Game Design:

The game will function as a deck-building RPG, role player game, where players use cards for actions, combat, and decision-making.

Main Core Mechanics

1. Card-Based Gameplay

• Players build a deck that represents their skills, weapons, and choices.

• Each turn, they draw a hand of cards and choose actions based on the cards available.swipe to move on to next turn left or right to accept or decline

• Different types of cards are used for combat, persuasion, survival, and deception.

• Cards can be upgraded, discarded, or replaced based on the player’s progression.

2. Player Stats (Displayed onto of the card towards the left)

• Health (Starts at 100) – Reduces from combat or hunger, restored through food/potions.

• Armor (Starts at 0) – Absorbs damage but depletes over time. Can be collected

• Hunger (Starts at 50) – Managed by food cards. Starvation leads to weakened turns.

Card Types & Usage

1. Combat Cards

• Attack Cards – Sword Slash, Stab, Arrow Shot.

• Defense Cards – Shield Block, Dodge, Parry.

• Special Combat Cards – Heavy Strike (deals more damage but costs extra turns), Feint can be used to confuses the enemy

2. Social & Decision Cards

• Persuasion Cards – Flatter, Threaten, Bargain (used in mental duels).

• Deception Cards – Lie, Bribe, Spy (used for infiltrations and social manipulation).

• Choice Cards – Appear during story events where players must decide a path forward.

3. Survival Cards

• Food Cards – Bread (restores hunger), Raw Meat (restores hunger but causes hallucinations inhibited decision making, basically worse options to chose from ).

• Equipment Cards – Armor, Weapons, Potions (looted or bought).

• Crafting Cards – Combine ingredients for potions, better weapons, or disguises.

4. Event Cards (Random Encounters)

• Enemy Duels – Face a knight, bandit, or noble guard.

• Social Challenges – A noble questions your identity; must choose between persuasion, deception, or fleeing.

• Survival Hazards – A famine hits the land, forcing tough food decisions.

Deck Progression & Strategy

• Players start with a basic deck and expand by winning battles, looting, and completing quests.

• Deck Building: Choose between specializing in combat, deception, or survival.

• Upgrading Cards: Improve existing abilities or merge weaker cards into stronger versions.

• Discarding Cards: Some choices may require sacrificing cards for long-term benefits.

**Character Story Paths**

Alaric’s Path (Peasant to Knight)

• Starts with basic combat and survival cards.

• Must win duels, gain noble favor, and avoid disgrace.

• Risk: Can be exposed as a fraud and forced to flee.

Alice’s Path (Princess in Disguise)

• Starts with deception and persuasion cards.

• Uses charm, manipulation, and disguise to infiltrate nobility.

• Risk: Can be caught and exiled if deception fails.

How the Game will Flow

1. Story Events & Encounters – Players draw event cards, leading to battles, negotiations, or survival challenges.

3. Consequences & Looting – Success earns new cards; failure may result in penalties or lost cards.

4. Deck Customization – Players refine their deck to match their playstyle.