WARLORDS

GDD

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Prepared by: Cody Ray

Last Updated: 11/2019

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High Concept

- WARLORDS is an electronic card game that puts historical militaries from a variety of nations against each other. Each faction will have access to certain military strategies and tactics that each faction was known for, furthermore, each faction will also have a variety of famous historical war leads that the player can choose from to lead their military. Each leader will change how that faction is played via that leader's talents and special abilities.

Mission Statement

- The purpose of this game is to create a fun and addicting game that passively teaches its players military history from around the world.

Player Hook

Warlords merges traditional card game elements with Civilization style turn based combat.

Audience

Teens and up who enjoy history, strategic rock paper scissors style, tile combat and strategic card games.

Genre

- Historical fantasy battle E-Card game with some deck building aspects.

Rating

- T for Teen

Platform

- PC

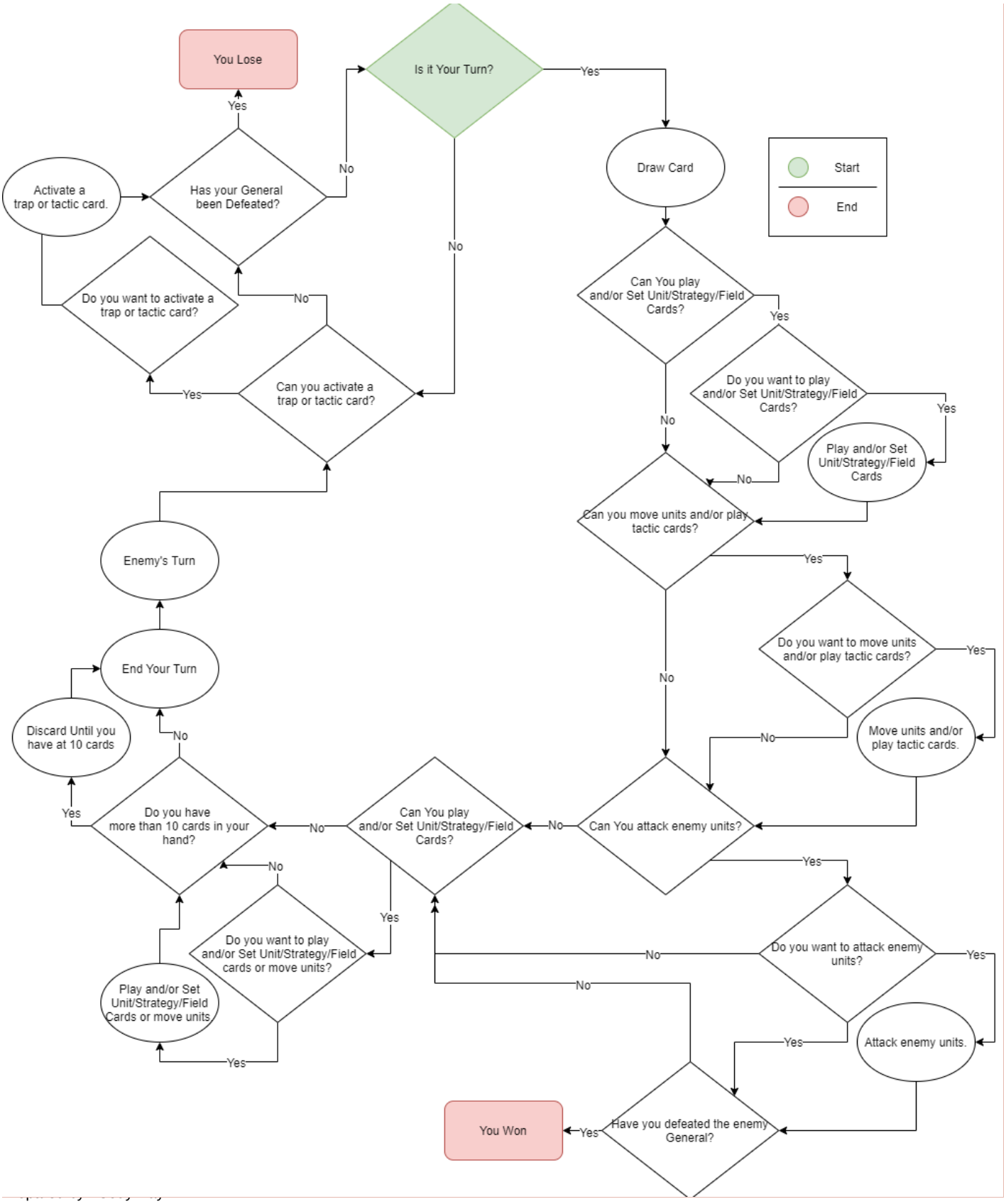
Software

- Unity 2019.2.11f
- Visual Studios
- Blender
- Maya
- Z-brush

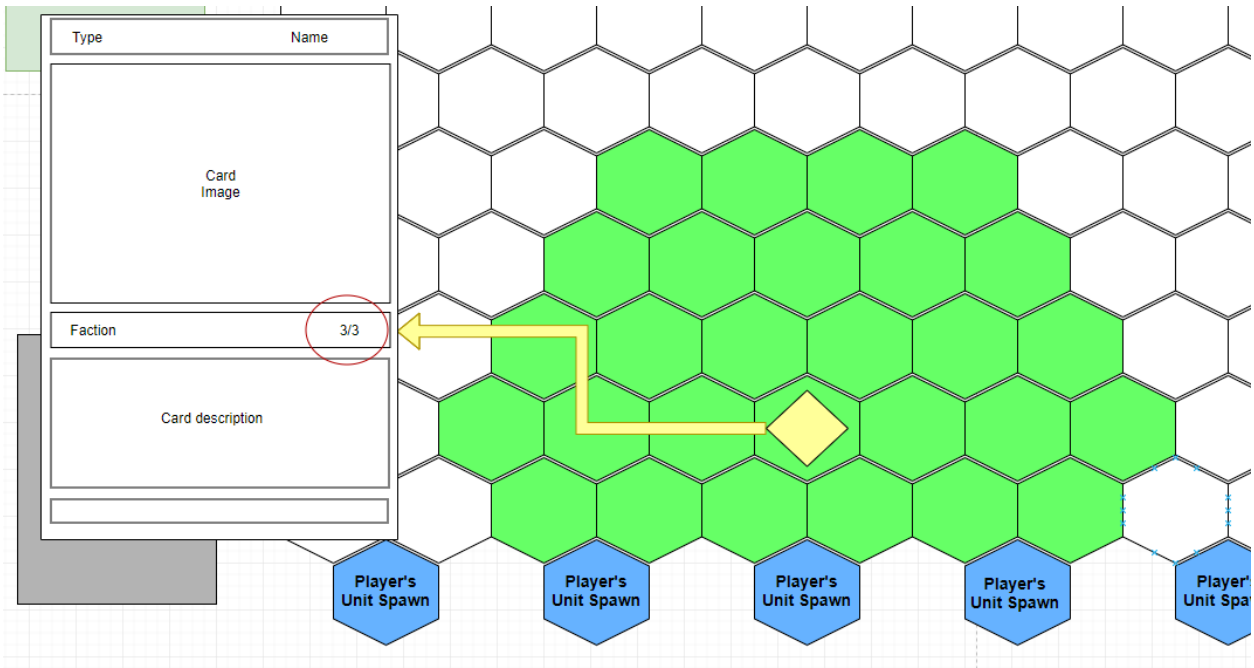
Gameplay & Mechanics

Overview of Gameplay

- Draw hand
- Decide who goes first
- Draw card
- Action Phase 1
- Battle Phase
- Action Phase 2
- End Phase
- Opponents Turn


