores advanced frontend patterns, local storage for persistent data, responsive UI design, and animated interactions.

Audience

This game targets strategy/card game enthusiasts who enjoy roguelike progression and deck-building challenges. The theme appeals to players looking for replayable, medium-complexity web games with progressive mechanics.

Data Sources

- **External API:** <https://deckofcardsapi.com> – For drawing/shuffling a 52-card deck, used in overworld maps, combat draws, and stat challenges.
- **Local JSON/Objects:** Game data such as item definitions, boons/banes, equipment stats, and enemy rules will be hardcoded and imported via JS modules.
- **Storage:**
 - **localStorage:** Used to store user profiles, game state, persistent stats, and upgrades.
 - **sessionStorage:** Used for in-run temporary state (current deck, health, etc.).

Initial Module List

- `gameState.js`: Handles current run data, saves/loads from storage.
- `profileManager.js`: Creates, loads, and edits up to 10 user profiles.
- `deckManager.js`: Interfaces with Deck of Cards API and card logic.
- `battleLogic.js`: Runs encounters and combat rounds.
- `eventHandler.js`: Handles stat checks, boons, banes, and map transitions.
- `uiManager.js`: Renders pages, handles animations and transitions.
- `formValidation.js`: Handles profile creation and upgrade forms.
- `shopSystem.js`: Controls the item economy and upgrade logic.
- `artifactEngine.js`: Draws and applies artifacts.

Wireframes (Planned Views)

- **Home Page:** Choose profile, view basic stats, start game.
- **Home Realm:** Persistent upgrades, start/resume run.
- **Overworld Page:** Map UI, token navigation, event draw animations.
- **Battle Page:** Turn-based combat flow and action buttons.
- **Event Page:** Stat challenges, card draw, result UI.
- **Shop Page:** Buy, heal, or remove cards.
- **Game Over Page:** Run summary and return to realm.
- **Inventory Page:** View current run's deck/equipment.
- **Stats/Profile Page:** Edit profile, view lifetime stats.

Colors/Typography/Styling

- Dark fantasy color scheme: muted purples, blacks, rusty gold.
- Retro playing-card typography (e.g., "Cinzel", "Cardo").
- Custom deck images via CSS and free online icons.
- CSS animations: card flips, damage flashes, level fades.
- Use of flex/grid layout and mobile-first responsive design.

Schedule

Week 10:

- Started drafting game design document

Week 11:

- Completed game design document
- Integrate Deck of Cards API + basic game state.
- Set up profile creation & localStorage.
- Build core overworld and battle modules.

Week 12:

- Implement animations and map movement.
- Add basic UI and transitions.
- Expand modules to include shop, events, and artifacts.
- Bug testing/debugging.

Week 13:

- Polish: improve responsiveness, polish animations.
- Add save/load feature and game-over logic.

Week 14:

- Final testing.
- Complete documentation and submit final version.

Game Design Document

Title: *Deckrift: Drawn to Dust*

Platform: PC / Mobile

Genre: Roguelike Card-Based RPG

Core Mechanic: 52-card deck manipulation

Visual Style: Minimalist, mysterious, dark fantasy

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Game Overview

Deckrift: Drawn to Dust is a roguelike adventure game using a standard 52-card deck, infused with deckbuilding, RPG stats, and procedural exploration. Players explore a mysterious realm one card at a time, fight enemies using stat-based logic and weapon draw effects, and build power over multiple runs.

Narrative

Premise:

*You were once an adventurer, until you vanished into a realm all your own.
Immortal now, but utterly alone. No purpose. No subjects. No escape. You search,
until madness shows you a way.*

The game's theme is one of solitude, mystery, and the slow unraveling of identity across an endless void. The player character is caught in a liminal space—seeking purpose through repeated journeys into the Deckrift.

Gameplay Loop

1. **Start from Home Realm:** Prepare and initiate a run.
 2. **Explore Overworld:** Flip and traverse a grid of face-down cards.
 3. **Resolve Events:** Each card flipped triggers an encounter, challenge, or benefit.
 4. **Engage in Combat or Skill Challenges:** Success yields boons; failure yields banes.
 5. **Defeat Boss / Reach Exit:** At the end of each realm level lies a Joker card—either boss fight or portal.
 6. **Return to Home Realm:** Spend accumulated resources, upgrade, and repeat.
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Overworld Progression

Exploration Mechanics:

- Each level is a linear progression of face-down cards.
- You can flip and move to *adjacent* cards only.
- A single token represents the player's position.

Card Deck Construction:

- For each level, cards are drawn from a standard 52-card deck (not the player's deck).
- The number of cards per level is:
 $\text{card count} = \text{challenge modifier} \times 5$

Realm Structure:

Each Realm is 5 levels, with the Challenge Modifier increasing by 1 per level:

Realm	Level 1	Level 2	Level 3	Level 4	Level 5
1	5 cards	10	15	20	25
2	10	15	20	25	30
3	15	20	25	30	35
4	20	25	30	35	40

Card Events:

Card Ranks	Event
2	Bane (draw from bane deck)
3–6	Fight (combat encounter)
7–10	Stat Challenge (see “Challenges”)
Jacks	Nothing
Queens	Rest – Heal 50% of max HP
Kings	Shop (currency-based options)
Aces	Boon (draw from boon deck)
Joker (1 per area)	Boss battle or realm exit

Combat System

Flow:

1. **Player turn:** Draw to hand size, select weapon and attack card.
2. **Attack resolution:** Check weapon conditions for hit and apply damage.
3. **Enemy turn:** Discard low card (if Craft stat allows), then attack using highest card.
4. **Armor resolution:** Apply armor effect to reduce or dodge damage.
5. **Repeat** until one side is defeated.

