

Kingslayers

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Logline

Cooperate with fellow knights to defeat the evil tyrants of the past, being careful not to fall during the battle.

Summary

The game is played using two standard decks of cards. Players work together to defeat 4 powerful enemies. The players can play different cards to attack the enemy, heal their cards or defend themselves. Once all enemies are eliminated, the player wins the game. But be cautious, if not dealt correctly, each turn the enemy will pick their target and deal significant damage to them! Players will discard cards to satisfy the damage and if they can't discard enough, everyone loses. Play with strategy and wisdom, cooperate with your teammate and claim the final victory!

Materials List

- 2 Deck of cards
- 2 D10 (or 1 calculator to keep track of Boss's Health)
- 1 Boss miniature

Setup

- Take all face cards (J, Q, K) and Jokers out of the first deck. This deck is a Boss attack pile.
- Leave all Jokers in the second deck. This deck is a Player deck.
- The player deck should contain 4 Aces, 4 sets of 2-10, 4 JQKs, and 2 Jokers.
- Shuffle the player deck and the Boss attack deck.
- Shuffle all boss face cards in separate piles based on value. Place them face down as Boss piles.
- The sequence of Bosses should be J, K, Q, K. Draw one Boss from the J pile as the initial Boss.
- Each player draws 6 cards from the player deck.

Note: 6 cards is the hand limit for all players. Players may not hold more than 6 cards in their hand.

Victory

Players will be granted a victory if all 4 Bosses are defeated.

Defeat

If any player has no cards in their hand and receives exceeding damage, that player is dead and all players lose the game.

Starting the game

At the beginning of each round, spin the Boss miniature, and whoever its head points to takes the Boss miniature. That player is the host player for this round. The host player will draw attack cards for the Boss.

Boss's attacks

The host then draws (J: 6, Q: 7, K: 8) cards from the Boss attack pile as the Boss attacks at the beginning of the round.

The count of the attack cards will increase with the difficulty of the Boss.

The sum of the Boss's attack cards is the total amount of incoming damage. All players who are targeted must discard their hands at the end of the round (Check receiving damage section).

Targeted players

J: The host and the player sitting diagonally from them.

Q: The host and the players adjacent to them.

K: ALL players.

Killing the boss

The number on the card you play during your turn will be dealt as damage to the boss. Any damage the boss takes will be recorded with dice until dead. After playing cards, damage will be done to Boss immediately.

J: 50HP

Q: 70HP

K: 80HP

Suit resistance

Every boss card has a suit. Bosses are immune to the same suit cards' ability, but will still take damage from that suit.

Example: If the boss card is a Diamond, even though players may play Diamond cards to deal

damage, they cannot draw cards after playing it.

Fighting the boss

Starting from the host, all players play 1 card in a clockwise order. The number on the card played is dealt as damage to the Boss. Players may not communicate with each other about the details of their hands.

For each player, the card-playing process is as follows:

Play a card

The number on your card is your damage. Alternatively, you may skip your turn.

JQK are all 10.

Combos

You may play multiple cards in one turn, but the total number sum on the cards may not exceed 11.

You may either:

Play multiple cards that are the same number.

OR

Play an Ace with any other card.

Abilities

All abilities will be activated based on the number sum on the cards.

Example:

A player plays a Diamond 2, a Heart 2, a Club 2, and a Spade 2. This means:

1. All players draw up to 8 cards in total.
2. Give 8 shields to a player.
3. Deal 16 damage to the Boss.
4. Remove a Boss's attack card with a number up to 8.

If a player plays a Diamond Ace, and a Club 6. This means:

1. All players draw up to 7 cards.
2. Deal 14 damage to the Boss.

Abilities List

Abilities will activate after a player has played one card. It will be based on the card's suit.

Diamonds (♦)

Draw:

You draw a card, and then in clockwise order each player draws a card. Repeat until the total number of cards drawn is equal to the number sum. If one player's hand is at the hand limit, that player skips the draw. (If all players have reached their limit but there are still cards to be drawn, players can draw a card and discard one card to keep their card amount to 6)

Hearts (♥)

Shield:

Place a card in front of a player. When that player receives damage, the player can discard this shield instead. If a combo contains a Shield, then those two cards count as one shield but have a shield value of their sum. Shields will only last for one round.

Example: Put a Heart 8 in front of any player, when discarding, the player will discard the shield instead of a hand to take 8 damage. If two Hearts 4 are played, they count as a shield of 8.