You Lose
Is it Your Turn?
Yes
Yes
No
Activate a trap or tactic card.
Has your General been Defeated?
Draw Card
Start
End
No
Do you want to activate a trap or tactic card?
No
Can You play and/or Set Unit/Strategy/Field Cards?
Yes
Yes
Can you activate a trap or tactic card?
Do you want to play and/or Set Unit/Strategy/Field Cards?
Yes
No
Play and/or Set Unit/Strategy/Field Cards
No
Can you move units and/or play tactic cards?
Enemy's Turn
Yes
Do you want to move units and/or play tactic cards?
Yes
End Your Turn
No
Discard Until you have at 10 cards
No
Move units and/or play tactic cards.
No
Yes
Do you have more than 10 cards in your hand?
No
Can You play and/or Set Unit/Strategy/Field Cards?
No
Can You attack enemy units?
No
Yes
Yes
Do you want to play and/or Set Unit/Strategy/Field cards or move units?
No
Do you want to attack enemy units?
Yes
Play and/or Set Unit/Strategy/Field Cards or move units.
No
Yes
Attack enemy units.
Yes
Yes
You Won
Have you defeated the enemy General?

Movement


Type
Name
Card
Image
Faction
3/3
Card description
Player's
Unit Spawn
Player's
Unit Spawn
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Unit Spawn
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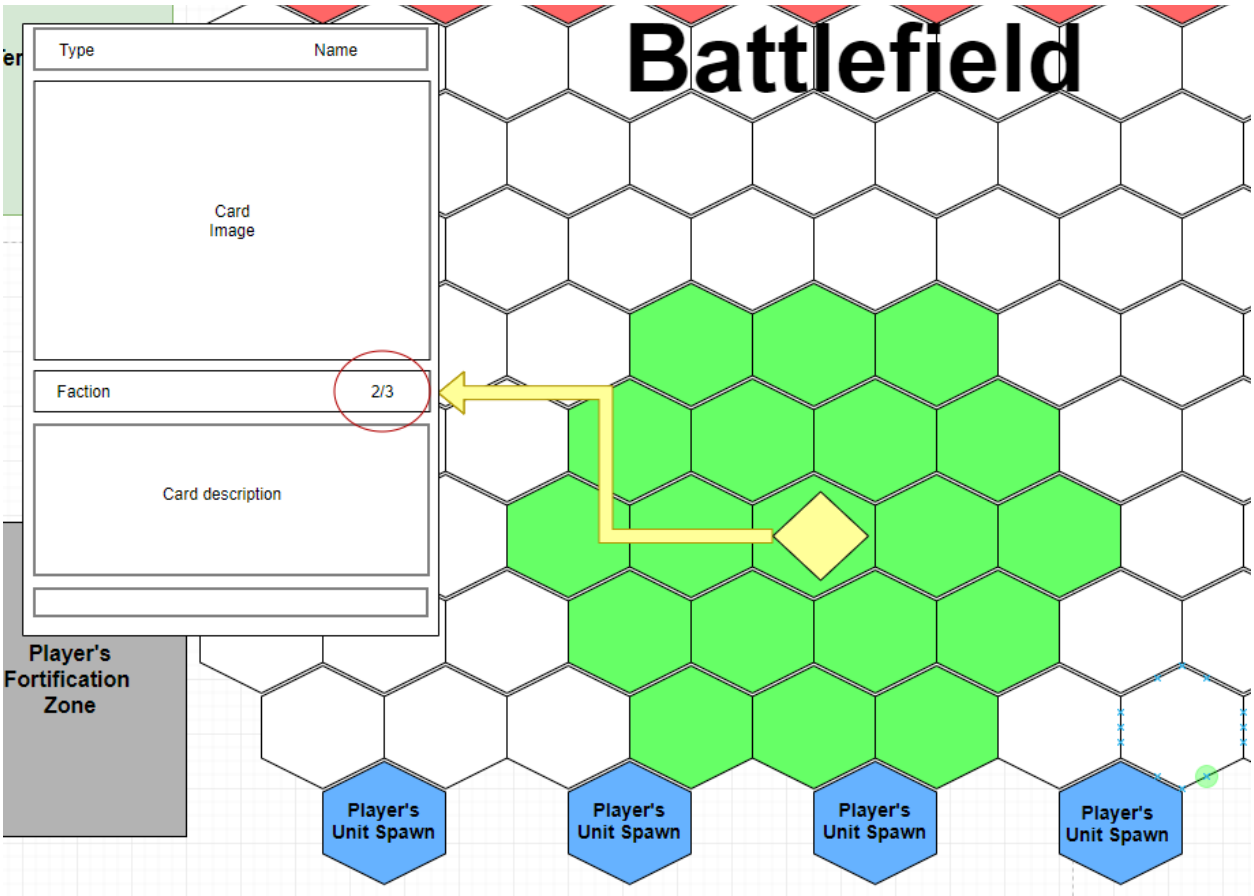
Unit Spawn


