

ShadowRealms

Game Mechanics

This game design document is the blueprint from which the ShadowRealms game is being built. As such, we attempt to address every detail necessary to build the game. The intent is to capture as much of our vision for ShadowRealms as possible to assist with the understanding of how the game is to be played and what is required throughout the gameplay.

All information provided in this document is the ShadowRealms vision, and some items of agender may adjust during development. ShadowRealms reserves the right to be able to alter this document during development of the game to ensure it reflects as accurately as possible.

ShadowRealms will always attempt to keep as true to the below information as possible during development and will update and upload the new version where ever possible.



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1. Game Name

ShadowRealms

2. Game Overview

2.1. Game Concept

Set in both modern day Earth and the parallel world of Tambora, Heros possessing magical powers are awoken and pulled into a dark realm that raged a century old battle.

The Heros take part in adventures, facing off against an array of creatures in a war against the Shadow Demons in order to save the Earth realm. Millions of realms were search for warriors to partake in the Earth realms war games. The king of the Earth realm held control of the games to find the perfect warriors to protect the Earth realm. Do battle with opponents, win your battle and earn SHDR tokens

3. Gameplay and Mechanics

3.1. Gameplay

3.1.1. Game Progression

In-order to progress through the ShadowRealms game, you will be required to compete in battles to gain SHDR (ShadowRealms official token). You can also earn cards through gameplay which will assist you in your game progression.

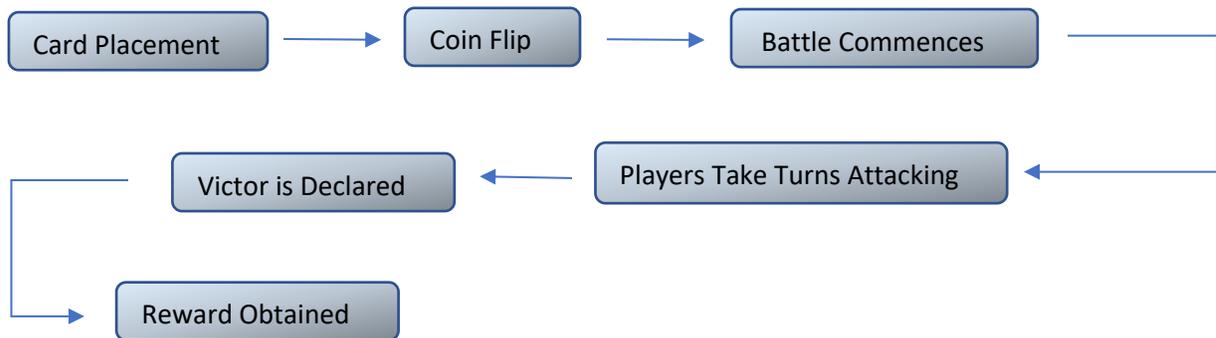
3.1.2. Battle Structure

Upon entering a battle, the player will be presented with a set layout structure for cards to be placed. The player will choose which order to place their cards on their side of the field. There are a total of six Monster card slots.

3.1.3. Objective

The objective of the ShadowRealms gameplay is to defeat your opponent during battle. In order to do so, you must eliminate all of your opponents' cards during this battle to be declared the victor and claim your reward

3.1.4. Play Flow



3.2. Mechanics

3.2.1. Card Selection

After choosing to battle, you will see a brief loading screen while the game matches you with an opponent. Once an opponent has been matched, you will be required to select your cards for the battle. There will be a mana restriction for the battle that will limit the amount of mana that can be used for players to select their cards. Players will be required to select cards that can total up to the amount of mana required for the battle. The same card cannot be used twice in the same game. There is no requirement for players to use cards to equal the amount of mana for the battle nor do all cards have to be the same element. The mana limit is the maximum amount of mana you can use up to. Once both players have selected their cards, the battle will begin. If a player does not select their cards and confirm they are ready for the battle before the assigned timer limit, that player will be disqualified from the battle and the players will be rematched.