Clubs (♣)

Double your damage:

When dealing damage, Clubs deal double their number.

Example: A Club 5 will deal 10 damage.

Spades (♠)

Prevent incoming damage:

Remove Boss's attack card up to your number. Remove only one Boss attack card.

Example: If the Boss has 4. 5. 7. 9 and you played a Spade 6, you may remove 4 or 5.

Dealing and receiving damage

The number on the cards played is the damage done by the player to the Boss. The damage will be done to the Boss right after the cards are played.

Set one or more dice to your damage done and place it on the Boss card to keep track of damage done by players.

Check whether the damage sum killed the Boss or not.

After the last player has played in the round, it is the Boss's turn.

If the Boss is still alive at the end of the round:

1. All targeted players discard one card in clockwise order starting from the host player and repeat until the number sum of all discarded cards is larger than the Boss's current attack.

Example: Boss's attack cards are 3, 5, 8, 10. The damage in total is 26. From the host player, each

targeted player discards one card from them. Until the number sum of all the discarded cards reaches 26 or more.

Shield: When taking damage, discard the shield instead of the hand.

Discarding all cards at first will not kill the player. Only if the player takes damage again after discarding everything will that player be dead.

2. Discard all current Boss's attack cards into the Boss discard pile.
3. Discard all unused shields to the Player discard pile.
4. Spin the Boss miniature and repeat.

If the Boss is defeated at any time in the round:

1. Discard the Boss. No player takes damage.
2. Discard all current Boss's attack cards into the Boss discard pile.
3. Discard all player-played cards to the Player discard pile.
4. Draw another Boss card.
5. Spin the Boss miniature and repeat.

Out of Cards:

If the Boss's attack pile has no card left, reshuffle the Boss discard pile and continue with the new pile.

If the Player's deck is empty, players may not draw any cards in the rest of the game.

Jokers

Jokers have a value of 0, but will remove the Suit Resistance from the Boss.

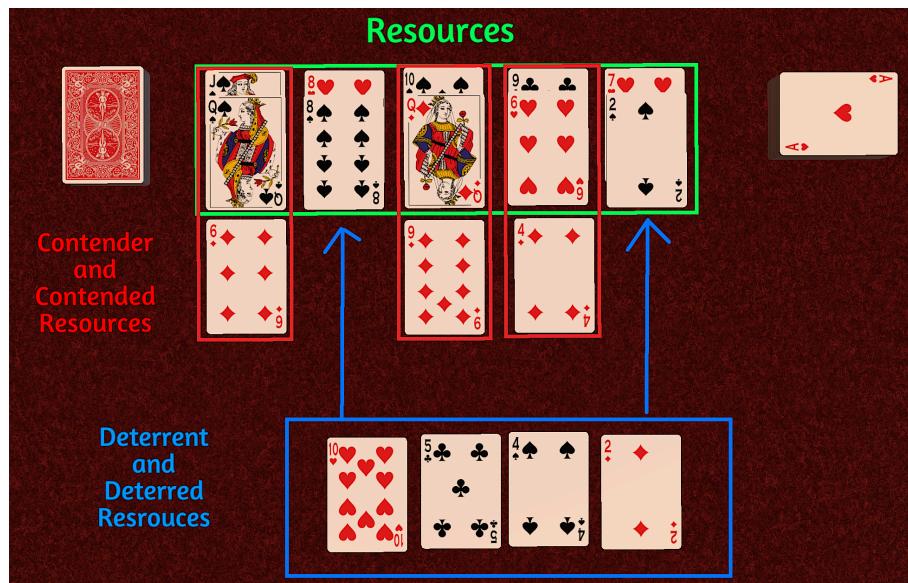
After the host player has drawn all Boss's attack cards, you can play a Joker before anyone plays OR during your own turn.

If you play it during your own turn, you will skip your turn. However, you may assign any player to play after you, even if this player has already played in this round.

Images

First Game:

					←Contender
Deterrent		Temporary Deterrent			
Prisoner Bench		Temporary Hand			



Second Game:

Challengers Arena Data Sheet

Note: Action class means the action belongs to which deck. For example, if it is a general card, its class will be "General". If this is some character's special action, the class will be that character's name.