Battlefield
Type
Name
Card
Image
Faction
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Card description
Player's
Fortification
Zone
Player's
Unit Spawn
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Unit Spawn
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Unit Spawn
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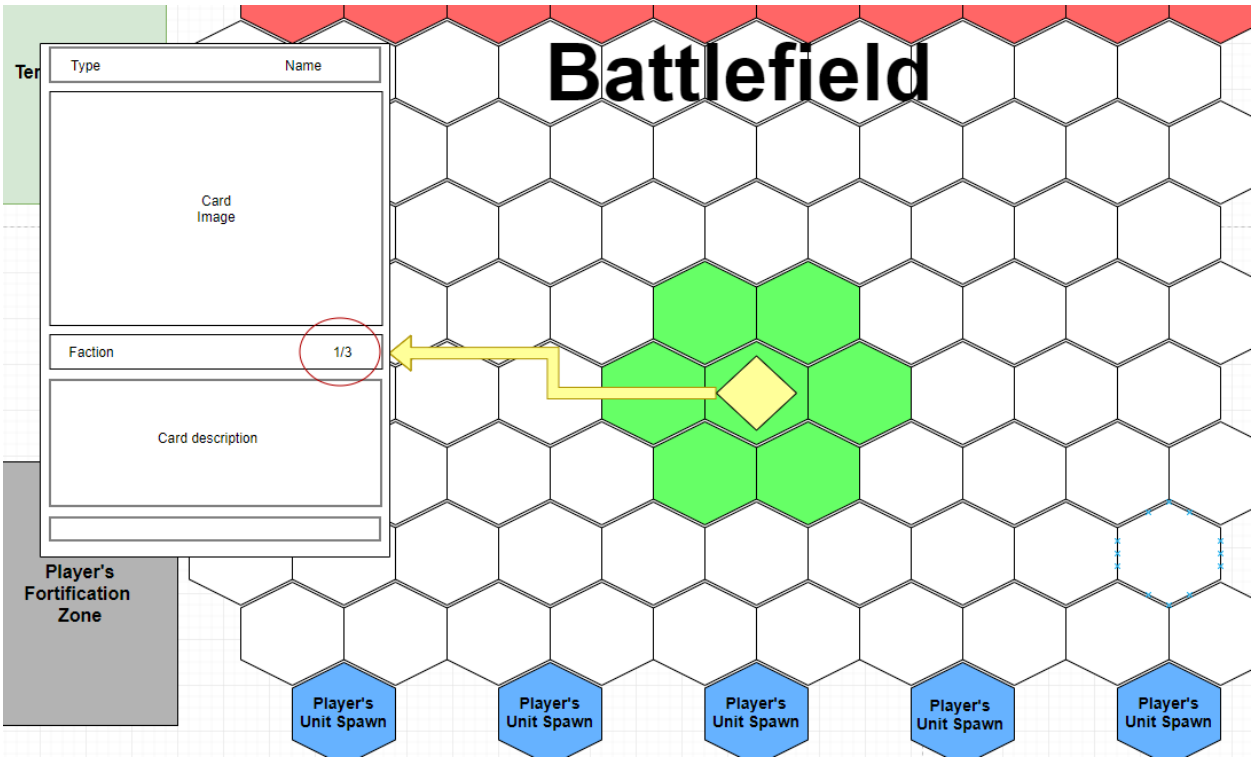
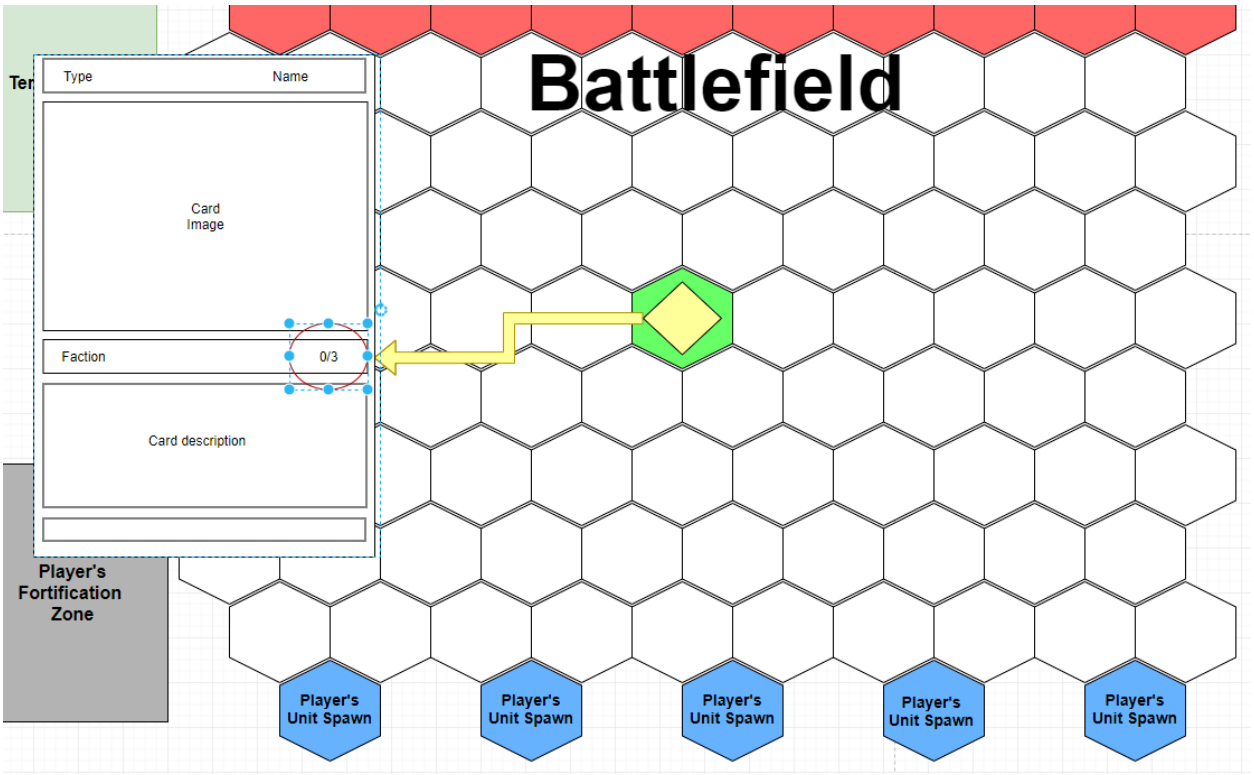
Unit Spawn


Battlefield
Type
Name
Card Image
Faction
1/3
Card description
Player's Fortification Zone
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn


