

Card Suggestion Template 3.0:

[Oliver de Vienne] [400]

Status of the design change

Overall Status

- ☐ Not ready to be discussed
- ☐ Ready to be discussed
- ☐ Discussed
- ☒ Approved
- ☐ Partly Approved
- ☐ Not Approved

Individual feedback

Feedback	Names
Support the Idea - Actively like the idea	
Neutral - No problems with this idea	Mikkel (GD)
Partly support - it needs a little Twerk	Albert (GD)
Discuss - Unclear/ has issues to discuss	Andreas
Disagree - Don't like the idea over all	
Problematic - The base of the idea is bad	

If needed write further some notes to describe the situation of the change

GD BRIEF

Designer(s): Victorine

Date: 27/06/2023

Card Overview

Card Type: Hero card

Historical power: 2	Card Name: Oliver de Vienne	
Traits: Noble	Card Image:	
Attack: 3	Card Text / Special Ability: Muster : Draw Roland if Roland is in your deck. Roland's aid: As long as Roland and Oliver are on board, Roland get's +1HP, this effect cannot stack with itself. While Roland and Oliver are adjacent, if only one of them has an enemy, both of them can strike.	Health: 4

Short Historical Facts (will appear when hovering the mouse over the card):

Historical Context

This information will not appear on the card, but will be a brief to communicate the general historical context of the card to GD. This should be done in collaboration with **History** department. When filling out the card suggestion template, please ask for Historians to give you the historical context and insert it in the box below.

Special Abilities

If your card has an exceptionally high or low movement, you can give it the tag ability, **speed X**, where x is its special speed. Note this is only if it is a very fast unit, cavalry, flying, or such. In general all units move 2.

Please be as detailed as you can. This will also serve the programmers.

(for example: Create new ability- increase the defense stat of the unit every time it damages another unit).

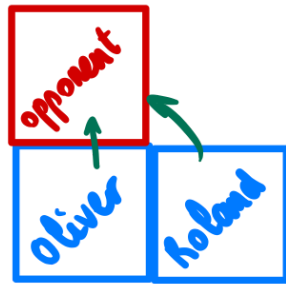
- When this card is deployed, it adds Roland to the player's hand.
- When Roland joins the battlefield (they should both be on the board) Roland gets +1 HP.

The buff stands as long as they are both on the battlefield.

If the card is already in the hand, it's not added another time as the card is a hero card.

If Roland is already in the battlefield, the card is not added in the hand again as it is on the board. It gets buff when Oliver is deployed.

The second ability is that when Oliver and Roland are next to each other on the board (on the same row), if one doesn't have an opponent to fight, he can fight the opponent of the other one, as a regular fight (he damages and gets damaged).



This ability works only if both are next to each other. If one is behind the other or if there is a tile between them it doesn't work. Also, the one in front of the opponent is the one fighting first, then the second will fight if he doesn't have an opponent in front of him. Those placements are taken into account at the end of the movement phase. Which means, (based on the sketch) if during the fight Oliver is removed (defeated or pushed away or else), Roland will fight the opponent at the end of the auto combat between the opponent and Oliver. However, Roland needs to be in diagonal of the opponent in order to fight, so if he is pushed away he won't fight.

Educational goal(s)

What does this card teach?

Oliver is a legendary knight in the Matter of France chansons de geste, especially the French epic The Song of Roland. In the tradition, he was Roland's closest friend, advisor, confidant and brother-in-law to be, one of Charlemagne's twelve peers and brother of Aude, Roland's betrothed. He dies with Roland at the Battle of Roncevaux Pass.

This card and the synergy with Roland embodies their link.

Macro Design Pros

What would be the benefit of including this card into the game (design)?

Adding a synergy into the game, and some strategy about the placement of the cards.

Macro Design / Programming Cons

Can it create potential game breaking problems?

Concerns you might have.

Not really a breaking issue, but might be useless if the player doesn't have Roland in his deck.
In-game Strengths What is the strength of the card? (if they have any).
Strong if put on the board with Roland, and played next to each other.
In-game Weaknesses What are the weaknesses of the card? (if they have any).
Ability useless if Roland not in the deck.
Stakeholders Who else needs to review and work on this card (except for other game designers?).
Historians and artists
Consequences What would it mean for us, game designers, to include this card in the game?
This introduced a symbiosis mechanic, which sets a precedence for similar card concepts. It would mean for us, game designers, to design Roland's card of course, but also other symbiosis in other factions. There is also a consequence regarding the construction of the deck, because the 2 cards work together and should both be in the deck.

All the abilities might be overpowered. If it is the case after testing, I suggest we remove the possibility to attack the partner's opponent.

Illustration notes

Avoid using "maybe", "more or less" and alike as it can confuse the artists. You can also write what should definitely not appear in the illustration.

Number of characters in the illustration

Notes: leave only the one relevant to your design.

If basic unit or specialized unit:

The illustration for this type of unit depicts several characters to reflect that in battle it is a group of units.

If commander unit or hero unit: It will appear as a single character.

If action card: you have to decide if there are any characters.

Oliver, and Roland in the background.

Foreground

What should appear in the foreground? Consider the historical background as well as the ability of the card.

Oliver is the most important element, it should be the center of the illustration.

Background

What should appear in the background? Consider the historical background as well as the ability of the card.

