MD.H
MEDIADESIGN HOCHSCHULE

Mixed-up Tales

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Revision: 2.0

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- Digital card game, casual game
- Fantasy Setting

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- Blocking opponent's moves
- Strategically use of special cards
- Dock cards to one another

1.3 Targeted platforms
- Card game
- PC (Windows)
- Android

1.4 Monetization model
The project is being developed as part of the Game Design study at MD.H Berlin.
Possible sales and publications of the physical and digital version of the game will be discussed with the MD.H Berlin after its completion.

1.5 Project Scope

1.5.1 Game Time Scale
This project is being developed within the planned project time of 6 weeks during the second semester.
In addition, the project is planned beforehand in the preparatory phase (15 weeks).

1.5.2 Team Size

- Daria Kutepowa

  Game Design, Documentation, Playtesting, Art, Animation, (Scrum Master, Lead Artist)

- Florian Fülling

  Game Design, Programming, Balancing, Lead Programmer

- Jaika Franziskus

  Game Design, Art, Animation

- Lara Paul

  Game Design, Programming, UI Design, (Product Owner)

- Youssef Jammoul

  Effects, Animation, UI Design

1.5.3 Licenses

All licenses for software and hardware used as well as premises are provided by MD.H Berlin.

1.6 Influences (Brief)

Tic Tac Toe
- Original inspiration for the game

Other card games
- See „Uno" for quick/casual game feeling
- Balancing inspiration and casual game influences
- Card design inspiration

Terra Battle (Android App)
- Design and layout inspiration

Diverse fairy tale books
- Character designs, art style

1.7 Project Description:

Semester project in the second semester of the Game Design study at MD.H Berlin.

The given task is to create a digital card game with a working paper prototype. Our goal is to develop a simple and fast, turn based card game, which will be digitized as a hot seat game.

2. About this project

- Studies at MD.H Berlin
- getting used to:
    - Scrum
    - Structured Teamwork
    - Documentation of different development states
    - Digitalization of a prototype
    - Presentation of the finished product and developing process

2.1 Core Gameplay Mechanics

2.1.1 Connect 3
Win condition

3 cards of cardtyp Pointcard must be placed diagonally, horizontally or vertically in a row to win the game.

2.1.2 Blocking the opponent's turn
Tactical component

Using cards of cardtype "Blankcard", a player can block a field. This can be used to prevent the opponent from getting 3 pointcards in a row.

2.1.3 Using specialcards
Specialcards may increase a player's change to win the game.

There are 13 different Specialcards, which are explained in chapter 4.3 and the games packaging. Specialcards generally allow the player to:
- Destroy cards, which are placed on the field.
- Change a cards cardtype.
- Disccard cards from a player's hand.
- Change a cards position on the playfield
- Block and reserve fields.

2.1.4 Dock cards
All cards must be placed next to each other.

2.1.5 Draw cards from deck
All players have a limited number of cards in their deck

They must use and place these cards wisely to win the game before running out of cards.

3. Gameplay and Rules

A gameplay description of each version can be found in the games packaging.

It's a turn based card game, which needs a player to draw cards from their decks and place them on the table. The process is repeated until one player manages to complete the win condition.

3.1 Paper version characteristics:

- For each deck: shuffle 10 random Specialcards to the 15 Point- and Blankcards
- Shuffle your deck and place it concealed on the table
- Place the starting point in the middle of the table
- The players switch turns each round after drawing the first 3 cards on top of their deck and placing one of them on the field
- Each player needs to have 3 cards on their hand at all times
- The used Specialcards must be replaced with new ones at the end of a game

3.2 Digital version characteristics:

- Each player's deck is generated automatically at the beginning of the Game.
- Players will automatically draw handcards from their deck.
- They switch turns each round after placing a card from their hand on the field.

3.3 General Rules:

- All cards must be placed next to each other, so the first card will be placed attached to the starting point.
- If some cards lose their connection to the Starting point or an Anchorcard, they will be removed from the field.
- The first player to place 3 Pointcards diagonally, horizontally or vertically in a row wins.
- If a player is out of cards the game will be counted as a draw.

4. Assets Needed

4.1 2D Art

4.1.1 Textures
- Playfield Background
- Main Menu (Book)
- Handcards Panel
- Transparent card
- Indicator colours
    Red, green, yellow (covered)
- Error Sprite

4.1.2 Character List

Good Team	Evil Team	Specialcards
Alice	Evil Queen	Cancercard, Cinderella
Bear	Stepmother	Burncard, Evil Witch (Hansel & Gretel)
Thumbelina	Stepsister 1	Anchorcard, Captain Hook
Sleeping Beauty	Stepsister 2	Changecard, Cheshire Cat
Mother Holle	Evil Witch	Doublecard, Fairy Godmother
Gretel	Goldilocks	Shufflecard, Ugly Duckling
Hansel	Crocodile	Deletecard, Queen of Hearts
Little Mermaid	Toad	Infernocard, Jabberwocky
Peter Pan	Maleficent	Exchangecard, Kay
Pied Piper of Hamelin	Sea Witch	Discardcard, Tinkerbell
Little Red Riding Hood	Evil Duckling	Restartcard, Wolf
Snow White	Pitch Marie	Blockcard, Giant
Brave Little Tailor	Rat	Start, Book
Rapunzel	Rumpelstiltskin	Anchor, Book 2
The Hatter	Snow Queen	