Battlefield
Type
Name
Card Image
Faction
0/3
Card description
Player's Fortification Zone
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
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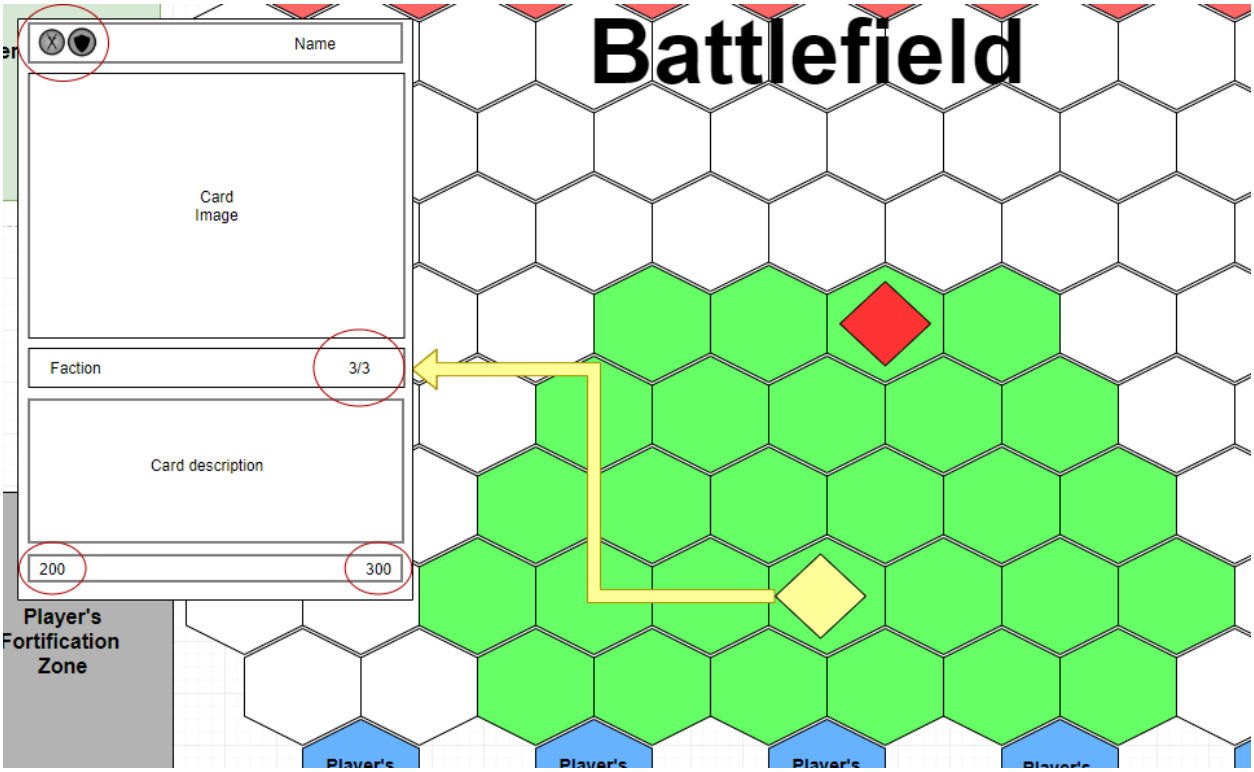
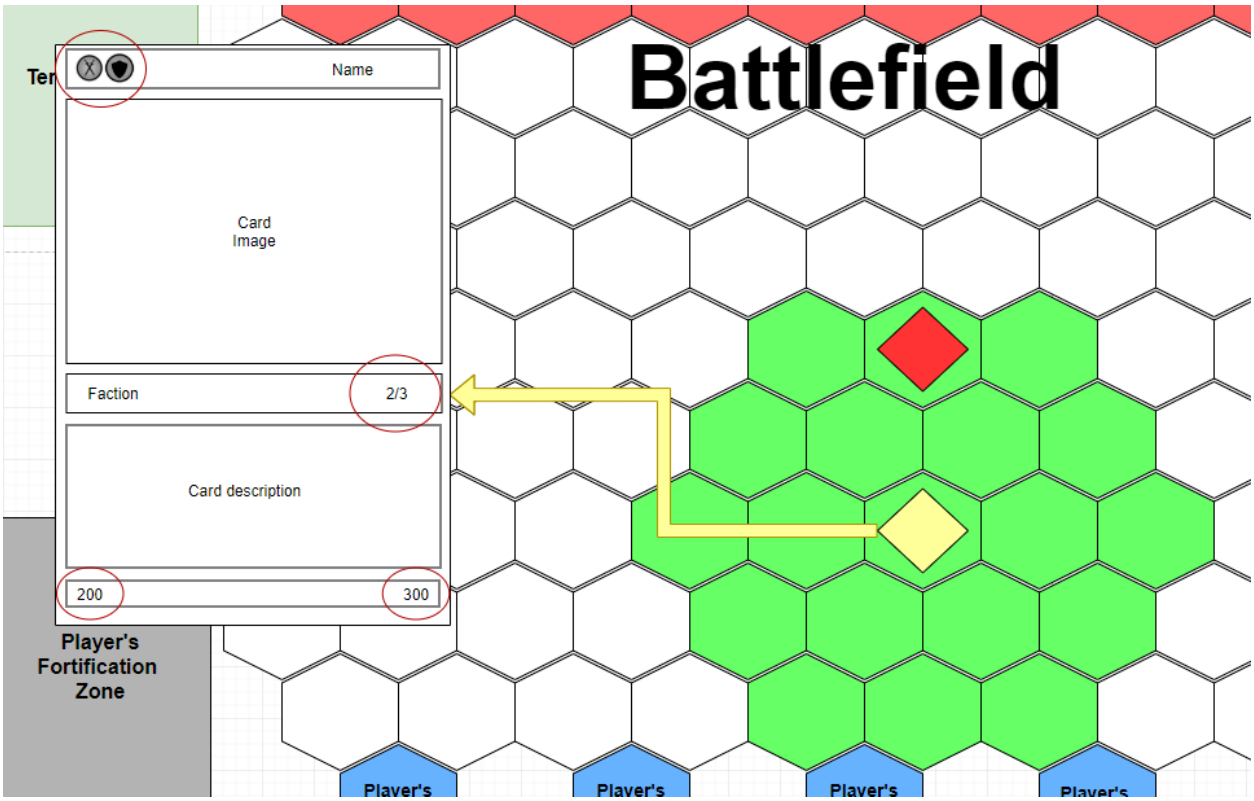
Player's Unit Spawn

Combat


Battlefield
Name
Card
Image
Faction
3/3
Card description
200
300
Player's
Fortification
Zone


Battlefield
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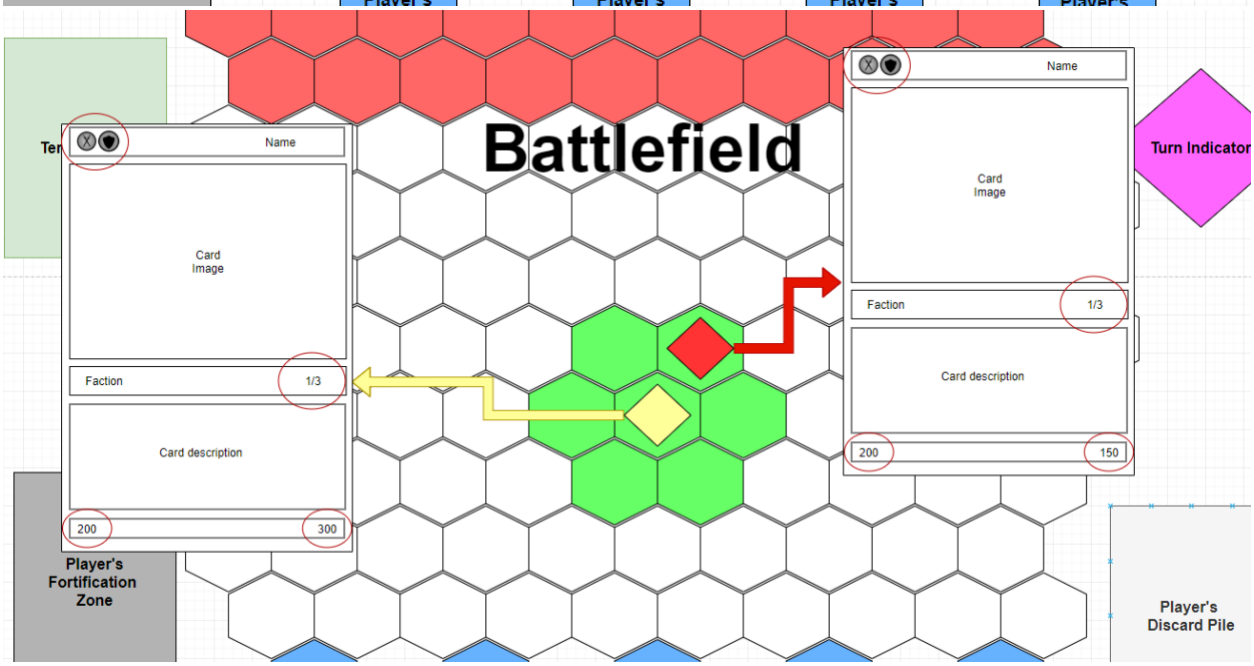
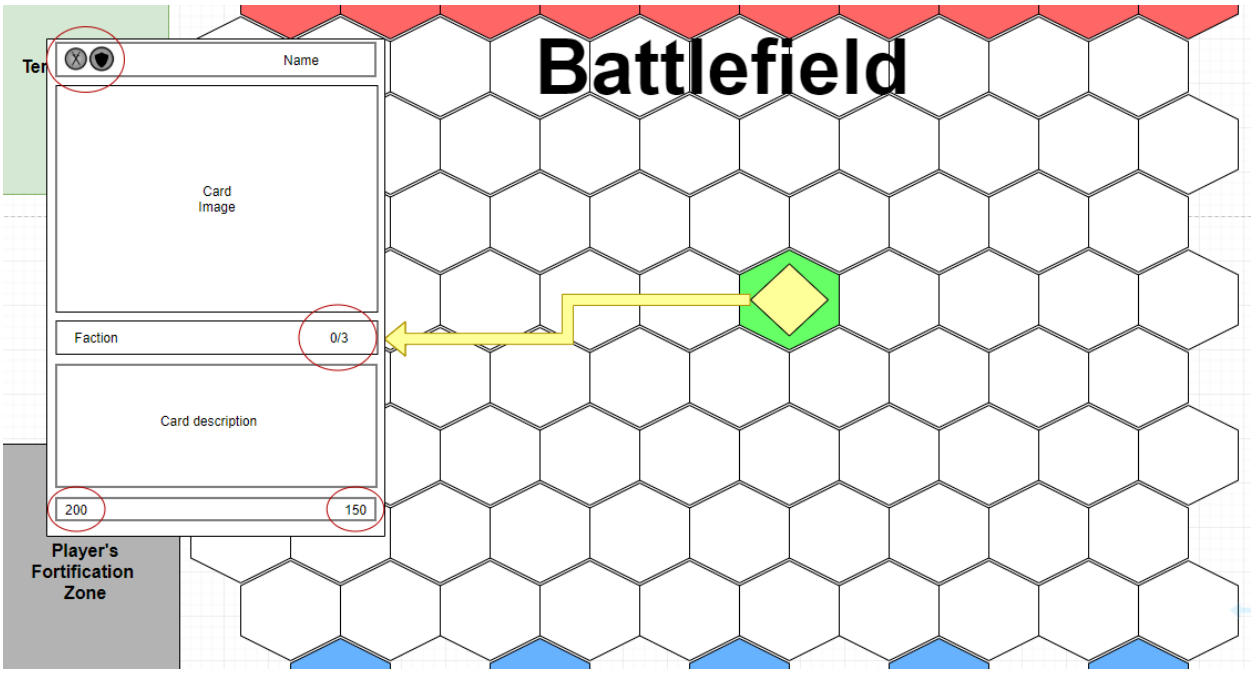
Card Image
Faction
2/3
Card description
200
300
Player's Fortification Zone