Do not add period after a sentence in Effect

A1	A	B	C	D	E	F	G	H	I
	Class	Name	FP Cost	Effect					
1	Class								
2	General	Focus	+3	Draw 2 cards					
3	General	Meditation	-3	Decrease FP					
4	General	Attack	+3	Deal [AP] amount of damage					
5	DPS	Thump	+5	Deal [AP*2] amount of damage					
6	DPS	Double tap	+3	Play after a card that deals damage, this card takes the same effect					
7	DPS	Preparation	0	Take one played card back to hand					
8	Tank	Precaution	+4	Gain [AP] amount of shield					
9	Tank	Shield Slam	+3	Deal damage that equals to your shield					
10	Tank	Risky Move	0	Loss all shield, decrease that amount of FP, draw 1 card					
11	Healer	Heal	+1	Heal [AP] amount of HP, may not exceed HP limit					
12	Healer	Amplify	+3	Increase any player's [AP] amount of AP for 1 round, this effect does not stack					
13	Healer	Sacrifice	-1	Ask one player or yourself to discard 2 cards, all other players draw 1 cards					
14									
15	Char_special								
16									
17	Character	Name	FP Cost	Effect					
18									
19	Centurion	Roar	+6	Gain [AP*2] amount of shields, taunt					
20	Centurion	Bravery	+2	allowing player to take its teammate's damage using player's shield					
21									
22	Stein Bot	Graphic	+2	Move an character to you an unoccupied adjacent tile next to your character					
23	Stein Bot	Beacon	+4	Select a character, let it gain [AP] amount of shields and let it taunt					
24									
25	Diviner	Prophecy	+6	Check [AP] card on the top of enemy's card pile, reorder them or discard 1 of them					
26	Diviner	Terra's Rage	+2	Summon a pillar on a tile that gives any overlapping character +2 AR and +4 AP					
27									
28	Bishop	Halo	0	Make all your (Heal)(Amplify)(Revive) work within 1 distance of their target for 1 rounds					
29	Bishop	Revive	+10	Remove "Death" from a character with "Death" and set its HP and FP to max value					
30									
31	Sword Master	Parry	+6	When taking damage, use this to gain +1 shield and deal [2*AP] amount of damage					
32	Sword Master	Mordhau	0	For 3 rounds, make all your damage actions +2 damage, but only 1 damage action can be played per round					
33									
34	Sorcerer	Fireball	+5	Deal [AP] amount of damage, your next action has no FP cost. If cast twice, future two actions have no cost					
35	Sorcerer	Lightning	+5	Deal [AP] amount of damage, your next action take effect twice. This effect does not stack					
36	Sorcerer	Sleet	+5	Deal [AP] amount of damage, draw 1 cards					
37									



Final Game:



Process summary

For this assignment, our group ended up making a total of three different games, each different from each other. Our main goals were to create a game that was simple and fun to play, but still had room for skill expression/strategy. For our first game, we created a card game where players contended for cards by using the cards in their hand. During playtesting, we were able to have a lot of fun with the game, but we realized that it was not really because of the game itself. In the end, we discovered that the core mechanic of the game was not the most satisfying to play. From there, we tried to tweak and modify the game, but we were unable to find something that both fulfilled our vision for the type of game we wanted and was fun to play.

From there, we decided to start over and create a turn based RPG style battle as a game. We created four classes (one healer, one tank, two dps) and two bosses that we would

fight using those classes, along with several custom cards. We worked on fixing the balance between the bosses and the individual classes, and something that we wanted to emphasize was the opportunity to play strong combos. However, after playtesting again, we discovered that the game was too complicated in certain ways and still needed balancing between certain mechanics. From there, we decided to once again start over, but this time start from an even smaller scale and work our way up.

For our third game, we kept the idea of players working together to defeat bosses, but we chose to also stick with a normal deck of cards. Throughout development, we had to make many balance tweaks again. In the beginning, the boss would deal the total amount of damage to each player, instead of split among all players. The problem with this was that the ability of the spade was too strong (used to remove cards until total was up to amount instead of just a singular card), but at the same time the later bosses were also too strong. We also discovered that the original heart ability of recovering cards that were already played was too weak, and that it was good for there to be a limited amount of playable cards. From there, we playtested more and found that the boss attacked too little and often died too quickly. Because of that, we started increasing each boss's health until we reached what we thought was a good balance. We felt that this game had a good balance between difficulty and amount of fun. While losing doesn't happen very often, it is still a very real threat if cards are randomly played without thought. Players needed to work together and not waste crucial cards that could be needed later in the game when the amount of resources became less and less.