

HAND DECK

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A magic world where cards come to life to give the greatest insect fights ever.

CONCEPT

The game is an online multiplayer turn-by-turn Card Battler. Each player builds his own deck of 20 cards before starting a battle. During a game the players don't draw any cards, they have all of them in their hands at the beginning of the battle. The objective is to destroy every insect of the opponent (total of five).

You can only do one action per turn. You can either attack with the insect on your field, use a spell, use an insect effect, or switch an insect on the field to another situated in your hand.

Each action has a speed value that will determine when the card will be played. During a turn, each player decides one action to perform.

5 cards of a deck are insects that can be invoked on the field. An insect has a number of healthpoints, a value of attacking damage and a passive or usable effect.

Your field can contain only one insect at a time. If one of your insects dies it is replaced by another insect of your choice that is in your hand. With an action you can switch the insect on your field with another in your hand. If you do so the insect that was switched out keeps its bonuses, maluses and healthpoints.

At the beginning of a game the two players choose at the same time which insect they are going to invoke.

The 15 other cards are spells. Those will be here to help your insects with bonuses, heals and also maluses or damages that can be inflicted to the opponent's insects.

Some spells can be set on the field and will activate their effects after an opponent's specific action. For example a spell card can automatically switch your insect on the field with another one that you chose from your hand if the opponent attacks with its insect.

TECHNICAL SHEET

Title : Hand Deck

Genre(s) : Online multiplayer, turn-by-turn card battler

Number of players : 1v1

Target audience : This game is generally aimed at **core gamers**. Calling on the **strategy** and **competitive spirit** of the player, **mastery** and **social** will be the main driving forces of the player according to Quantic Foundry.

Target platforms : PC, Smartphone



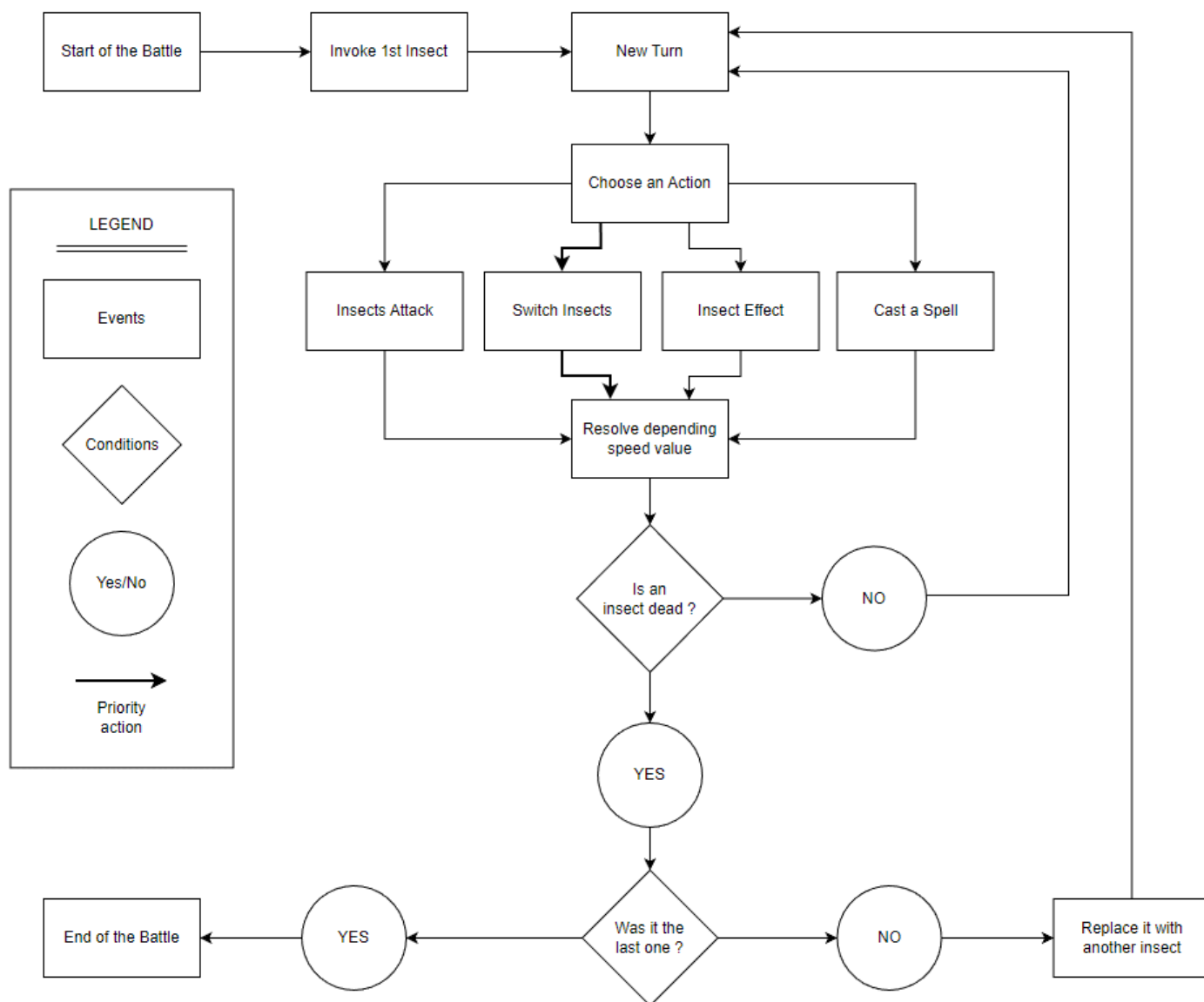
¹ Pokémon by Game Freak for the creature based gameplay, the switch and speed mechanics