Battlefield
Name
Card Image
Faction
1/3
Card description
200
300
Player's Fortification Zone
Name
Card Image
Faction
1/3
Card description
200
150
Turn Indicator
Player's Discard Pile


Battlefield
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Card Image
Faction
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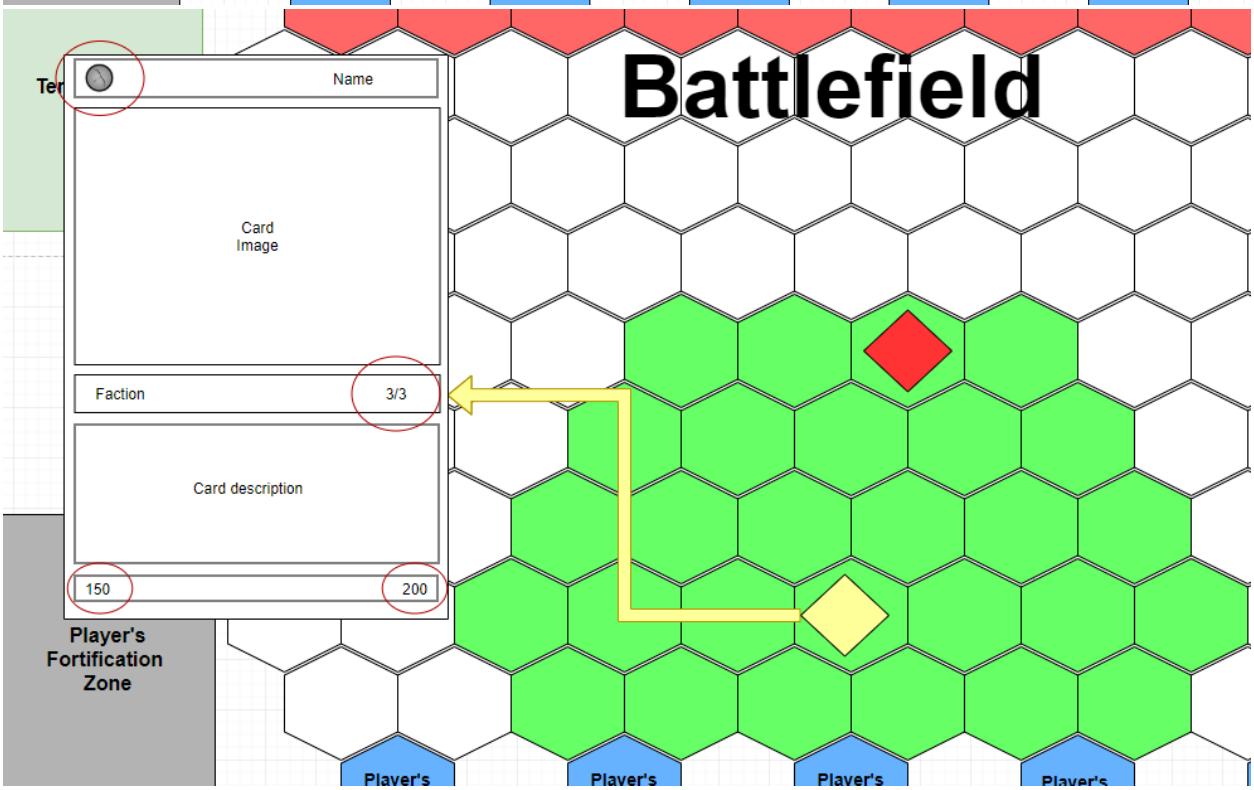
Card description
200
150
Player's Fortification Zone


