Game Design Document: Scoundrel (Digital Edition)

Project Name: Scoundrel: Mobile
Genre: Minimalist Dungeon Crawler / Rogue-like Puzzle
Platform: Mobile (Portrait Mode)
Art Style: Classic Playing Cards on Dark Green Felt

1. Game Overview

Scoundrel is a tactical resource-management game played with a specialized 44-card standard deck. The player acts as an adventurer navigating a dungeon deck one "room" at a time. The goal is to reach the end of the deck with at least 1 HP remaining.

2. Deck Composition

The game uses a modified standard deck (44 cards total). All **Red Face Cards** (Jack, Queen, King) and **Red Aces** are removed to maintain difficulty balance.
- **Monsters (Spades & Clubs):** 26 Cards. Values: 2–10, J(11), Q(12), K(13), A(14).
- **Armor/Shields (Diamonds):** 9 Cards. Values: 2–10.
- **Potions (Hearts):** 9 Cards. Values: 2–10.

3. Core Mechanics

3.1 Static Shield (Diamonds)

Unlike traditional variants, shields in this version are permanent armor plates.
- **Equipping:** Tapping a Diamond card sets the Player's Shield value to that number.
- **Persistence:** The Shield value **never decreases** when blocking damage.
- **Replacement:** Picking up a new Diamond replaces the current one entirely.

3.2 Elemental Affinity (Combat)

- **Spades (Blades):** Blocked at **100%** efficiency.
- **Clubs (Bludgeons):** Blocked at **50%** efficiency (rounded down).
- **The Aces (Bosses):** Treated as value **14** (standard affinity math applies).

3.3 Healing (Hearts)

- **Max HP:** 20.
- **Effect:** Tapping a Heart card restores HP (Clamped at 20).
- **No Consumption Limit:** Players can consume multiple Heart cards at any time.

3.4 The Fleeing Mechanics (Running)

There are two ways to exit/reset a room, each with distinct consequences for the deck and the table.

A. Tactical Retreat (The Coward's Toll)

- **Trigger:** Available when exactly **4 cards** are present in the Room.
- **Cost:** -1 HP instantly.
- **Action:** Moves all 4 cards to the **bottom of the deck**.
- **Cooldown:** Cannot be used twice in a row (the next room must be cleared or exited via Safe Exit).

B. Safe Exit (The Scout's Departure)

- **Trigger:** Available when exactly **1 card** remains in the Room.
- **Cost:** 0 HP (Free).
- **Strategic Action:** The final card **stays on the table**.
- **Interaction:** The game immediately deals **3 new cards** from the deck to fill the room back to a 4-card state.
- **Purpose:** This allows players to "carry over" a beneficial card (like a Potion or Shield) into the next encounter to balance a potentially dangerous draw.

C. Dead Zone

- **Restriction:** The player **cannot run** if there are **2 or 3 cards** remaining in the room. They must interact with at least one more card to reach the "Safe Exit" state.

4. UI/UX & Interaction

4.1 Visual Layout

- **Theme:** Classic "Card Table" look.
- **The Room (Center):** 2x2 grid. If a "Safe Exit" was used, the carried-over card remains in its original slot while the other three slots are refilled with new card animations.
- **Footer:** * Displays "RUN (-1 HP)" when 4 cards are present.
    - Displays "RUN (FREE)" when 1 card is present.
    - Disabled when 2 or 3 cards are present.

5. Technical Game Loop

1. **Initialize:** Shuffle 44 cards. Set HP = 20, Shield = 0, RunAvailable = True.
2. **The Deal:** * If the room is empty: Pop 4 cards from DeckArray.
    - If a card was carried over (Safe Exit): Pop 3 cards from DeckArray.
3. **Player Input:** Wait for card tap or Run button.
4. **Process Logic:**
    - **Monster/Shield/Potion:** Standard resolution as defined in Section 3.
    - **Run (4 cards):** HP -= 1, Move 4 cards to bottom of DeckArray, set RunAvailable = False.

- ○ **Run (1 card):** Keep current card in RoomList, trigger **The Deal** (3 cards).
5. **Clean Up:** If RoomList becomes empty through interaction (not Running), reset RunAvailable = True.

6. **End Conditions:** Win if deck/room are empty; Loss if HP $\leq$ 0.