

Final project prototype and proposal

I really hate Phaser 3. For that reason, I'm choosing to make my final project in Phaser 3.

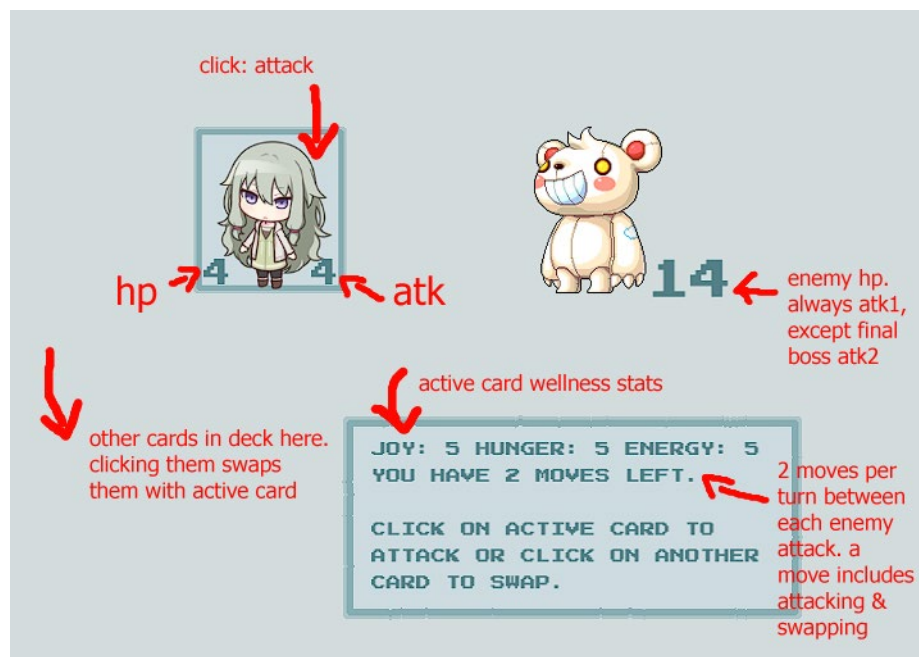
But really, I struggled a lot with it during the Jam, and in the end, I only barely gave in an extremely bare-bones idea I had for a final project. Since I'm already familiar with core JavaScript and I went all-out last semester making a pretty polished game in p5.js, it feels fair to allow myself another challenge rather than just stick to things I've already mastered. I think Phaser is hard, and the documentation is frustrating, and it makes me feel like I don't actually know any coding at all because most of it feels like deciphering an alien language, but maybe that's what'll make it fun. Every time I figure something out, it's insanely rewarding. And I love overcomplicating myself. So there's going to be a LOT to figure out!

I'm also going to need a LOT of help trying to understand how to do certain things with it. But that's part of the challenge!!!

My overly complicated idea is the following:

Imagine a rogue-like deck-builder, something like *Balatro* or *Inscription*. I really like those types of games. You collect cards, upgrade them, and take them into battle. Since the game will be short, I want every single battle round to be fairly hard.

