GAME CONCEPT #5
PROJECT PATHWAY #3

Summary

The player is on a quest for greatness! They must find several clues scattered in the world, but this does not come for free: enemies lurk around every corner, ready to launch in battle with the player, and stop them from finishing their mighty quest.

Inspired by https://app.ludo.ai/

Genre

Turn-based strategy, dungeon crawler, card game

Starter Asset Packs

❖ https://assetstore.unity.com/packages/2d/gui/card-shirts-lite-165698
❖ https://tornioduva.itch.io/tornioduva-card-pack
❖ https://assetstore.unity.com/packages/3d/environments/dungeons/ultimate-low-poly-dungeon-143535
❖ https://assetstore.unity.com/packages/3d/characters/creatures/dungeon-skeletons-demo-71087
❖ https://assetstore.unity.com/packages/2d/gui/icons/gui-parts-159068
❖ https://assetstore.unity.com/packages/3d/characters/humanoids/fantasy/rpg-hero-pbr-hp-polyart-121480
❖ https://assetstore.unity.com/packages/3d/characters/creatures/rpg-monster-partners-pbr-polyart-168251
❖ https://assetstore.unity.com/packages/3d/characters/creatures/dragon-for-boss-monster-pbr-78923

Features

➢ 2 modes: in-battle and out-of-battle.
➢ One character controllable by the player when out-of-battle, which can move forward, backward, rotate left/right, strife left/right. In-battle, the player plays cards which can either define what action the player character should take, or trigger a 'spell' that affects the battle (e.g. area-of-effect fire in a section of the field).
➢ The environment has at least 2 sections, or there are 2 levels.
➢ Out-of-battle, the player can explore the environment to find clues towards solving the quest. During the exploration, key spots before a clue is found trigger a battle, where enemy characters appear and fight the player.
➢ Characters in battle use different types of moves and attacks (e.g. shoot arrows, sword attack, gun shot, teleport, move in range etc.). Enemy characters use a scripted sequence of actions.
➢ The player wins a battle when all enemies health is at or below 0. The player wins the game when they find the final clue.
➢ The player loses the game if their health reaches 0.
➢ The player can have up to 3 companions, which have their own (different) behaviours, follow the player around and help the player in battles.
➢ The enemy characters show different behaviours and difficulties, with AI controlling their decisions.
➢ There are deckbuilding options and new cards the player finds along the way, which allows customisation of play.
➢ Cards can be combined to create more powerful moves (e.g. jump and arrow attack for increased damage).
➢ Checkpoints before a battle, allowing to replay it.

Mood Board