Player Initiative:

- Player always attacks first.
 - Enemy AI is simple: use best card unless Craft lets them discard low-value cards.
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Stat Challenges

- Triggered by flipping 7–10.
- Player must meet or exceed the **target number** using:
`Drawn card value + related stat ≥ challenge target`

Challenge Target:

- Base: 12
- +1 per challenge modifier level.

Results:

- **Success:** Gain a boon and XP in that stat equal to drawn card value.
 - **Failure:** Receive a bane.
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Player Attributes

Stat	Effect
Power	+1 damage per point
Will	+10 max HP per point (healing = stat gain × 10)
Craft	Determines number of equipment items player can carry
Control	Hand size (number of cards drawn per round)

- Starting stats: 4 in each
 - Leveling threshold:
 - Level 1: 40 XP
 - +40 per level thereafter (e.g., 40, 80, 120, etc.)
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Weapons & Armor

Weapons

Weapon	Condition	Avg Hit Rate	Damage Output
Sword	J–A hit (partial below J)	~77%	0.5× Power
Dagger	Red cards or A hit	~54%	0.54× Power
Bow	A–6 hit, A = double dmg	~46%	0.54× Power
Staff	♥ heals, ♦ + A deals dmg	~54%	0.54× Power
Hammer	Face cards + A = hit, double dmg	~31%	0.62× Power
Needle (special)	Only A hits – Instant kill vs non-boss	~7.7%	~0.08× Power (Enemy HP / Power)

Armor

Armor Type	Effect	Trigger Rate	Damage Mitigation
Light	Dodge if J–A	30.77%	~31%
Medium	Dodge A; half dmg on 7–K	53.85%	~31%
Heavy	Dodge A; quarter dmg on Q-K; half dmg on 9-J; $\frac{3}{4}$ dmg on 5-8	76.92%	~31%
Shield (special)	$\frac{3}{4}$ damage reduction if card is 5–8	30.77%	~23%

Boons, Banes, and Artifacts

Boons

Cards	Card Count	Effect
A	4	+1 to a stat (temporary)
Jacks–Kings	12	Receive a random artifact
Red 9, 10	6	Random hand from player's deck is drawn and option to remove 1 card
8, Black 9	6	Option to add random deck card
5-7	12	Gain attribute xp (value = drawn card)
2-4	12	Gain currency (value = drawn card)
Jokers	0	Nothing

Banes

Cards	Card Count	Effect
2	4	Lose a random item
3	4	Lose 1 stat point
4	4	Lose a high-number card from deck
5	4	Lose a face card
6–8	12	Add two Jokers to deck
9–J	12	Add one Joker
Q–A	12	Lose currency
Joker	0	Add 3 Jokers to deck

Artifacts

Cards	Card Count	Effect
Aces	4	Add an Ace to player's deck
K, Q, Black J	10	+2 to one stat
Red J	2	Gain Needle weapon
10	4	+1 to one stat
Red 9	2	Gain Shield
Black 9	2	XP Boost – draw bonus XP card per gain
Red 8	2	Currency Boost – draw bonus card for currency
6, 7, Black 8	10	Gain 2 black or 2 red cards between 9-K
Red 4, 5	6	Gain random armor
2, 3, Black 4	10	Gain random weapon

Enemies & Bosses

Enemies

- Core stat (determined by card type) + 2 in each stat.
- Add 1 stat per challenge modifier level.
- Always use their highest card unless they can discard under 8 via Craft.

Core Stat Mapping:

Card	Core Stat
2	Power (sword)
3	Will (staff)
4	Craft
5	Control (hammer)

Bosses

Boss stats: $2 \times \text{Challenge Modifier}$ in all stats.

Realm	Boss Name	Weapon	Base Stats
1	Jack of Steel	Sword	8
2	Queen of Blood	Staff	10
3	King of Ash	Hammer	12
4	Ace of Speed	Bow + Sword	14

Defeating Bosses Rewards:

- One XP card per stat
 - One card's worth of currency
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Currency & Progression

- No cap on currency
 - Currency persists between runs
 - Used in:
 - Shops (healing, gear, card removal)
 - Home Realm upgrades
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Permanent Progression & Home Realm

Persistent Elements Between Runs:

- Player currency
- Stats and XP
- Home Realm upgrades

Home Realm Features:

- Start new or resume run
 - View stats and runs
 - Buy upgrades:
 - 50 currency: +XP bonus per stat
 - 100 currency: draw 1 extra card when gaining XP for that stat
 - 100 currency: draw 1 extra card when gaining currency
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Game Structure & UI Pages

Pages:

1. **Home Page**
 - Start Game
 - Switch Profile (if saves exist)
2. **Home Realm**
 - New Run
 - Resume Run
 - View Stats
 - Equipment & Deck
3. **Battle Page**
 - Card battle UI
 - Armor/weapon selection
4. **Event Page**
 - Challenge, Boon, or Bane resolution
5. **Shop Page**
 - Healing, item purchasing, card removal
6. **Game Over Page**
 - Run Summary
 - Return to Home Realm
7. **Profile Page**
 - Name, bio, avatar URL
8. **Stats Page**
 - Run history and performance