3.2.2. Card Placement

Upon entering the battle field, both players will be required to place their pre-selected cards onto the field before the battle can commence. The players will be able to choose which slots they place which cards in. Card placement is ordered from one to six, with the cards from the first position attacking first, second position attacking second, etc. It is not mandatory to use all 6 monster cards in battle.

3.2.3. Card Movement

When a player enters the game and places their cards down, those cards will be locked into place. The only non-offensive movement of a player's card during the game is when a player's card is destroyed, the rest of the monster cards move up in line to ensure the first slot always has a monster card in it. A player cannot move their cards once the battle has commenced.

3.2.4. Player Actions

The players will have full control over which of their cards attack the opponents' cards. Battles will not be automated and require the attendance of both players. If a player does not make a move within an allotted time, that player's turn will be skipped and the chance of attacking will be forfeited for that turn. If a player does not attack two moves in a row, that player will automatically be disqualified and the opponent will be considered the winner.

3.2.5. Combat

3.2.5.1. Combat phase

During the combat phase of the battle, the players must select which cards attack during their turn. A visual representation of the damage will be displayed as the cards attack. During a player's turn, that player can attack with all of their cards, and can select which of the enemy's cards they want to attack. To eliminate the opponent's cards a player must reduce all of the opponent's cards to zero health. Each time a card has been eliminated, it is removed from battle.

3.2.5.2. Timer

If a player fails to attack during the allotted time provided, their turn will end and they will forfeit the right to attack for that turn. If the same player does not attack within the allotted time for a second time in a row, that player is disqualified from the battle and the opponent is considered victorious.

3.2.5.3. Realms

The Realm that the battle takes place in will be randomly selected upon entering the match. The type of realm players battle in could provide a buff for the monsters depending on the element those monsters. If the monster element matches the element of the realm you are fighting in, those specific monsters are given an elemental buff. That elemental buff will provide a stat/attribute buff. Selecting multiple of the same card elements during the card selection phase does not increase the chances of battling in that particular realm.

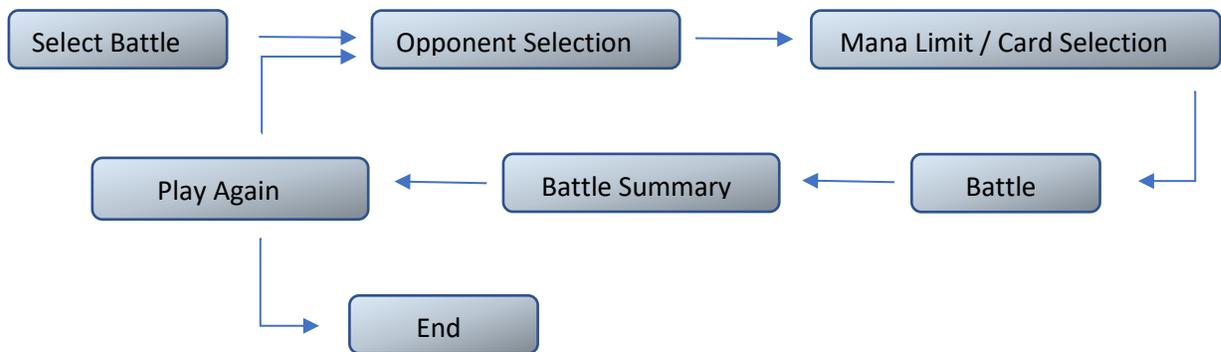
3.2.6. Economy

The ShadowRealms economy is based around its official token SHDR. This is a governance token that will provide such things as; Voting, Rewards and Purchasing items in game. Essentially, making this utility token the main in-game currency.

3.2.7. Game Setting Options

Within the ShadowRealms game, optional setting will be able to be adjusted. Such options will include, but are not limited to; Music, sound FX, language.