Battlefield
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Card Image
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Card description
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200
Player's Fortification Zone
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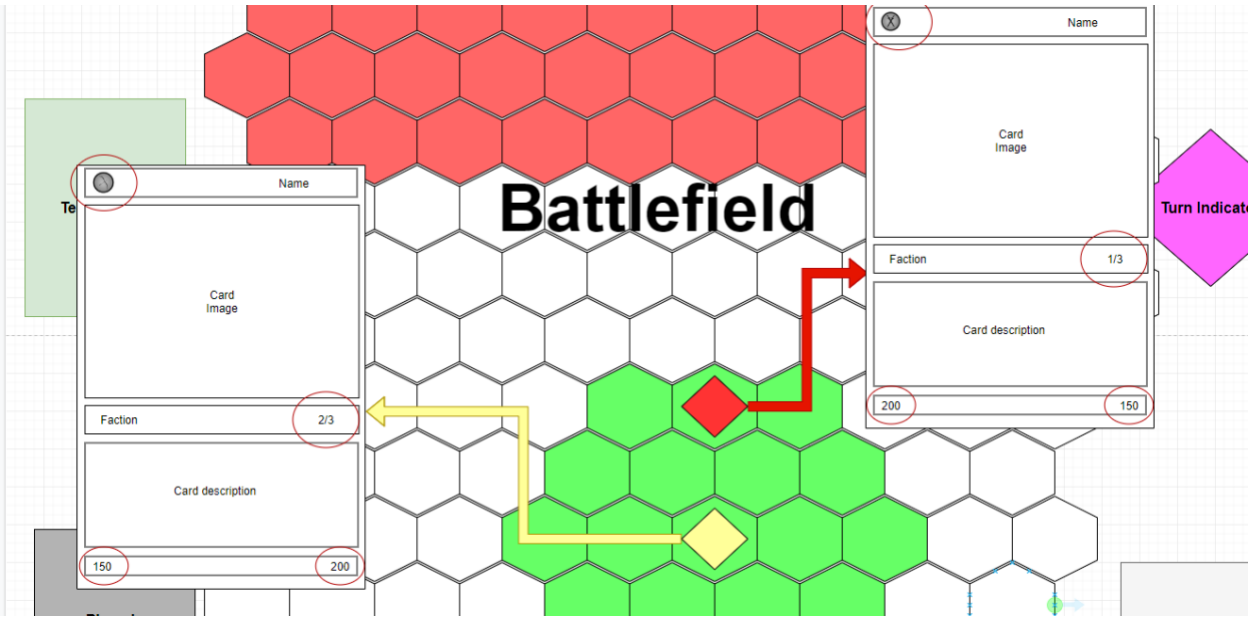
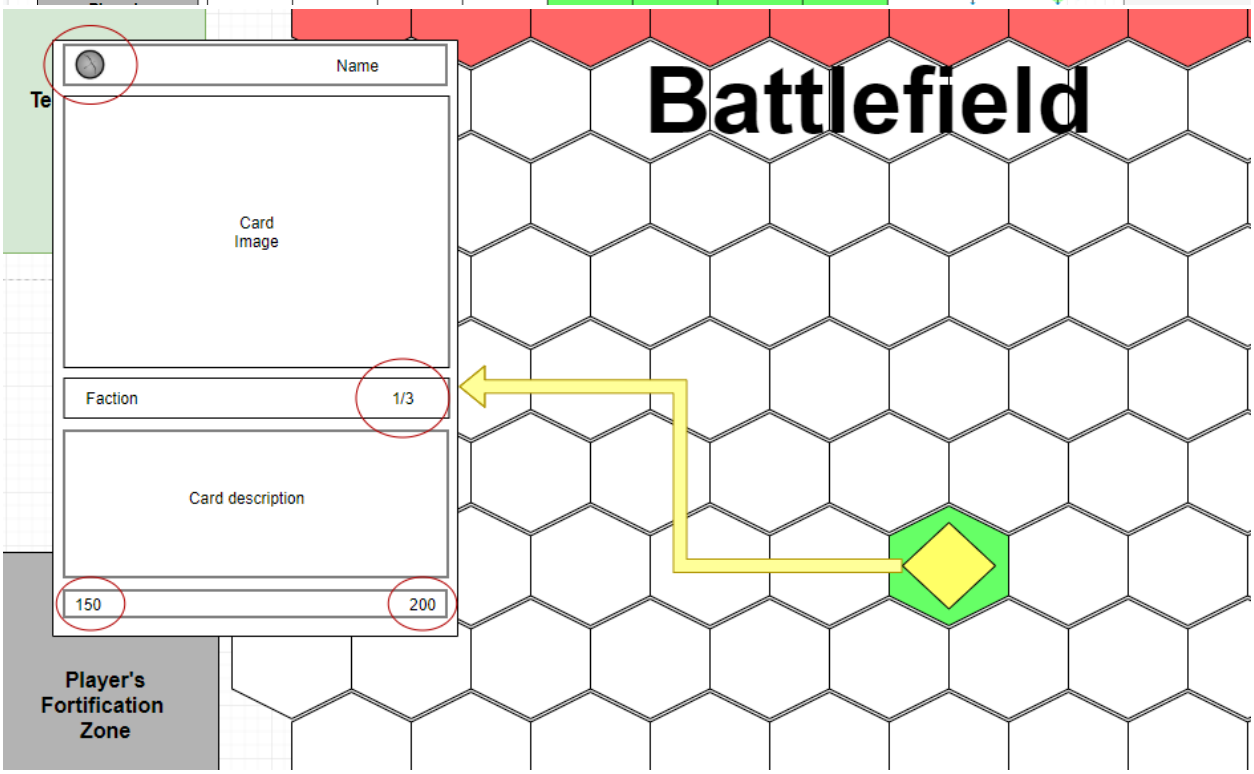

Battlefield
Name
Card Image
Faction
2/3
Card description
150
200
Name
Card Image
Faction
1/3
Card description
200
150
Turn Indicat


Battlefield
Name
Card Image
Faction
1/3
Card description
150
200
Player's Fortification Zone

Player Experience

A strategic slower paced card game that challenges the player to figure out how and when to attack as well as how to position their troops in the best way to defend and attack the enemy and how to to best use their strategy cards to facilitate their strategy to defeat the enemy's general.

Core Player Actions

- Game Start
    - Draw 6 cards
    - Players replace up to 2 cards or replace the entire hand.
- Draw Phase
    - Player draws one card from their deck
- Action Phase 1
    - Players can:
        - Play or move Unit Cards
        - Play Strategy Cards
        - Play Field Cards
- Battle Phase
    - Attacking player can:
        - Can play Tactic strategy cards from hand if possible.
        - Attack enemy unites if possible
        - Attack enemy fortification if necessary.
    - Defending player can:
        - Activate trap or tactic strategy cards that have been placed face down in the strategy card zone in response to enemy actions if possible.
- Action Phase 2
    - Player can:
        - Play or move Unit Cards
        - Play Strategy Cards
        - Field Cards
- End Phase
    - Player's turn is over it is now the enemy's turn

Goals

- Defeat the enemy general
    - Defeat the enemy units.

Rules

- Win/Loss condition:
    - If a general's Health reaches zero then the other player wins
    - If a player surrenders then the other player wins
    - If either player is inactive for 2 consecutive turns they automatically forfeit and the other player wins.
- Time Restrictions:
    - Each player is alloted 3 minutes for their turn, if they are unable to finish their turn within the 3 minutes it automatically ends their turn and goes to the enemy's turn.
    - When your enemy meets the conditions of your set strategy card you get 15 seconds to play said card.
        - Enemy's turn clock is paused during this time.
- Resources:
    - If at the end of a player's turn, they have more than 10 cards in their hand they must discard until they have 10.
- Card limitations:
    - Units:
        - Units cannot occupy the same space.
        - Unless specifically stated, siege units can only attack fortifications.
            - Siege units cannot attack units that are engaging the fortification.
        - Unless specifically stated, Units cannot move if they have performed an attack that turn.
        - Units have a specified limited number of actions that the player can use to either move, attack or use tactics.
        - Unless specified, units can only perform 1 attack per turn
        - A Unit's action points are refreshed at the start of the player's turn.
        - Unit Types:
            - Melee
            - Ranged
            - Siege
            - Shielded
            -
    - Strategy:
        - Only 5 available slots for strategy cards, a new strategy card cannot be played if there are no available slots.
        - Trap cards can be placed face down in the strategy card zone (if possible) and can only be activated when their specified conditions have been met.
        - Tactic cards can be played at any time during your turn if there is an available slot in your strategy card zone and the selected unit has

available action points, they can also be placed in the Strategy card zone (if possible) and played during your opponent's battle phase so long as the targeted unit has an available action point.

- Field:
    - Only 1 terrain card can be in play at a time.
        - Once a terrain card is played it can not be changed for 5 turns, after 5 turns another terrain card can be played which will replace the existing one.
    - Only 1 fortification card can be played on each territory at a time.
        - Unless specifically stated a fortification can only be played on the player's territory.
            - Fortifications cannot be played on "no man's land"
        - Fortifications are divided into 5 sections with its total health being divided equally among the sections.
            - The sections of the fortification start with 1 health and gradually gain health every turn until the specified wait time is reached. If a section's health reaches 0 at any time, that section is destroyed.
        - Unless it is specified, a fortification card remains in play until it is completely destroyed.

Control Scheme

Point and click.

Systems

- Game Manager
    - win/loss condition
        - If if your general is defeated you lose
        - If you surrender or leave the game, you lose.
        - If you defeat the enemy's general you win
        - If your enemy surrenders or leaves the game, you win
        - If a player is inactive for 2 consecutive turns they automatically forfit.
    - Decide who goes first
        - At the start of the game players play a mini game of rock paper scissors to decide who goes first.
    - Keep track of who's turn it is.
        - Keep track of the available time allotted to each player.