Roland should appear in the background, but Oliver is still more important. Roland should be noticeable but he has to stand back, behind Oliver.
Composition request How do the characters appear? Is it part of their face/ body, are they chasing/ attacking? What is the pose?
He should appear wise, not necessarily courageous or blood thirsty. He was calm and thoughtful.
Notes What should we remember specifically for this card? Anything of note?

Guide for types of cards

General note on abilities:

Abilities should specify what type of unit it can target.

For example:

“Deal 3 damage to a basic or specialized unit”.

Note that this ability cannot target commanders, myth units or heroes.

Types of Cards

There are 6 types of cards in the game. Each follows certain rules. Below we list all of them and the rules we agreed to apply on them.

RPS = Rock, Paper, Scissors

When a unit has a tag it is possible that the tag will grant a bonus damage on another tag.

For example:

A “Kingslayer” tag grants double damage to units with a “Royal” tag.

Basic Unit:

This unit is a common type of unit across different civilizations/cultures and their main difference would be in the illustration itself. This unit also has three forms. When designing a basic unit, we should also specify the changes of each upgrade.

Example:

Archer

Can damage an enemy unit in a direct line, 2 tiles away from this unit.

Level 2 Upgrade: +1 attack.

Level 3 Upgrade: +1 attack, +1 health.

Specialized Unit:

This unit is unique to the faction. They wield unique weapons and armor and some have abilities in correlation to what we know about them in history. Usually these will have a cultural context as well, provided by historians.

Example:

Berserker

Deals damage to 3 enemy units (only basic/ specialized units) in its range of attack (1 tile) (only one use)

Commander:

It will appear as a single unit. A unit that can manipulate the movement of basic/ specialized units. The commander generally possesses the ability to affect units across the board.

Example:

Jarl

Every round move one adjacent friendly basic/ specialized unit to the left or to the right.

Hero:

The player can move the hero across the board as a rule. The hero can affect the board, buff/ debuff or have other special abilities. Some heroes can also be myth heroes. Some myth heroes will be able to interact with myth cards.

The first time a hero takes damage so that their HP would reach 0 or below, they get in a state called “defeated” meaning next time they are damaged they die for good.

- RPS mechanic: Heros have a bonus vs Myth.
- Last Stand mechanic: Hero units can survive a fatal hit once. The hero unit will be left with 1 hp and be prone to death.

Example:

Ragnar lothbrok

When it destroys an enemy unit, gain +1 attack, +1 health.

Action Card:

Cards that affect other units. Or the board or rules in the match.

Example:

Ambush

Move one basic/ specialized unit card from your hand to the second or third row.

Myth Card:

We have two types here under myth: Myth units and action cards.

The myth unit will be playable in battle mode and in Myth Stories quests only in the Campaign mode. Additionally, the player will be able to get Action Cards to use outside of Myth Stories (as a reward for completing Myth Stories quests) in the Campaign mode.

Example:

Version of the brief / template

Mjolnir

Every card with the “Hero” tag in its name can attack twice this turn.

Instructions

Please fill out all the fields in the document when designing a card.

Steps to follow:

Initial phase

- Mark by X the status of the design. When you are done, change the status to “ready to be discussed”. If this suggestion was part of a Trello card move the card to ready-for-review; make a feedback list and add the relevant people to the card then send an update on Discord on “#Game-Design”.

Card Design & Showcase Phase

- Please use the visual card template boxes to showcase the card as best you can. Each box is labelled with the relevant information that needs to go in the box to create as accurate a depiction of the final card as possible
 - If you do not yet have art or concept art for the card, you may leave this box blank and instead use the **Illustration Notes** section of the document to outline how the card art should look.
- The next step is to fill out the rest of the

Discussion phase

- The involved design department (one, some, or all members) will use the comment function on top of a headline, section/paragraph, or a word of the text in the field in which the suggestion was written. If you comment on a headline you are giving feedback to part of the text that the headline covers, if you give feedback to a section/paragraph or a word, the feedback will only be towards the highlighted area.
- Everyone will have some time to see suggestions and comment on them up until the deadline.
- After that the suggestion will be discussed at a Game Design meeting. If there is no “red” “orange” or “yellow” feedback we will discuss how to implement the suggestion.

If there is “red”, “orange” or “yellow” feedback we will discuss the suggestion at a game design meeting to come to a conclusion. *Could be that someone (usually the designer of the card) will be tasked to modify the suggestion/ do a rewrite or we archive the suggestion.*

- The status will change to “Discussed” if it has not been completely approved during the meeting and GD needs more time to discuss the card.
- The status will change to approved if it was approved during the meeting.
- The status will change to partly approved if it was approved during the meeting that we move forward with the core of the suggestion but it still needs minor changes.
- The status will change to not approved if it was not approved during the meeting because we could not agree to move forward with it.
- Finally we will review if we need to update the assessment.

Feedback

- If others have some proofreading remarks then use the edit tool, otherwise if some section needs further explanation use a comment.

Finalizing

- After feedback has been given and the suggestion has received final approval from **GD** and **History** department, please move the Trello card with the card suggestion to “Approved by Both Sides” in the Card pre production Trello board. Remember to provide a link to the suggestion on the Trello card, then tag the Lead Developer in the comments section of the Trello card. The designer of the card is always responsible for handing the suggestion over to Development.
- Congratulations! You have completed the card suggestion.