3.2.8. Battle Flow Summary



3.2.9. Rewards

If a player wins a battle, that player will be rewarded with SHDR and receive player experience. The reward amount will increase and decrease depending on the current level or win streak.

3.2.10. Cards

As ShadowRealms is an Online Trading card Game, you are required to own Cards in order to play. There are many different types of cards to be played and owned in ShadowRealms. On each card, there are multiple icons to depict the stats/attributes of the card they are displayed on. These stats/attributes vary from card to card.

3.2.10.1. Rarity

There are five different rarity types of cards that can be acquired throughout ShadowRealms. These rarities are displayed in an icon at either the top left or right of the card, depending on the type of card. The order of these rarities is as such; Common, Rare, Epic, Legendary, Promotional. The rarer the card, the harder it is to obtain.

3.2.10.2. Elements

Elements such as fire, water, earth and wind are displayed at the top left of the monster cards. These elements will determine if your card will receive a buff if it is fighting in the corresponding realm.

3.2.10.3. Monster

A player is required to own monster cards to play ShadowRealms. All monster cards have attributes such as; Health, Damage and Mana cost. Players use Monster cards to battle opponents with the aid of other cards used in the field. During the card selection phase, you cannot choose the same monster card twice.

3.2.10.4. Leader

Leader cards are a special card that a player can use to increase their chances of winning their match. Leaders provide a buff for the monsters that belong to the same elemental realm, so long as they are being played in that respective realm. Each player can only use one leader card per battle as the Leader card buff stacks on top of the Realm buff. Leader cards follow the same rules as monster cards with regards to following the mana requirements to use them in battle.

3.2.10.5. Shield

Shield cards will share a slot with Pet cards. If you choose to use a shield card, the number of shields on the card will be applied to the overall match and not each individual card. One shield will take the damage of one attack from any card, no matter the strength of the attack. When there are no more shields left on the shield card to defend the players monsters, the shield card is automatically destroyed.

3.2.10.6. Weapon

Each player can only use a maximum of one weapon card per battle, which will be placed in the allotted weapon card slot. Weapon cards are not mandatory to use in every battle, though they provide a game changing buff. During combat, the weapon card will be linked to one monster card only of the players choice. Meaning, the weapon buff will only apply to that particular monster. If that monster card dies, the weapon card will perish with it.

3.2.10.7. Pets

3.2.10.7.1. Battle

Pets are able to be used in battle. They can provide boosted attributes for players cards during the game. In-order to use a pet, players will need to sacrifice the ability to use a shield. Pets will be attackable. Once they are beaten during the game, they will not be playable for the rest of that match.

3.2.10.7.2. Breeding

The breeding of pets will allow you to be able to create more pet cards by breeding two together. A player's pet can breed once within its allotted time frame. The breeding feature is yet to come.

3.2.10.8. Land

The Land feature is yet to come

4. Fusion Levels

4.1. Description

The fusion of cards can be depicted by the number of stars on the left side of the card. 3 stars, ranks it is at its third fusion rank. The max fusion rank that can be reached is 5 stars. Cards that have never been fused will not show any stars. Fusion of cards makes them stronger by increasing their attributes. The higher the star level, the more powerful attributes of the card. Fusing cards increases the value of your card – this is a good way to increase the value of common cards.

4.2. How to fuse

Players can fuse a card by going to the designated area which will be shown in the game. A certain number of the same cards are required to fuse. Once you have fused your card, the required number of cards to fuse will then be burnt and you will be left a card with an increased star value.

5. Interface

5.1. Visual System

Information presented on the screen to the player. Until the game has either finished development or is Beta playable, ShadowRealms are not comfortable providing precise information that will be visible on the HUD.

6. Technical

6.1. Platform

ShadowRealms intent is to have a web-browser based game to be played on a PC (Personal Computer). Further development is intended to create a mobile phone/tablet app based platform that links to the ShadowRealms server.