            - End a player's turn if they have not finished within 3 minutes.
        - .
    - Manager what phase of the turn the player is on.
        - Depending on the phase a player's actions are restricted.
    - Set Card Manager
        - If you have a strategy card set face down and your opponent takes actions that fulfill that set cards condition, your opponents actions will be temporarily restricted and a prompt will appear and ask if you want to activate your set strategy card.
            - You will only have 15 seconds before the prompt disappears and your opponents restrictions are lifted.
            - When the opponent enters this restricted state their 3 minute timer is paused.
    - .
- HUD
    - buttons to progress to the next phase or end your turn
    - Button to go to in game menu
    - Button for surrender
- Deck Manager
    - Draw card
    - Shuffle deck
- Hand Manager
    - Card count
    - Discard extra cards at end of turn
- Discard Pile
    - A place where cards are discarded after play
    - Some cards will be able to search through the discard and select a card to put back play/deck/hand
- Resource Manager
    - Cards will have attack and health, these variables can be decreased or increased depending upon the actions done upon them
    - If a unit's health reaches 0 these need to be discarded
    - A unit's action point pool is reset at the start of the player's turn.
- Unit Spawn
    - When a unit is fielded to the battle field a corresponding 3d unit needs to be placed in the designated spawn zone that represents it.
- Fortification Cards
    - Player chooses where the fortification spawns within the specified side of the battle field
        - Be able to differentiate between friendly and enemy battlefield zones and restrict player options depending on card specifics.
    - Fortification spawns the designated model to represent it on the battlefield

- Fortification's health pools are divided into 5 equal sections.
    - Fortification health pools start at 1 at each section and gradually increases to full until the specified wait time on the fortification card
        - Enemy units can attack the fortification sections during this time, if their attack exceeds the current health that section is destroyed.
        - If an enemy does attack a section during this period but doesn't destroy it the amount of health increase is the same as if it wasn't attacked. For instance if the fortification has 300 health, gets an increase of 300 health every turn for the duration but receives an attack for 15 the its health next turn instead of being 600 would be 450.
- Friendly units can go on top or through it but enemy units cannot
- Each player can only have one fortification card
    - A new fortification card cannot be played until the old one is 3/5ths the way destroyed.
- .

- Unit Movement
    - A unit needs to be able to move on the Battlefield equal to their available action points.
- Combat
    - A unit needs to be able to engage in combat under the conditions of it's type, attack/health, and available action points.
    - Unit types
        - Certain Units do more/less damage and receive more/less damage depending on the type of unit they or the enemy units are.
- Strategy Cards
    - A strategy card can only be played or set if there is an available slot on the Strategy Card Zone
    - Tactic cards require available action points to use.
    - Trap and Tactic cards that have been Set can be activated on opponents' turn if their conditions have been met.
    - Strategy Card effects need to be able to effect be able to effect units while being able to differentiate between friendly and enemy units. Strategy card effects need to be able to effect the enemy's hand, strategy card zone, fortification card zone, and discard piles while being able to differentiate between friendly and enemy.
- MenuSystem
    - Main Menu
    - Faction Selection Menu
    - Match Finder
    - In Match Menu
- Networking system
    - Needs to match players together in play a game

- .

Core Object Breakdown

- There are 3 types of unites:
    - Melee
        - Has an attack range of 1
    - Ranged
        - Has an attack range of 2
    - Siege
        - Has attack ranges of either 1 or 3.
        - Unless specified, players can only attack fortifications.
- There are 4 Types of Strategy Cards:
    - Grand Strategy
        - These cards are played face down for a specified amount of turns before they are activated.
    - Tactics
        - These cards can be played immediately and allow your unit cards to perform certain actions
    - Trap
        - These cards are played face down and can be activated in response to an enemy's action.
    - Auxiliary
        - These cards can be played immediately.
- There are 2 types of Field Cards:
    - Terrain
        - These cards determine the location of the battlefield.
            - Depending on the terrain certain units can either receive benefits or penalties depending on the terrain.
    - Fortification
        - These cards change how the battlefield is fought restricting certain actions of units until the fortification is destroyed. Fortifications are sectioned into 5 parts with their own when constructing a fortification the fortification gains a % of its total health per turn until it is complete. The health of each section of the fortification is determined by dividing the total health by 5.

