大学模拟棋

UNIVERSITY DUEL SIMULATOR

ACADEMIA
ARENA

BY DAVID WENG

核心概念

CORE CONCEP

A two-player strategic card game where players battle for academic dominance using cards representing university stereotypes.

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特质系统

THE TRAIT SYSTEM

At the start of the game, each player gets a unique combination of Traits, creating an asymmetrical starting point.

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特质类型 TRAIT CATEGORIES

- **BACKGROUND**
- **PHYSIOLOGICAL**
- **PSYCHOLOGICAL**

Eg. A player may be
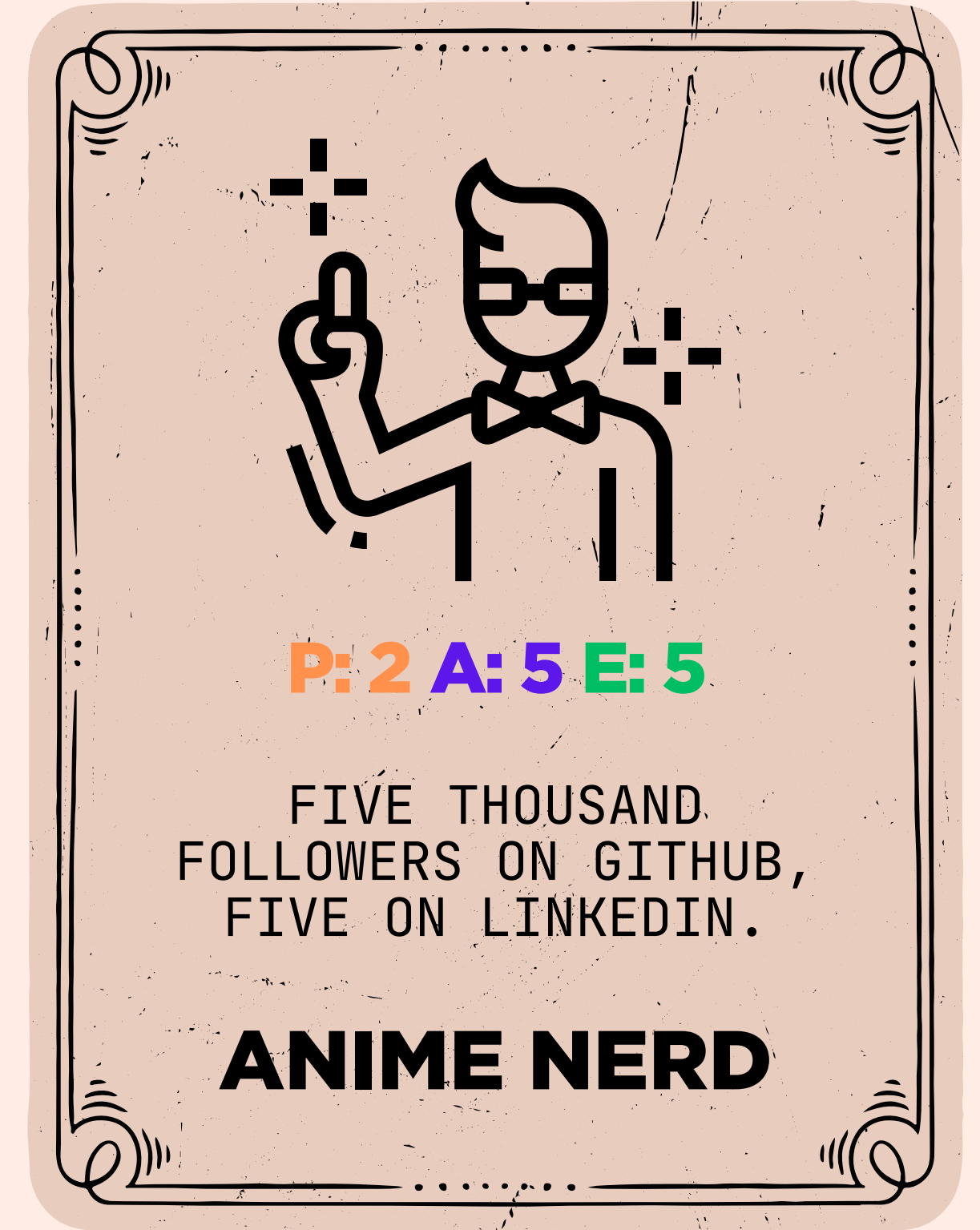International (Background)] + [Gym bro (Physiological) + ADHD (Psychological)

