GalacDecks GDD

GalacDecks GDD is a two-player Collectible Card Game (CCG), similar to Magic the Gathering or Hearthstone. Players use cards to create units, powers or effects with the goal of destroying the other player’s homeworld.

Gameplay

Each player has his own board of 2 rows of 5 slots where units can be played. Players start the game with 5 cards.

On his turn, a player can spend resources to play cards and use his units to attack enemy units. Unused resources do not carry over from turn to turn.

Resources

There are two types of resources in the game: energy and minerals. Almost all cards require energy to play. Most units require energy and minerals. Generally, more energy will allow a player to perform more actions (and more powerful actions), but minerals are necessary to create the units that provide long term value.

Resources come from planets. The player’s homeworld provides 1 mineral and 2 energy (?). Additional planets can be played from the player’s hand and cost 1 mineral and 2 energy.

Note: due to the importance of resources, a balance problem will be to avoid having a player get insurmountably ahead because she was dealt more planets. So planets should a) be expensive, preventing the play of multiple planets in a turn in the early game and b) add fewer resources than the player’s own homeworld, possibly just 1 of either minerals or energy.

Planets will typically have much more health than other units. The player’s homeworld will probably start with 25(?). Additional planets will start with 10(?).

Cards

There three basic types of cards: Units, Powers and Enhancements. Most(all?) cards require energy to play.

Unit Cards summon a persistent entity into the game in one of the player’s slots. Most units require one or more mineral resources as well.

Power Cards cause a one-off effect, like damaging an enemy, repairing a friendly unit, drawing cards, etc.

Enhancements provide modifiers to specific units, such as +1 shields.

Units

Units are persistent game entities that last until destroyed. All units have a health stat; when a unit’s health reaches 0 it is destroyed. All units also have an attack stat (which may be zero).

Planets are special units with 0 attack that provide resources (see above).

Ships are units that can move to adjacent empty slots instead of attacking.

Bases are units that cannot move.

Attacking

Any unit with an attack stat can make one attack per turn, dealing that much damage to an enemy unit in range. Attackers do not take damage when attacking.

Question: Attack range? I think 1 slot might be best, meaning non-mobile units can’t attack the enemy backrow.

Question: Can ships cross to the opponent’s side of the board?

Secrets

Ideally the game should support secrets, which provide some technical challenges in information to reveal to clients. For example, do clients see that the other player played a secret? Do they see what resources were consumed? In order to conceal resources consumed, we would not send resources remaining as part of any client message, it would only be sent as a delta as part of plays.

Examples of secrets:

* Mine : A tile is mined and will deliver X damage to the next unit to enter it.
* Teleport: A unit is triggered to teleport to a random empty tile the next time it is attacked.

UI

Entity Behaviour notes:

My Cards:

* Hover : Glows
* Select : Enlarges, highlights valid slots. Works on opponent's turn too.
* Dragging : Shrinks, follows mouse if more than a certain distance
  + Over valid target : some effect
  + Invalid target : no extra effect
* Deselect : returns to hand
* Valid Release : Grows slightly, some particle effect
* GameEvent : trans lerps to unit slot and fades out

Opponent Cards:

* GameEvent: trans lerps over and to center, then lerps and fades to target slot

My Units:

* Hover : Shows creating card to the side
* Select : Rises and grows slightly
* Dragging : Shows a move arrow
  + Over valid move target : different slow glow color
  + Over valid attack target : same, and cursor changes to attack
  + Invalid target : no extra effect
* Deselect : Lowers and shrinks back to normal
* Valid Release : Probably depends on the unit
  + Move : some sound & effect
  + Attack : some sound & effect
* GameEvent:
  + Move : trans lerps to unit slot
  + Attack : Spawns projectile, trans lerps back to normal

Opponent Units:

* Hover / select : Shows creating card to the side
* GameEvent : same as my unit

Card Ideas:

* Rush: Can attack immediately
* Stealth: Can't attack until attacks
* Row damage: deal damage to all units in the same row
* Reconstruction: after death summon another unit of the same mineral cost
* Draw cards
* Temporary mineral boost
* Shuffle enemy ship locations
* Infiltrator: can cross to opponent's board
* Shields: absorbs X damage, recharges at the start of every turn
* Stun: disable attack, move and enhancements
* Spy: reveal a (oldest?) card in opponent's hand
* Unstable warp core: on death deal 3 damage to adjacent unit
* Inert moon: 0/8 celestial
* Rogue pulsar: deal 1 damage to all units at the start of every turn