

CARD GAME DESIGN DOCUMENT MIDTERM PROJECT

Cards and Bloods

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1-Game Overview

My game concept is not too complicated. It is an example of a Living Card Game. It includes a lot of RPG elements. We have different character classes. We choose a character and make a deck with the proper types for our class. After that the game starts and the fun begins.

I classified my game as an RPG because every main character has a different LORE. Also, when you play the game, your characters improve their skill level and powers with the upgrades that you gain from the game area. I think this game has enough Role-Playing elements to classify it as an RPG game.

Asset List:

- 1- Game Board
- 2- Player Card Deck (36 cards)
- 3- Game Board Cards
- 4- One Basic Dice
- 5- Two Player Pieces

The target audience of the game +13 years all genders. It's +13 because the game has a lot of violent elements, and it could affect kids that are smaller than 13. The game is not easy to understand, you must have a strong mind and imagination. If you don't make a strong deck if you are not that lucky you will probably lose.

2- Gameplay, Mechanics, Dynamics and Aesthetics

The main objective of this game is like every other game basically trying to win the game. But if we want to talk about the specific objective of this game, you must make the best deck ever possible. After making your deck you must get big dice and improve your character more compared to your opponent. If your character is stronger than your ally you will probably win the game. The game depends on strategy and luck mostly.

Play flow is a little bit complicated to understand, that's why you must be careful about this. You must decide who is going to start the game first by using dice. If you get the higher point, you will start the game. Every round you must use the dice for making your move. Use the dice and according to the point you choose your path. After your movement, your opponent plays and you play again after. We can say it's a turn-based game. If somebody reaches the middle point that is created for a fight the fight starts. Who's better at improving their characters mostly wins. Every deck has five cards; one is our main character that affects our classes. We choose the other characters according to our main character's class. Every class has four side character cards. You must choose your four side character cards from around these four cards.

If we want to talk about the decision tree and flowchart in this game, firstly we must talk about the path. You can choose your path on your own. You have a lot of possibilities to choose your way. Your choices will affect your improvement. Also, you must make a strong strategy before the game starts. You must make a strong deck while using your card slots. The cards that you choose will affect your destiny.

We come to the most important part of the game probably. Of course, it's the mechanics. We have so many mechanics in this game. I separate them two in my mind. Board mechanics and card mechanics. If you want to learn about board mechanics, please check the meanings of the symbols that the game has part coming after this part.

We have a health mechanic also. You have 6 health bars during the game and if you lose a round one bar goes down. You can heal yourself in different ways.

You cannot use the card that you just use this round, you can use it two rounds later minimum. While making your deck you must choose one of the main characters around four main cards.

You must choose your four side characters in the same classes that your main character has. Your side character only has one skill and lower health compared to your main character generally. Also your side character doesn't have a specific LORE like main characters.

Our movement mechanic works with dice. You can use a basic dice with six number.

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Rounds finish when one of the player pieces reaches the middle of the table. If you want to fight with your opponent, you must take the direct true dice. If you have +1 or +6 it doesn't matter, you cannot stop in the middle while you pass over it.

Every card has its own health. When you are in a fighting sequence you and your ally make moves using the cards that you have. Like if you have +4 attack card and +2 health card you can use them in a fight and you can improve your chance to win. Who comes to the middle fighting area first he/she starts to fight first. Who starts to fight makes the first move.

We have cards for improvements, punishments, and rewards. You can learn more about these rules by looking at the meanings of the symbols part.

Also, if u want to learn about classes that game has you can check the main characters and classes information's coming after this page.

Movement is making with using dice. You can move your player pieces with the point you get.

