Game design document

Class cmv1a group 5

*Jet Frieling (343775)*

*Sebastiano Mirabella (850457)*

*Pim van Zomeren (348438)*

*Razv Preda (338912)*

*Marcel Stoepker (337590)*

# Forward

This document has been made for the study game design and development; course GDCA1 Trading Card Game.

# 

Table of Contents

[Forward 2](#__RefHeading___Toc105_1207935153)

[Introduction 4](#__RefHeading___Toc109_1207935153)

[Game Manual 5](#__RefHeading___Toc134_1207935153)

[Overview 6](#__RefHeading___Toc111_1207935153)

[Game play 7](#__RefHeading___Toc113_1207935153)

[Difficulty possibilities 7](#__RefHeading___Toc136_1207935153)

[Fun 7](#__RefHeading___Toc138_1207935153)

[Mechanics 8](#__RefHeading___Toc123_1207935153)

[Character design 9](#__RefHeading___Toc143_1207935153)

[Target audience 10](#__RefHeading___Toc611_1207935153)

[Individual reflections 11](#__RefHeading___Toc613_1207935153)

[Jet's Reflection 11](#__RefHeading___Toc615_1207935153)

[Sebastiano's reflection 11](#__RefHeading___Toc617_1207935153)

[Pim's reflection 11](#__RefHeading___Toc619_1207935153)

[Razv's reflection 11](#__RefHeading___Toc621_1207935153)

[Marcel's reflection 11](#__RefHeading___Toc623_1207935153)

[Bibliography 12](#__RefHeading___Toc145_1207935153)

# Introduction

During this project our goal is to make a balanced playable card game. We as a group have chosen to do a combination of Science-fiction and middle age as a theme for the character design. We also decided on a one versus one game play. Our goal is to make a card game that will be engaging and takes less than thirty minutes to play. With implementing a combat triangle into the card game we hope to engage the players into strategic thinking.

(1) Write down the context of your project as an introduction. This includes the goals you have with the game (not the goals *in* the game), the stakeholders, and the team members.??????????????

# Game Manual

1. Both players will role a dice to decide who will have the first turn. The player which will role the highest number on the dice will begin. Both of the players will throw again when it is a tie.

2. Both players start the game with a deck of 5 character cards which they use to protect themselves and defeat their opponent. In addition to the character cards, each player disposes of a spell deck, an effect deck and a special deck.

3. In the first round both players choose a character card to play, but cannot attack until the next turn. Every time the player plays a character card, the player will have to wait one turn until he can attack with the character card.

4. In the beginning of each turn including the first turn of the game, each player rolls a dice and will gain something according to the number of the dice that shows up.

|  |  |
| --- | --- |
| Number on the dice | reward |
| 1 | + 1 energy |
| 2 | + 2 energy |
| 3 | + 3 energy |
| 4 | + 4 energy |
| 5 | - 2 energy |
| 6 | One special card |

5. Energy is the recourse used to activate the spell cards and the special cards players will obtain during the game. The maximum amount of energy a player can dispose of is ten energy. Both of the players will start the game with an amount of five energy.

6. Unless rolling a six on the dice, players will have to draw a spell or an effect card. When a player draws an effect card, the player has to use to card immediately. Spell cards can be used the same turn or kept for better use. Each spell costs a certain amount of energy to use.

7. There is a certain combat principle that applies to regular characters, in the form of a triangle.

Warriors deal +2 damage versus ranged characters.

Mage characters deal -2 damage versus ranged characters.

Mage characters deal +1 damage versus warriors.

8. Each player is only allowed to have one active character card at a time.

9. When destroying the opponents character card, a player uses his own character to strike once more. This time the player will strike directly at the oponent.

10 each player has a total amount of 30 health points (HP)

11. The objective is to kill your opponent!

# Overview

The first toughs about the card game where about not making it a board game. We wanted something in a genre which already existed and give our own twist on it.

Like already described in the introduction we wanted to do a card game for two players fighting each other, which a short playtime. We are realizing this by only allowing the player to have one character card active on the playing field. This will ensure a fast game phase, once the character dies the player will get damage. The tactic will be to last as long as you can with the characters, this can be achieved by using the combat triangle. The combat triangle is a layer of tactic that the player can use to win the game.

The player who will start first, has to be the first to put a character down. The second player has the advantage to counter the character when acting to the combat triangle. The countermeasure to the advantage to counter a character is that the first player can attack first. The countermeasure will result in a balanced start for the game.

We desired a game which not only can by won by tactics. There is an implementation of luck in the card game, this is done with dice. Also the spells and effects the players draw have a great influence on who's a head in the game, because some spells synchronize with certain types of characters. The player will have to have luck with the dice and the spells before they can do something useful with it. This will give the player the choice to not always act the way of the combat triangle, the player could also play a different character based on the spells acquired.

# Game play

The game starts with 3 decks of cards, four counters and a dice. Each player will have 2 counters, one for his own health and one for energy. This way the player has an easy way of keeping track of the numbers. The 3 decks are divided in character cards, special cards and a mixed deck of spells and effects.

# Difficulty possibilities

We as a group have chosen for a gamy which will not be hard to learn and play. Al tough this is a good way to entertain a lot of people with your game, some seek more difficulty within a game. There are many ways in our game to achieve a higher difficulty. There can be added a number of complex special and spell cards into the game. Also effects could rule out one of the characters of the combat triangle for a certain amount of time. This would engage the player in to more strategic thinking, and also will decrease the influence luck has on the victory of a player.

# Fun

As described in Marc Leblanc's taxonomy of pleasure there are many ways to pleasure your players. This is more difficult in a card game than in a digital game. This is because a lot of the ways of pleasuring described by Leblanc aren't easy to implement in a card game. When examining the pleasure of sensation, you have to have good visual elements in your game. The only way to put this pleasure in your game is to have great artwork on your cards. When you are making a digital game you will have an almost endless list op possibility’s to achieve this. The pleasure we focused most on is narrative. When making a game which is only decided by the last turn and not ten turns in front, the tension line in the game is noticed by the players. This is why we spend so much time in balancing the game. There are a few challenges the player will face in this card game. The player has to defeat the other player's character to deal damage. Also the player has to make a decision when to play his spell cards. Playing board and card games is the old fashion way of connecting to your friends. All the card and board games will trigger the pleasure of fellowship, this could be hard to achieve when the player is a bad loser.

# Mechanics

# Character design

# Target audience

Our target audience are people aging from 10 years to 40 years. When talking about a target audience in general on the subject gaming, it will automatically goes in the direction of the teenager. The dawn of the gaming industry starts with the globalization of the digital age. Most people older than 40 years weren't used to use digital devices on daily bases in their teenage years. When people use those devices now it's purpose is mostly to communicate with other people or for their work. When you set your target audience at a lower age you automatically increase the number of people which will be interested in your product. Al tough the biggest group will be the younger generation, there is not a reason we can think of why some gamers from the age 30 to 40 wouldn't be interested in our game.

The game we created has many possibility’s. The game is intended to be a card game out of materials, but could also be developed for mobile devices, desktops and even game consoles. When we would want to go digital we would make the choice to make our game available on mobile devices rather than desktops and game consoles. This is because you would have less competition for selling your game, not the specific genre but at the whole gaming market. Also our game is intended to be at a short game time for each game a player plays. We think when people play games on their mobile phone they won't be playing for a long time in a row. The short game time is the reason why this game is ideal for mobile devices.

# Individual reflections

## Jet's Reflection

## Sebastiano's reflection

## Pim's reflection

## Razv's reflection

## Marcel's reflection

# Bibliography