Level Design

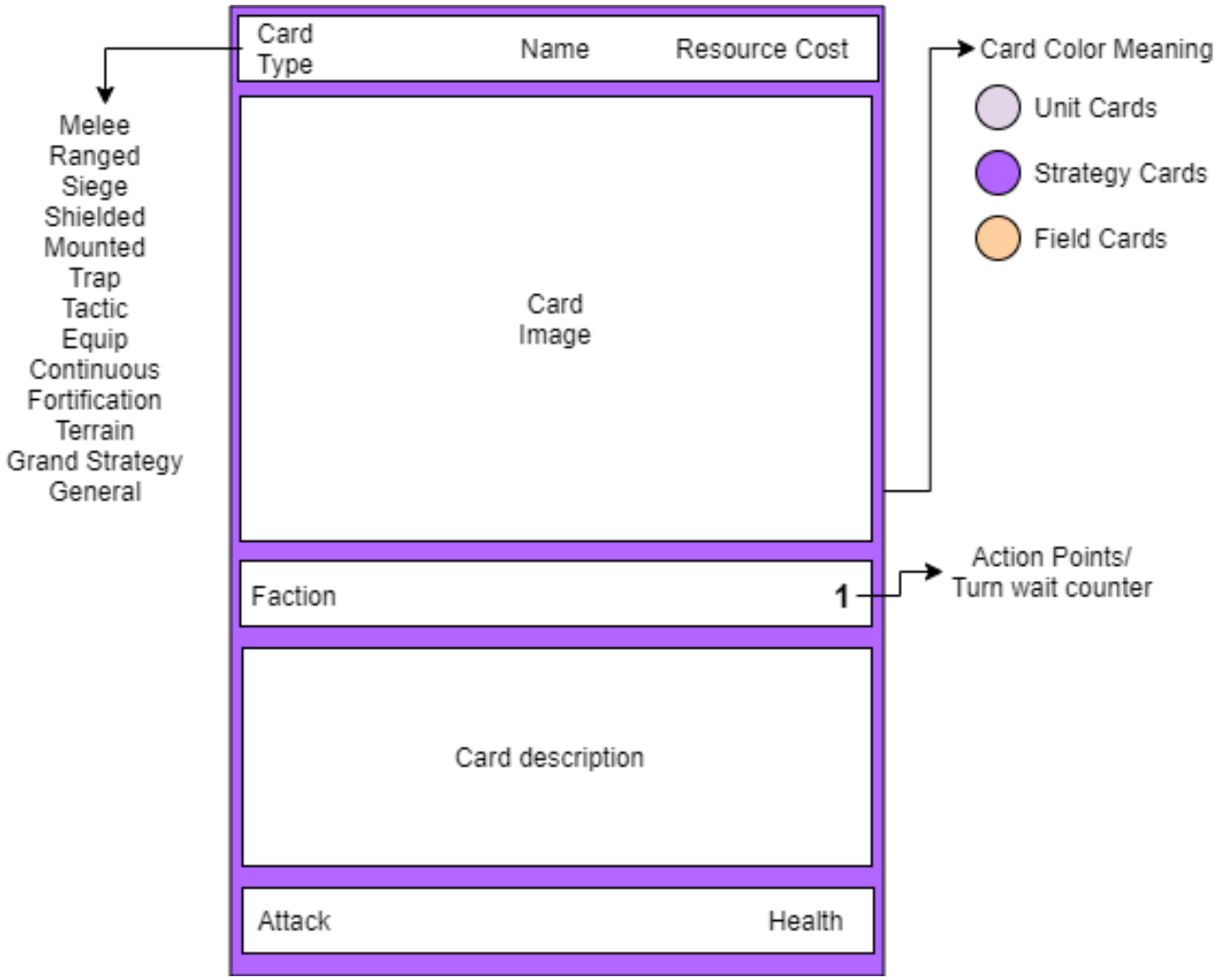
Setting Overview

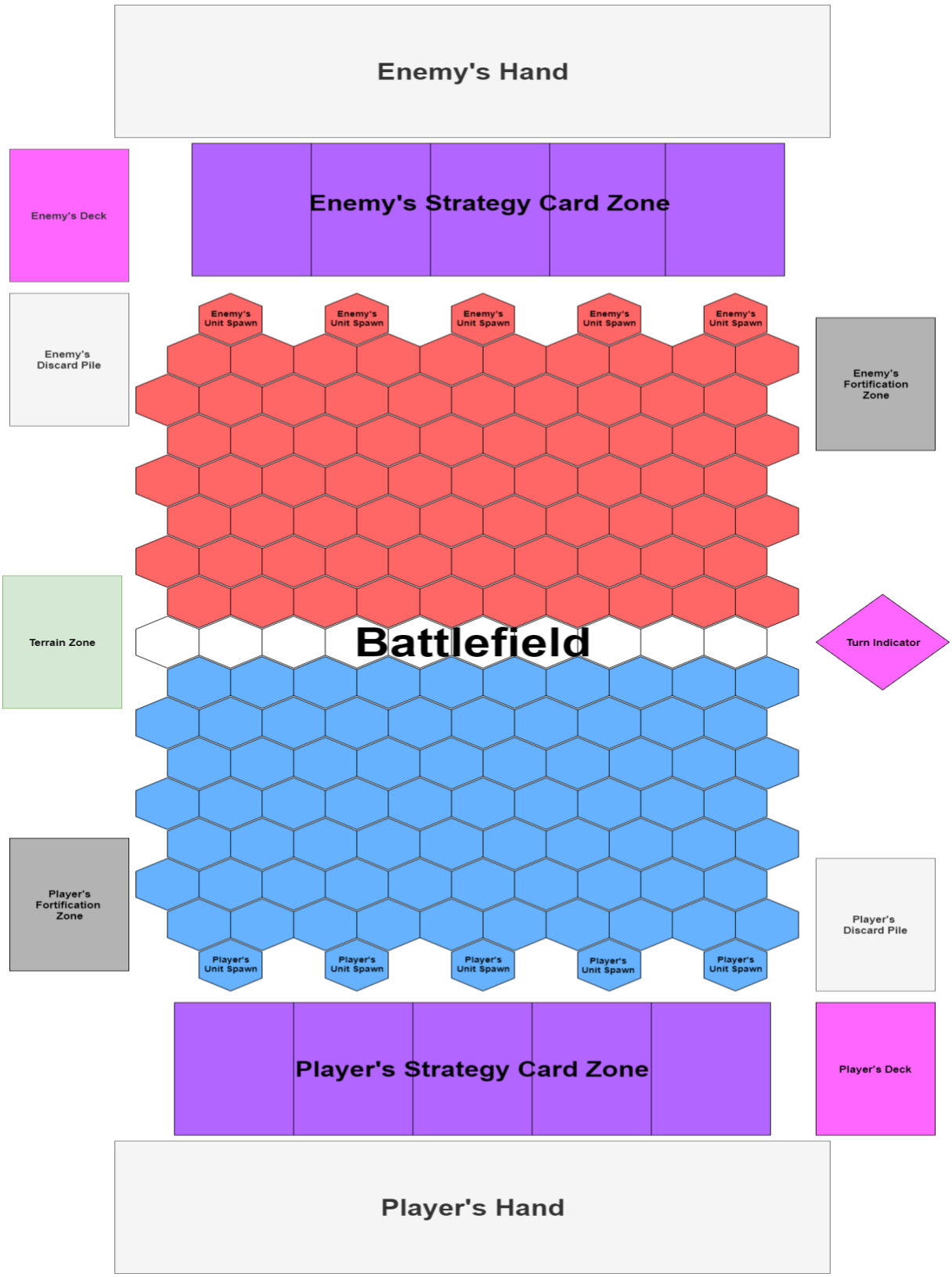
After their deaths these warlords have been brought to a Vahalla like afterlife where they are cursed to continuously fight each other for eternity.

Level Overview

- The battle field is 15x10 tiles as well as 10 tiles for summoning units. (5 on each side).
- The players deck is placed in the back to the right.
- The discard pile is placed in a space right above the players deck.
- The space for fortification cards is placed in the back to the left.
- The Terrain cards are positioned to the far left center center
- The icon that indicates a players turn as well as the too to end your turn is position to the far right center.

Mockups


Card Type
Name
Resource Cost
Card Image
Faction
1
Card description
Attack
Health
Melee
Ranged
Siege
Shielded
Mounted
Trap
Tactic
Equip
Continuous
Fortification
Terrain
Grand Strategy
General
Card Color Meaning
Unit Cards
Strategy Cards
Field Cards
Action Points/
Turn wait counter


Enemy's Hand
Enemy's Deck
Enemy's Strategy Card Zone
Enemy's Discard Pile
Enemy's Unit Spawn
Enemy's Unit Spawn
Enemy's Unit Spawn
Enemy's Unit Spawn
Enemy's Unit Spawn
Enemy's Fortification Zone
Terrain Zone
Battlefield
Turn Indicator
Player's Fortification Zone
Player's Discard Pile
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
Player's Unit Spawn
Player's Strategy Card Zone
Player's Deck
Player's Hand

User Interface Design

Flow Chart

Give a visual of the menu flow chart, for main and pause menus. Sample below.

Wireframes

Create wireframes for all menu screens, and the in-game HUD. Remember, wireframes focus on layout and usability, no color use is needed or expected. See sample below.

Narrative Design

Factions

- Cut
- Cut but higher on the wish list.
    - Romans
    - Greeks
    - Mongols
    - Chinese
    - Norse
    - Indians(asian)

Generals

Generals provide talents or traits that change the priority on how a faction should be played.

- Mongol
    - Genghis Khan
    - Subutai
- China
    - Cao Cao

    - Liu Bei
    - Sun Tzu
- Rome
    - Julius Caesar
    - Trajan
    - Gaius Marius
- Greece
    - Alexander the Great
    - Leonidas
- Norse
    - Harald Hardrada
    - Cnut The Great
- India
    - Ashoka the Great
- .

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Asset List

Include all necessary assets for the game to be created, with sufficient detail in description for them to be created to spec. All 2d and 3d assets, including animations and textures, would be included beneath visual assets. All sound effects and music would be auditory. Provide descriptions and hyperlinks to examples, as needed.

Visual Assets

Auditory Assets

Minimum Viable Product

- Minimum viable product:
    - 3 factions (+universal)
    - 1 general each

Wish List

- Record/ Score tracking system
- Audio System
- Unique models for each Unique Units on the game board.
- Animations
- Deck building
    - Assign resource value to each card
        - Each player will be able allotted X amount of resources to build their decks.
- More generals
- More factions

References