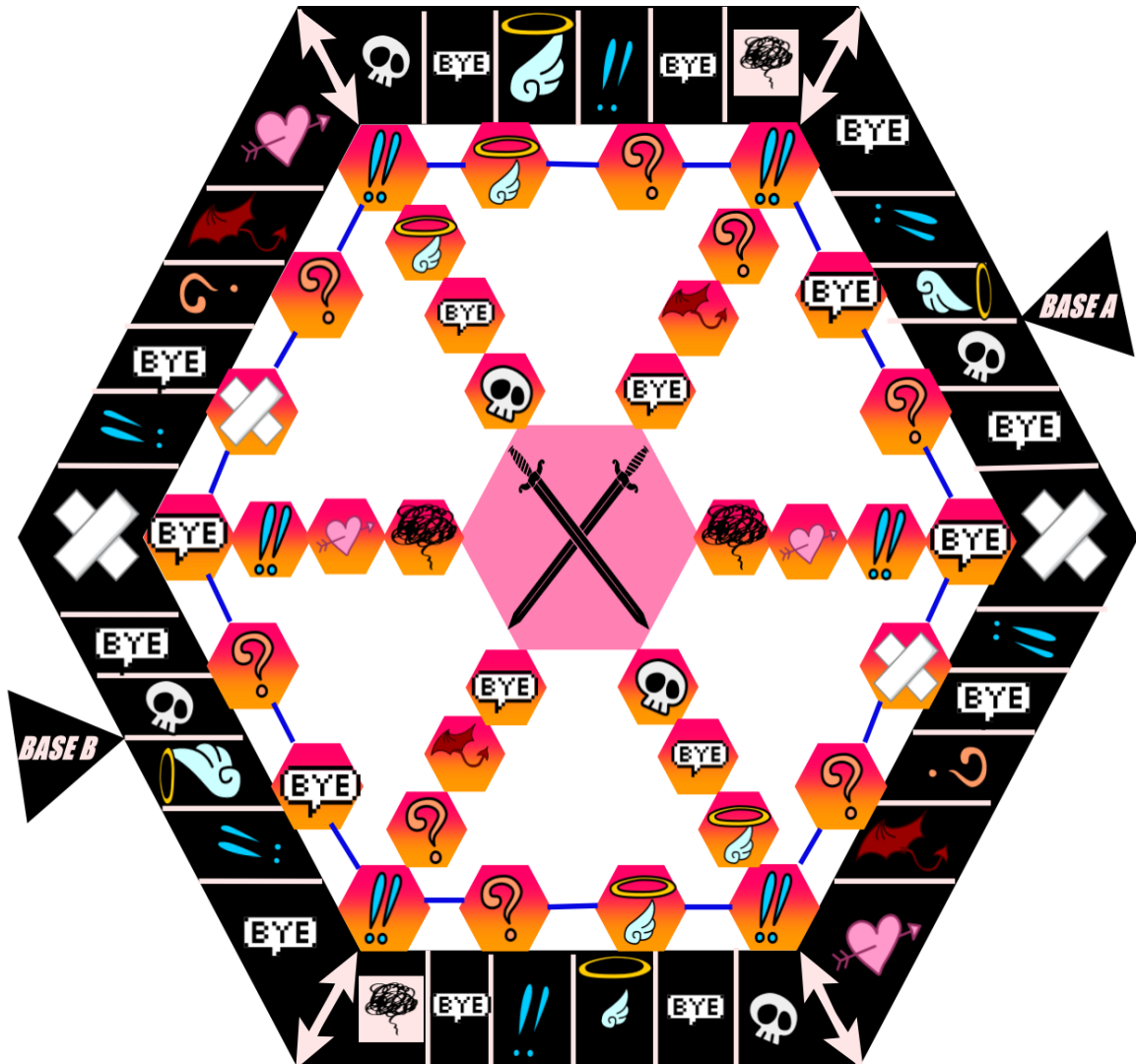
Actions are not too much actually. You can read the LORE of the characters. You can follow the META characters and META decks. You can find them by searching other people's decks. Players create the META and changing META with game updates makes the game funnier.

Dynamics mostly depend on luck in my game. You have to be lucky to improve your character but also you have to make a great deck and strategy at the same time. The game has a LORE depending on Middle Earth. Every character is changed based on their country. They took their cultural characteristics depending on their countries. This LORE makes an interest in players and creates motivation to play. Also in every game, your character increases power step by step. Feeling this improvement makes the player motivated to play the game again. Also, the competitive side of this game and the feeling when you beat your ally makes you feel so good and motivates you like the other factors.

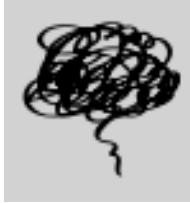
If we wanted to talk about game aesthetics designs of the cards affect the sensation. If you like a card's drawings, you want to play with it more. The game has a big LORE also if you play my game you have to use your imagination to have more fun. There is a big imaginary world in my game. Also, there are lots of challenges in this game. As you know you can upgrade your characters and you can fight with opponents. That makes your game more competitive and challenging. You cannot play my game on your own. That's why fellowship is an inevitable factor. If you like discovering new things you can check the patch notes and discover the new cards that we add. In creativity part you can create your own card deck and you can change it later.

3-Level Design and Other Visual Designs

This is the design that I made for the Game Board:



The meanings of the symbols that Game Board has:



“The Confusion”: This icon makes you confused and that’s why you cannot play one round duration.



“BYE”: This icon doesn’t affect anything like a blank space.



“!!”: This icon creates a challenge between you and your opponent. Your opponent takes a card from the middle and asks you a question from the "!!" card. If you know the question you will get rewarded. Otherwise, your opponent gets rewarded.



