

All the Grey color text is the alternative solution for the parts that is listed to narrow the scope down.

Starting of the game

Players will have a bit of tutorial about how they are able to use WASD, and there will be enemies showing up. The player will get the force of Gacha, and get a starter deck and have a sense of how things works

After defeating the enemy, it will let the player get some Gacha resource, to do their first pull on the Gacha machine, then if more enemies show up, the player can eliminate them then have the ability to do the 5/10 pull of gacha, to gain the extra reward.

Then the stars the real game

Alt plan for this

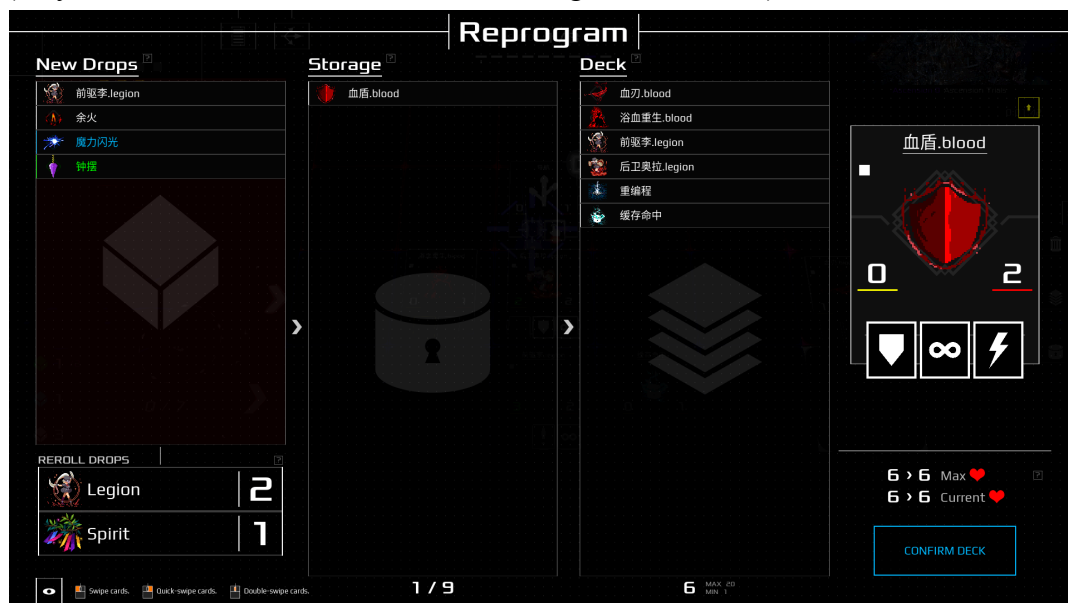


Just put this on the group and we start

Chooses between battle

For the first time, it will tell the player where the card they just got during the battle goes. There will be an inventory system to store this, and players can edit their deck here

(Players can sell them/ fusion them into a higher level card.)



Something like this (From quantum protocol)

Route choosing

Learn from Slay the Spire, that you can see what will there be, and if there are some route will have a granted relic/card/shop



But when you are choosing the route, you have to Draw a card to decide where you are going. (Like hand of fate, It will shuffle in front of you and let you choose, you can tell which card is which card though your experience)

Alt plan for this

We just learn Brotato, that everything runs buy stage, and there will be shop/deck edit during the stages

In-stage game play

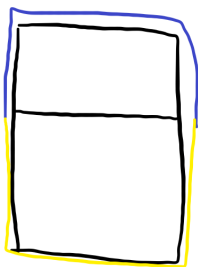
- WASD for character moving
- R to skip the current card (Will have some restriction on that)
- Space to Gacha (It will also make a knock back when gacha)
- Q and E to switch between the cards option
- Enter for some special movements based on cards (could get rid of this)

UI layout



Combat System

Every x second (7 seconds as temp number), There will be two (could be more based on the Boss relic the player gets) cards drawn from the draw (red) pile, and the player can select the card by using QE when the card is selected, it will trigger the effect on it once player charge for x second (There should be a blue contour line on the card to tell the player it is selected, and when it is selected, the player will see the yellow contour line is slowly replace the blue line)



(It should look like this). Once it is fully yellow, it will trigger the effect of the card, and the contour line will be back to blue, and players need to charge that again. After 7 seconds, the two cards will be thrown into the discard pile, and the player will process them from the beginning of this chapter. Once all the cards in the draw pile are used, the cards in the discard pile will be shuffled randomly and returned to the draw pile.

Gacha Systems

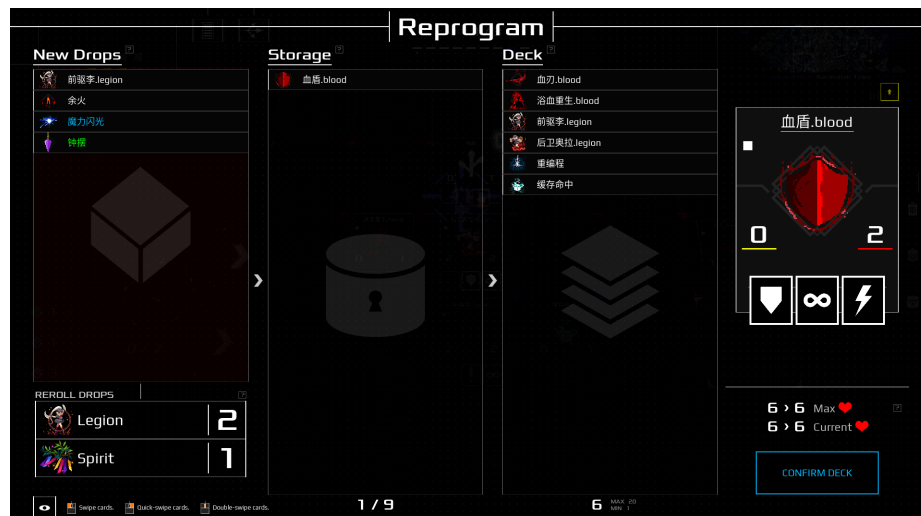
The player can press space to Gacha during the battle when they have enough resources. The Gacha will cause a knockback to all the enemies around. There should be a part of the UI under the Gacha machine that tells the player how much Gacha resource they have for now and how many pulls they can do. **The text of Gacha resource and pull amount will look especially/shiny when players are able to do 5 pulls. They will get one extra pull when they do the 5 pulls. (They will cost resources of 5 pulls and actually do 6 pulls).**

All the cards the player gets through Gacha during the battle will go to the storage system mentioned above in the Chooses between battle parts. And players will be able to edit them after they finish this level.

Once the player gacha, based on the Gacha resource they spend, there will be more enemy spawn.

(The relic will apply instantly if possible)

Storage system/Editing Deck



Something like this (From quantum protocol)

(After battle there will be the new things that you get from the previous battle, your storage and your deck) TBC for now

Extra systems

When a player gets a UR card, it will stun the enemy on the screen for X second.

When a player gets a SSR card, it will stun the enemy within Y range on the screen for X second.

Data Pile

 Gacha God's secret

