

Game Design Document (GGD) for:

Honor & Plunder



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Characters

City Militia General and King's Bodyguard, Lioness Tara

Woodland Bandit Leader, Vincent

Art Style



The game's artstyle would attempt to imitate medieval era paintings. The Militia cards would feature cleaner artwork while the bandits side would have rough and rushed artwork, to convey their nature visually.

Background - A grassy field/Snowy land that's in ruins.
Tents, castle walls and 2 big graveyards.

Rules

1. For each turn, The player draws cards on the table to attack the enemy player.

2.

1. **Units** and **Buildings** do not heal themselves at the end of the turn. They can be **Repaired** and **Healed** by cards and **Effects**, however.

2. There are 3 basic stats on a card - **Health**, **Damage**, and **Energy/Morale**.

Health -

Damage -

Energy/Morale -

3. When attacking, **Units** and **Buildings** deal damage equal to their **Attack** stat.

4. The goal of the game is to get the Player's health to zero.

5. Players and Characters have *the same amount of* health.

6. Any card with at least 1 **Attack** can attack enemy **Characters** or any of their **Units** or **Buildings** unless stated otherwise (for example because card's **Effect** says so).

Change that. This needs rephrasing.

7. When a card loses its health, it's moved to a graveyard. There's no way of reviving these cards.

10. The game is turn-based.

12. Every unit can only attack once per turn unless stated otherwise.

13. Card draw system from **Hearthstone** (how many cards you get at the start of a game, the ability to redraw your first hand etc.

- each player starts with 5 cards
- the player can redraw any number of them once before the start of the game

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Game sequence:

Phase 1. Pre-game

1. Both players start off with 5 cards.
2. First player to start is picked by random.

Phase 2. Actual game

For each Player's turn:

1. Player 1 draws their cards.
2. If the card is offensive, player can attack with their cards on the next turn.
3. Player's turn ends when the timer runs out or if skipped manually.
4. Player receives additional Energy added on the next turn.

These steps repeat until either of the player's health is fully depleted. If that's the case, then we move to phase 3.

Phase 3. End of the game

1. Winning screen for the winner.
2. Lose screen for the loser.

List of Keywords

General

Hand -

Health -

Damage -

Energy -

Description -

Graveyard -

Cards

Scout/Acrobatic -

Knight/Soldier -

Crossbowman/Bowman -

General/Leader -

Doctor/Herbalist -

Spy/Thief -

Trebuchet/Catapult -

Rations/Stew -

Speech/Bribe -

Fire Arrows/Bomb -

Attack cards -

Support cards -

Trap/Tool cards -

1. **Card** - *Cards* can be played from the player's hand. All *cards* have their **Mana Cost**. What a *card* does after being played depends on its **Effect** and - for **Units** and **Buildings** - its **Statistics**. There may be exceptions to that.

(this won't be bolded in the CCG because come on)

2. **Unit** - A type of card that can only be played on the **Battlefield Row**. *Units* normally have

Attack and **Health**, and optionally an **Effect**. *Units* stay on the board after being played. *Units* have **Mana Cost**.

3. **Building** - A type of card that can only be played on the **Construction Row**. Everything else is the same as **Units**.
4. **Skill** - A type of card that is not placed on the **Board** after being played. *Skills* do not have **Attack** nor **Health**. Each *Skill* has its own unique **Effect**.
6. **Name** - Every card has a name. It's a name. Of a card. The name of a card.
7. **Sub-type** - Applies only to Units (unlikely Buildings). Some cards may work together better if they are of the same Sub-type maybe. Maybe no Sub-types at all.
Examples: "Navy", "Animal", "Beast" and so on.

Statistics

1. **Cost** - How much **Mana** does a card require to be played. Mana cost may be changed by **Effects** maybe.
2. **Health** - How much **Health** does a card have. If lowered down to zero, card is destroyed and goes to the "graveyard".
3. **Attack** - How much damage does a **Unit/Building** card deal when attacking. Not every **Unit** or **Building** has Attack.

Effects

1. **Effect** - A card's Effect determines what the card does after being played (aside from attacking which depends on the card's statistics, provided they have any). Every type of card can have an effect.
2. **Kill** - Sends a **Unit** card into the "graveyard". It can never be brought back neither to your hand nor the **Battlefield**. Kill ignores card's **Statistics**. Tough luck.
3. **Gain** - Gives an **Effect(s)** or enhances **Statistics**. Can be applied on any target (including **Characters**) depending on the card's **Description**.
Examples: "Unit gains +3/3", "[Your character] gains +5 attack", "Unit gains [an effect]"
4. **Weaken** - Takes **X Attack** point's away from a card on the board. Works on all types of

cards, *excluding Skills* (for obvious reasons).

5. **Heal/Recover** - Restores **Health** by an amount specified by the card's Description. Can restore **Health** of both **Units** and **Characters**. Cannot restore **Building's Health**.
6. **Repair** - Restores **Building's Health**. Only for **Giacomo**, I suppose. 7
7. **Deal Damage** - Deals damage to a card or a Character depending on the Description.
8. **Rely** - Creates a **Unit** as specified by the card's **Description**. The Created **Unit** goes directly to the **Battlefield**.
9. **Construct** - Creates a **Building** as specified by the card's **Description**. The Created **Building** goes directly to the **Construction Row**.
10. **Charge** - Only applies to **Units**. A **Unit** with Storm can attack the turn it's played. Does nothing when a card is **Summoned**.
11. **Battlecry** - When this keyword is used, the **Effects** that follow it in the card's **Description** work immediately after the card is played.
Example: "Card description - Deployment: Give a friendly Unit +2/2"

Characters

User Interface

Sounds