“The Fallen Angel”: Angel offers you a trade in return for your one skill to give you one health.

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"You Died KEKW": It takes your one health.



"Take My Charming Energy": That blocks your opponent's dice for one round duration.



"Bandage Time": That gives you one health.



"The Devil Is Around Us": The devil offers you a trade in return for your one health to give you skill improvement.

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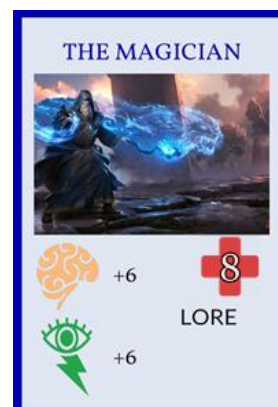
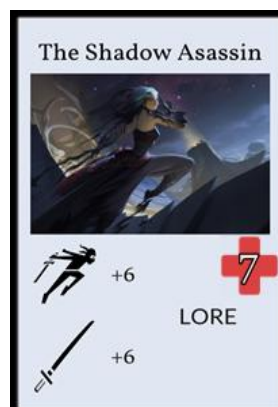
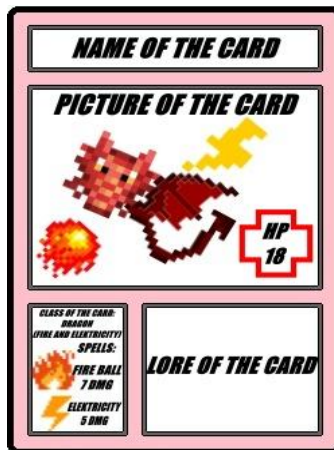
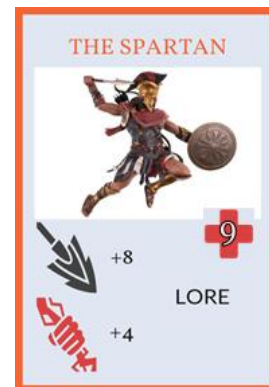
"?": This icon is one of the most important icons in the game. Because you have a strong chance to get an upgrade that could make you unbeatable in your fights. But don't wait for a good thing every time, sometimes it can make you sad.



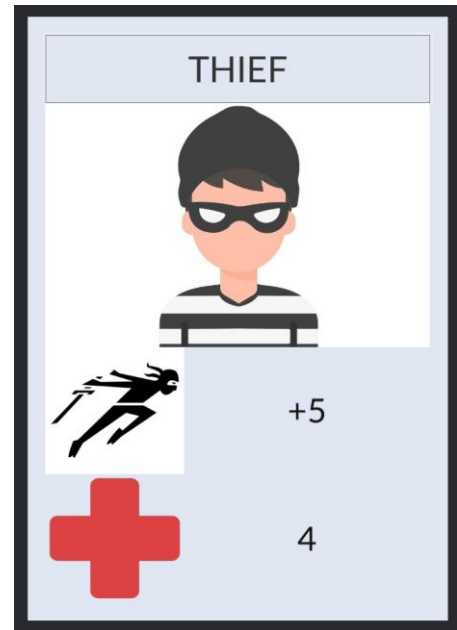
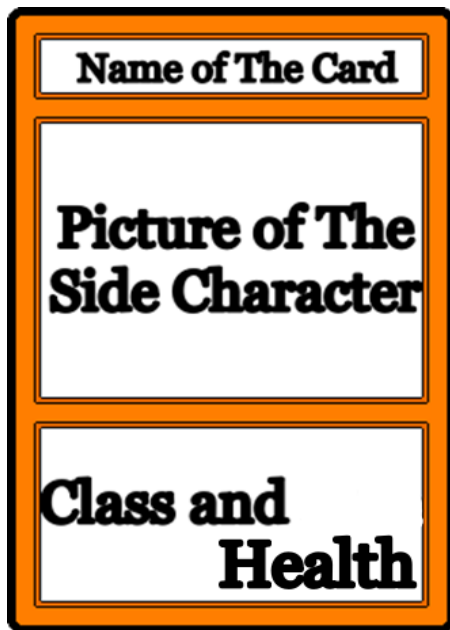
"Fighting Time": This icon shows the place where you fight with your opponent.

These are the main characters and side character sample card design that I made

Main Character Template and Designs:



Side Character Template and Designs:



**These designs show us to main characters and their
classes this game includes:**

1-)"THE DRAGON KING"

Fire:



Electricity:



2-)"THE SPARTAN"

Fighter:



Anger:



3-) "THE SHADOW ASSASSIN"

Silent Enjoys:



Close Range:



4-) "THE MAGICIAN"

High Intelligence:



Mana Absorber:



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