² Magic The Gathering by Richard Garfield for the deck building inspiration

COMBAT SYSTEM

COMBAT STRUCTURE : SETUP, UNFOLDING AND RESOLUTION RULES

At the beginning of a battle, the two players start by choosing the first insect they will send on the field. Then the first turn begins ! A player wins by killing the five enemy insects. Players can either attack with the insect on their field, switch an insect on the field to another situated in his hand, use an insect effect, or use a spell. If an insect positioned on the field dies, it needs to be replaced by its owner with another insect of their choice at the end of the turn. If the player can't replace it with a new one, it means that the battle is over and it's game over for him.



MEANS OF MOBILITY, OFFENSE AND DEFENSE

Insects : An insect's power is defined by different statistics. The Attack defines the damages dealt by an attack, the Health Points represent the life value of the insect (if the Health Points fall to 0, the insect dies and is sent to the graveyard) and the Speed defines the priority order of this card compared to the others. An Insect can attack the opponent's one, using its Attack as a damage value to lower the enemy's insect Health Points.

Insects can use their Effect as an action. The effect speed value is linked to the insect speed value. It can be either offensive or defensive depending on the creature.

An Insect can be switched out to be replaced by another one, chosen by the player. Switching has the biggest speed value of the game, it will always be the first action to be resolved during a turn. It is a defensive tool that can preserve an insect's Health Points at the expense of another one.

Spells : Spells are really versatile, they can damage an opponent, apply a malus to them, or help ally insects by increasing their statistics, healing them... Each spell is also granted with a speed value.

Offense

- Attacking with an insect is an offensive option, used to reduce the opponent's Health Points.
- A better Attack statistics means better offensive power.
- Spells can be used offensively by increasing the damages or killing potential of an insect, by dealing damages to an opponent...
- Insect's Effect can be used offensively in different ways, just like the spells.

Defense

- Better Health Points increases the life resource of an Insect.
- Switching can be used to preserve an Insect's Health Points.
- Spells can be used defensively by healing an Insect, giving a malus to an opponent...
- Insect's Effect can be used defensively in different ways, just like the spells.

There is no Mobility in the game, insects cannot move on the field, but the speed statistic defines the priority of the actions. Every card's strength can be determined by its speed. The faster a defensive or offensive option is, the better it can be.

RELATIONS BETWEEN PLAYER'S UNITS, OPPONENT UNITS AND TERRAIN

There are 3 terrains. The Hand, the Field and the Graveyard.

Insects : Attacks can only target the enemy insect on the field.

Insect's effects can target either the hand, the field or the graveyard, either ally or opponent, depending on the effect.

Switching is inverting the position of an insect on the field with an insect in the hand of the player. Switching will change the players behavior since the insects on the field will be different.

Spells : Spells can target either the hand, the field or the graveyard, either ally or opponent, depending on the spell. Spells will mostly interact with the different insects to assist the ally or hinder the enemy. Spells can change the game proceedings and help the players not to only attack with their units.

Some spells are considered as traps. Those can be set face down on the field as an action and will only activate based on specific conditions.

INFORMATION MANAGEMENT

Each player knows that the opponent has 20 cards and 5 of those are insects. They don't know what the opponent's insects are until they are played for the first time. Once done, the insects stay visible for the rest of the combat, even when they are not on the field.

Once traps are set, only the owner of the card knows the trap. The opponent player will discover it by activating it. Players will need to play around to try to figure out what can activate it or when will be the best moment to activate the trap.

The Graveyard can be consulted by every player at any moment.

SPECIAL RULES / EXCEPTIONS

- At the beginning of a battle a coin flip is made between the two players. The one winning it will get the advantage. The owner of the advantage has the priority when the two opponents play a card with the same speed. After the players both use a card with the same speed during the same turn, the advantage now goes to the other player.
- Switching is always a priority action. If two players decide to switch their insects during a turn, the speed value of the insects is used to determine which one goes first.
- In some special cases the effect of an insect has a different speed than the card.