4.1.3 Card Layout
- Team colour as background
- Specialcards frame

4.1.4 User Interface
- Menu Buttons and Overlay
- Pause menu
- Current player display
- Handcards with card name and description
- Current choosed card display
- Win Screen
- Draw Screen
- Player change screen

4.2 Sound
All sounds are licensed under the Creative Commons 0 License.
- Doublecard
    v_chines3 by BristolStories
- Blockcard
    Price Rock Crash by Shaynecantly
    Sfx-stones-1 by davilca
- Deletcard
    Swosh-22 by aubodup
    Stich-Swoosh woosh by Hitrison
    Slashcut by Abyssnal
- Burncard
    Lightning Match by harrybates01
    Fire_medium:loop by PhreasKsAccount
- Infernocard
    Fire-breathing dragon by CGEffex
- Changecard
    Old Music Box 1 by Soughtaftersounds
- Cancercard
    window wipe by semccab
- Discardcard
    GLEAM-GLOW-SFX-CHIME by newagesoup
- Restartcard
    Air Wind Whiff Blow by qubodup

- Anchorcard
    - HeavyObjectFalling by wilhellboy
    - ChainWrapping by richardenoole
    - Single Cracking Ice by Mrthenoronha
- Shufflekarte
    - Contact1 by BMacZero

- PanelMoveSound
    - Page Turn (2) by DrMinky
- CardPlacingSound
    - Place_cards by themfish

4.3 Code

4.3.1 Basic Card Scripts
- Card
    - Basic class, contains team and card coordinates.
- PointCard
    - Contains win condition.
- BlankCard
    - Card without special abilities.

4.3.2 Specialcard Scripts
- DoubleCard
    - Allows the player to place a point- and a blank card in one turn.
- BlockCard
    - Blocks a field and reserves an empty adjacent one for the player use later in the game. The blocked field will be marked in red.
- DeleteCard
    - Can destroy any card from the playfield, highlights all these cards
- Burncard
    - Destroys one adjacent card and itself. Destroyable cards are highlighted yellow.
- Infernocard
    - Clears 3 fields in any straight direction, starting from its position. The cards in each possible direction will be marked.

- Changecard

    Turns an opponent's Pointcard into a Blankcard.

    Cards that can be changed will be highlighted.

- Cancercard

    Turns all cards in its line and column into blank cards.

- Hot Potatoe (DiscardCard)

    All special cards on the opponent's hand are removed.

- Nukecard (RestartCard)

    All cards are removed from the Playfield

- Vortexcard (Exchangecard)

    Exchanges the players deck and handcards with his
    opponent's. The change will be visible in the player change
    screen.

- Anchorcard

    Creates a new starting point, max. 2 fields away from other
    cards. In contrast to the original starting point, these anchors
    can be destroyed due the use of special cards.

- Shufflekarte

    Switches places of a player's card with an opponent's if
    they're adjacent. Specialcards can't be shuffled.

- Startpoint

    First card, which will be generated on the field
    automatically. It can't be removed from the field.

4.3.3 Ambient Scripts

- Game Manager
- Slave
- Player (Team, Deck, refilling handcards)
- HandCards
- Defines
- Camera Manager
- Card Preview
- Field
- Indicator
- SideBarMove
- StartLogoAnimation

4.4 Animation

4.4.1 Effect Animations

Alle Effekte werden in Spine erstellt und später in Unity Importiert und bearbeitet.

Cancercard – window wipe

Burncard – Lighter burning a card

Anchorcard – Anchor falling from top of screen

Changecard – Cheshire Cat grinning

Doublecard – sparkling magic wand

Deletecard – Axe flying through the air, hitting a card

Infernocard – Dragon fire, burning 3 cards

Discardcard – Fairy dust falling on handcards

Restartcard – Blowing wind

Blockcard – Rock falling on blocked field

4.4.2 Character Animations

Cinderella - cleaning

Evil Witch - laughing

Captain Hook – bragging, holding his hook up high

Cheshire Cat – sinister laughing

Fairy Godmother – hovering up and down, flapping her wings

Ugly Duckling – crying while looking in a mirror

Queen of Hearts – outburst of rage

Jabberwocky - roaring

Kay – getting hit by an ice spear

Tinkerbell – flying up and down

Wolf – adjusting his glasses

Giant – balancing the rock on his finger

5. Schedule

Sprint	Daria	Jaika	Youssef	Lara	Florian
1. Woche	Card back page, Digitizing characters	Linearts	Effect animations	Main Menu User Interface	Playfield creation, Data structures, Storage media
2. Woche	Digitizing characters	Linearts	Effect animations	Asset and placeholder import, implementing different cardtypes	Main Gameplay elements, camera scripts, implementing different cardtypes
3. Woche	Digitizing characters	Linearts, Logos	Effect animations	Specialcards	Specialcards, Win condition
4. Woche	Digitizing characters, preparing print of final paper version	Preparing Character animation	Effect animations, Character animations	Asset updates, Specialcards	Specialcards, Camera management
5. Woche	Gamescom	Animation, Digitizing characters	Character animations	Unity Animations, Rewards	Refactoring, Bug fixes, Improved player change
6. Woche	Printing final paper version, PowerPoint presentation	New logo, PowerPoint presentation	Animation fixes, PowerPoint Präsentation	Unity animation fixes, Sounds	Bug fixes, PowerPoint presentation