

The Structure of The Game:

The game:

The game is about ruling the kingdom. The player is the king who decides on the requests that come from his people. There is a card in the middle of the screen. The player needs to swipe it to the right to accept or swipe to the left to reject the request on the card. There are different statuses like: "Economy", "Military", "Religion", "Public" etc. Every card changes the status values. The main goal is to keep the status stable and not to reach maximum or minimum values. There is also a main story that goes aside from random situations. Depending on this story, random situations will change.

How to make his game:

There are several ways to make his game:

There is a library called "pygame" that allows animations and other types of effects to be created. This library also lets us create a screen and put animations after swiping and changing situations.

The other option is coding a basic GUI that includes situation cards with the swipeable card (situations) in the middle. There is status and writing on the screen and makes everything clear for the player.

The Structure We Can Do In The Coding:

There is library in python called "random". We can use it to choose random cards from the deck as I used in the demo.

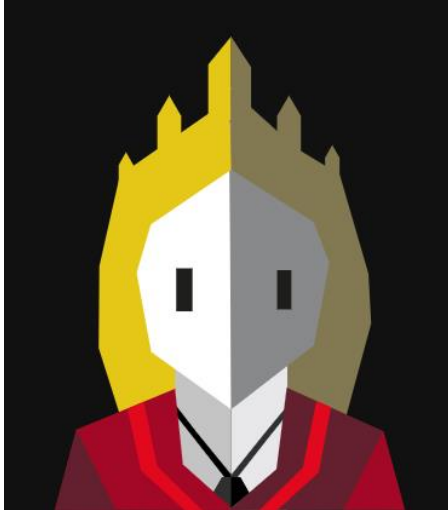
There is also different statuses called "military", "economy", "religion" and "people". To stable this statuses, we need to give values to the situation cards like:

```
{ "description": "Declare war on a enemy kingdom.",  
  "effects": { "Military": -1, "People": -1, "Economy": -2 } },
```

For the pictures on the cards:

We can use AI image generators like “Midjourney” “Stable Diffusion” “FLUX.1” and “DALL-E 3”

Example:



We need to write prompts for the pictures for AI image generators.

For this image, the prompt is: "A minimalist, geometric digital illustration of a queen with a dual-tone mask-like face. The left side of the face is white, while the right side is gray, with simple black rectangular eyes. She has golden hair shaped like a stylized crown. She wears a red and dark maroon royal robe with sharp angular patterns. A black necklace with a triangular pendant hangs around her neck. The background is solid black, enhancing the contrast and bold visual style. The art style is low-poly, abstract, and modern"

So, we can use the same prompt with different characters. For example, by just changing “villager” with the writing “queen” in the prompt and create different images.

For the story and flow:

We can use a simple link tree to make a storyline. We can put random cards between the nodes in the link tree. So, this gives a story to the game and a chance to give some excitement by trying to stay alive at the end of the decisions made by decisions from random cards(situations). But the Story won't change and things will be sudden. When a node changes, as the story progresses, the random cards' theme will also be related to the story and will be independent situations.

To get random cards:
import random

```
this = ["card1", "card2", "card3"]
```

```
print(this[random.randint(0, len(this)-1)])
```