# BEYOND CARD GAME (3D maybe)

RESOURCES:

* <https://theliquidfire.com/projects/>
* <https://api.hearthstonejson.com/v1/18336/enUS/cards.json>

ROAD MAP

1. Pre-production a. Concept development
   * Finalize game rules and mechanics
   * Determine the visual style (2D or 3D) b. Design document
   * Outline game features, mechanics, and modes
   * Describe the game's user interface and user experience c. Asset list
   * Identify all necessary assets, including card art, board design, UI elements, sound effects, and music d. Technical analysis
   * Evaluate technical requirements, such as networking, platform compatibility, and performance optimization
2. Production

a. Asset generation

* + Create card art for each unit
  + Design the game board and UI elements
  + Create avatars and card backs for the in-game shop
  + Record sound effects and compose music

b. Core gameplay development

* + Implement card mechanics, game board, and deck management
  + Develop basic game loop and player turns

c. Multiplayer system

* + Implement networking for real-time multiplayer matches
  + Design and create server architecture or integrate a third-party solution d. Game modes and matchmaking
  + Develop Ranked, Casual, and Custom game modes
  + Implement ELO system for Ranked mode e. Replay system
  + Create a system for recording, saving, and rewatching game replays f. Player profiles
  + Design player profile UI and implement data storage g. In-game currency and shop
  + Implement in-game currency system
  + Design and create the shop UI and integrate cosmetic items h. Past decks system
  + Implement a system to store and display past decks used by the player i. Game polish and optimization
  + Refine visuals, animations, and sound
  + Optimize code for better performance and responsiveness

1. Testing and iteration a. Internal testing
   * Test gameplay mechanics and fix any bugs
   * Evaluate network performance and address any issues b. External playtesting
   * Gather feedback from playtesters to improve game design and balance
   * Iterate on gameplay and UI based on feedback
2. Deployment and release a. Platform-specific adaptations
   * Adapt game for different platforms (PC, consoles, mobile, etc.) b. Final testing and optimization
   * Perform thorough testing on target platforms
   * Optimize game for each platform c. Marketing and promotion
   * Develop promotional materials, such as trailers, screenshots, and press releases
   * Engage with the community through social media and forums d. Release and post-launch support
   * Launch the game on target platforms
   * Provide regular updates and address any post-launch issues

MAIN GAME

Card Database (JSON? XML)

CardInfo

* Name
* Realm(s)
* Type
* Cost (
* Power
* Effect (HARD CODE? KEY WORDS?)
* Artwork

CardTemplate (that changes color based on Realm)

Ein Bild, das Diagramm enthält.

Automatisch generierte Beschreibung

Gameboard

* 5 by 4 Slots
* Player Hand
* Opponent Hand
* Player Crystal Zone
* Opponent Crystal Zone

ACTIONS:

1 Action per turn (Play 1 card onto the field OR put 1 card into the Crystal Zone)

UI

* Game Information (Cards in Deck, Lanes won, Power of cards, card in Deck)
* See what cards the opponent is hovering over

Animations:

* Card Draw
* Crystallize (Card turns into a colored crystal with a see-through image of the card on it (?) )
* Play a Card (Crystals shine when hovering over a card, crystals on card shine if color is missing)
* Effect Animations
  + Taunt (Pop-up, Highlights empty surrounding Slots for the next turn)

MENU:

Play Modes

* Ranked (ELO System)
* Custom (with Friends)

Player Profile (Avatar, CardBack, AltArt Collection, Pet)

Replays

Past Decks

Shop (in game currency)

* 20 avatars
* 7-8 Card backs
* 5 Pets (1 per Realm)

Friend List

CORE RULES :

Tacticon is a card game that focuses on building and improving your own deck, as well as the tactical use of limited resources. With random initial decks and dynamic development between rounds played, no two games should be the same.

The game is played on a board with a 4x5 grid. The object of the game is to close as many lines on the board as possible using cards, that is, to occupy all slots vertically or horizontally along the line. If both players have placed cards in a line, it is won by the player whose cards in that line have the highest combined strength. If at the end of the game both players have occupied the same number of lines and cannot or do not want to play any more cards, the higher difference they have in their total won lines counts.

Each card represents a unit.

Each unit can belong to one or two realms (Divine, Elemental, Nature, Void, Mortal).

Each card has a strength value between 0 and 12. Additionally, cards can also have an effect or different keywords.

Each card be used as a resource. When used in this way, it is called a “crystal”.

A card's cost is determined by its realm affiliation(s), indicated by the number of colored crystals on the card. It may include a neutral cost, which can be paid using a crystal of any color.

The game is played on a 4x5 slots playing field. Each of the slots can be occupied by a card during the game.

Players have 1 action per turn, which can be either: a) Placing a card from their hand into the crystal zone, turning the card into a crystal of the corresponding realm(s). b) Playing a card from their hand onto the game board, a 4x5 grid, as long as they can pay the crystal costs required.

Each player has a deck of 16 random cards. At the beginning of the game, both players draw 5 cards each from their deck. Then the players roll 2 six-sided dice each. If there is a tie, the roll is repeated. If one of the players has a lower result, that player gets to decide which of the two should start.

The players take their turns. Except for the first turn of a game, a card is drawn at the beginning of each turn. Then you can either place a card from your hand into the crystal zone or play a card from your hand into one of the slots on the board. You can only play a card if you can pay its cost, so for a card that has 3 Divine as its cost, you need 3 cards from the Divine Realm in the Crystal Zone.

When a game is over, both players each take a new booster pack of Beyond cards and can exchange a card from their deck with one from the booster pack, then pass the pack to another player. This continues until all players have exchanged 4 cards from their deck, or no longer wish to exchange.

Then the next game is played, as described earlier. This process then takes place 3 times, and at the end it is counted who has won the most rounds in total.

Card Textures:

Divine: Wüstensand (hell gelb)

Elemental: Feuer / Lava / Orange leuchten dings

Mortal: Steinmauer (grau)

Nature: Foliage (grün)

Void: wirbelnde Schatten (lila schwarz)