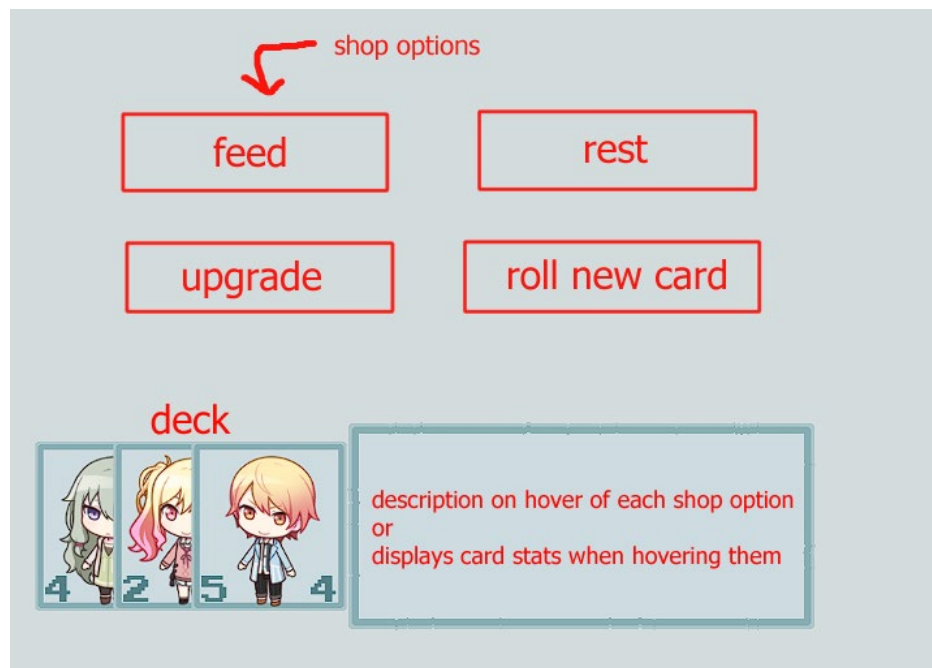
The battle system is simple: you're facing one enemy, you have one active card attacking and the rest of your deck on standby. If you click the active card, you attack. If you click another card in your deck, it swaps to become the active card. You can only perform two actions per turn (so attack twice, or attack then swap, etc.) After your turn is over the enemy attacks you. If your active card dies, it swaps to another card in your deck until you have none left.



Simple, right? After a battle, you earn a set amount of coins. If your last attack dealt overkill damage, it gets converted to extra coins.

Between battles, you get to access a Shop. In the Shop, you also get to perform 2 actions. These are the following (subject to change):

- Feed: can feed your cards. 1 coin per hunger level. Feeding restores joy.
- Rest: can rest your cards. Free, but you must wait 5 (10?) minutes in real time for each level. Resting restores joy.
- Upgrade: can raise ATK/HP level of each card. 1 coin per upgrade. It has a 40% chance of failing. Failure lowers your card's joy by 1. A successful upgrade restores joy.
- Roll: roll a new card. 5 coins per roll. If you have 3 cards already, you cannot roll.



Here's where it gets complicated. I want each card to have survival stats: Joy, measuring how happy your card is, Hunger, and Energy. Each of these will lower in battle depending on ARG. These are the deciding factors:

- Each time a card is hit by an enemy, 70% chance Joy lowers.
- Each time a card attacks, 30% chance Energy lowers.
- After each battle, Hunger is lowered by 1.

If a card is unhappy (0 joy), it has a 50% chance to refuse to battle in a fight.

If it is hungry (0 hunger) or exhausted (0 energy), it has a 50% chance of dying at the end of a battle even after victory is achieved. If it's both, it becomes a 75% chance.

Additionally, each card has a unique ability which can affect these stats, making them either deplete faster or slower. Basically, you'll have a lot to keep track of at all times to make sure your cards survive.

I kind of want the game to explain as little as possible, too, so that players have to figure out the rules through failure and gradually optimize their run on their own, in true roguelike fashion.

I might have to cut some of this content depending on how well I can manage it. Right now, the prototype has a good deal of the base game done with a working card selection and battle system. I will have to implement all the individual card skills and stats in action, which will be pretty meticulous, but thankfully the ones I tried adding seem to go smoothly so far. I also need to figure out how to make the shop work in Phaser. So far, it still hates me.

Overall, I think I can challenge myself into creating a thorough and detailed game. And I want its difficulty level to reflect the difficulty I'll have in making it! I also want it to challenge the player as much as possible, by making it do things out of regular gaming conventions such as waiting real-time for cards to rest. I want the player to question how willing they are to dedicate their time and energy to maintaining their cards and properly winning the game.

[GitHub repository link](#)

[GitHub pages of prototype](#)