学术战场

ACADEMIC FIELDS

PRESENTATIONS
ASSIGNMENTS
EXAMS
THE BATTLEFIELD: ACADEMIC FIELDS
EXAMS
ASSIGNMENTS
PRESENTATIONS

Deploying **Character** and **Event** cards onto three distinct **"Academic Fields"** to accumulate points and trigger abilities.
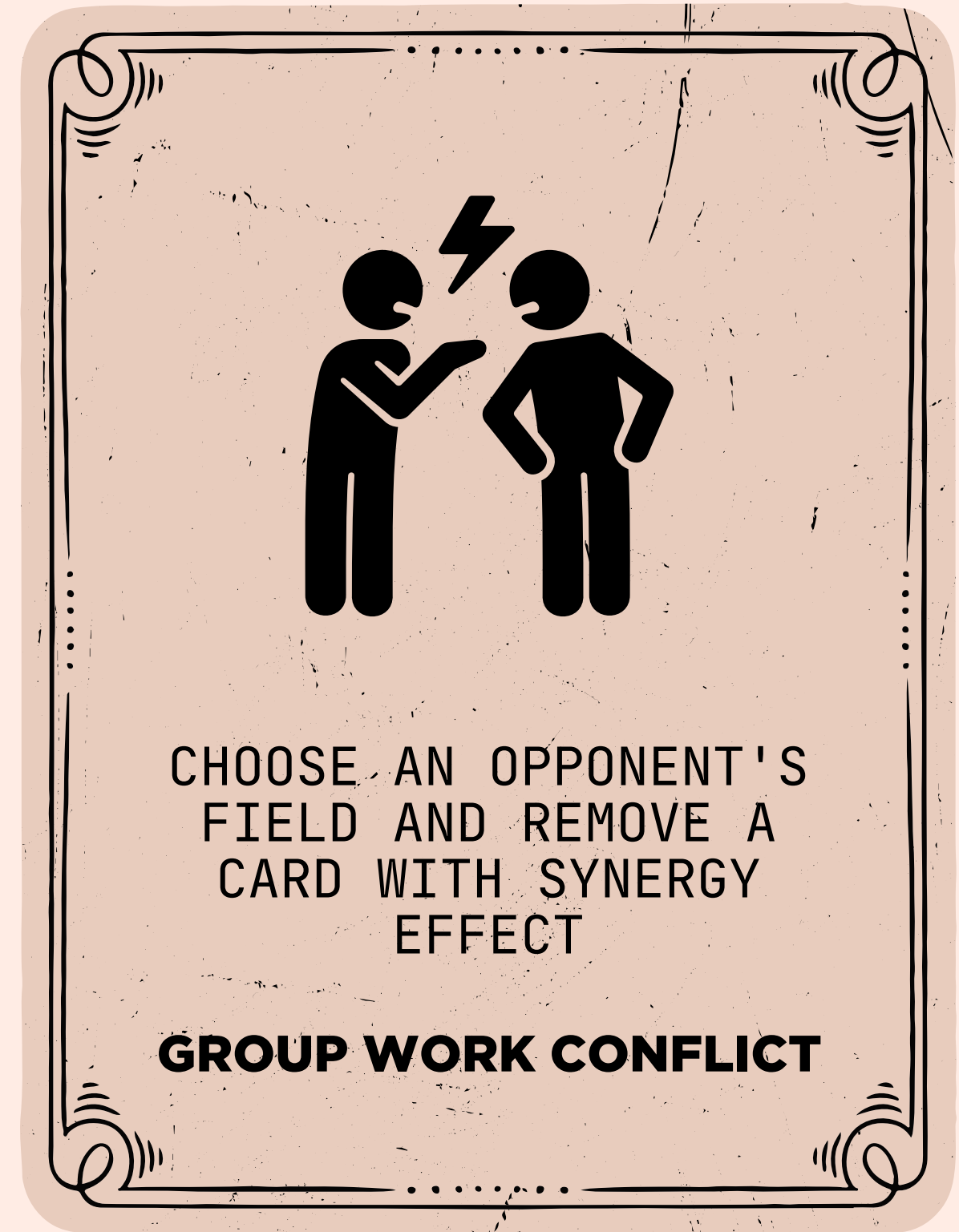
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CHARACTER CARDS

The main sources of credits, all kinds of students, professors and staff.

P: 2 A: 5 E: 5

FIVE THOUSAND FOLLOWERS ON GITHUB, FIVE ON LINKEDIN.

ANIME NERD

PRESENTATIONS
ASSIGNMENTS
EXAMS

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EVENT CARDS

事件牌

After deployment, it produces a one-time effect, then enters the discard pile.

CHOOSE AN OPPONENT'S FIELD AND REMOVE A CARD WITH SYNERGY EFFECT

GROUP WORK CONFLICT

CARD
SYNERGY

Eg.
Rich international kid + Rich international kid

Essay Ghostwriting

淘宝代写

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Player Turn:
- Your Turn: Choose 1 Action
- Action: Play Card (Character/Event)
  - Place onto Field (Presentations, Exams, Assignments)
  - Resolve "Deploy" Effects
  - Add Card's Points
  - Check Synergies
- Action: Use Trait Skill (If available)
- Action: Pass (End your actions for this round)
- Next: Opponent's Turn

End of Round:
- Trigger: Both Players Passed
- Scoring: Calculate Total Points (Sum of all 3 Fields)
- Winner: Higher Score Wins Round ("Semester")
  - Tie: Both Win (or special rule)
- Cleanup: Clear Board (Most cards discarded)

Game Flow:
- Check: Anyone Won 2 Rounds?
  - No: Start Next Round (Record winner)
  - Yes: Game Over! First to 2 Wins Game ("Academic Year")

Victory Condition: The first player to win Two Rounds (Semesters) wins the entire game (the Academic Year).

Resource Management: You don't draw a full new hand each round. Deciding WHEN to commit valuable cards and when to conserve strength (potentially sacrificing a round) is crucial.

TO BE CONTINUED.