Game Design – Assignment 3 GDD

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OmniVerse: Chapter 1 – Justice League vs. The Avengers

Game Design Document

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Game Concept Summary

OmniVerse is a 2-player tactical card battler game where each player must strategically analyze the location, choose a fighter and defeat fighters of opposing player before one's defeated slot reaches 5 cards.

Game Pillars

- **Superheroes**
  - The game features superheroes and supervillains from comic book universes.
  - All Special Abilities are related to the superpowers and abilities of these heroes.
  - All Locations and its Special Effects are based on the respective heroes.
- **Trading Cards**
  - All superheroes are represented with trading cards called Fighter Cards.
  - Each Fighter Card has specific faction, speed, attack, defense and special ability similar to elements in trading card genre.
  - All locations are represented with trading cards called Location Cards.
  - Each Location Card has specific faction bonus, special effect and bonus fighter effect similar to elements in trading card genre.
  - Players can collect, customize and build decks.
  - Each update/chapter is planned to brings new deck of cards.
- **Tactics**
  - Analyze the current location and select fighters accordingly.
  - Predict opposing player's fighters from past turns and make moves accordingly.
  - Analyze and use the special ability accordingly with the current location and opposing fighters.

Experiential Pillars

- **Fun**
  - Play and have fun with friend
  - Play with favorite characters
  - Playing a Titan Card to use brute force to defeat opponent
- **Thrill**
  - In the beginning of each turn as a new location card is taken
  - Suspense: which card the opponent will place
  - Playing a Meta Card if you are feeling lucky
  - Playing a Support Card to get an advantage for next turn
- **Satisfaction**
  - When the player defeats an opponent
  - When the player outsmarts an opponent using a Trap Card
  - When the player has a featured card of current location for bonus effect

Core Gameplay Objective, Win & Lose Conditions

The objective of the game is to analyze the current location, select fighters accordingly and defeat fighters of the opposing player.

- **WIN CONDITION**: Defeat opposing fighters and make the opponent have 5 cards in their Defeated Slot.
- **LOSE CONDITION**: Have 5 cards in your Defeated Slot.

Game Loops

- Core Loop: Check Location
  -> Select Fighter
  -> Battle
- Secondary Loop: Analyze Location & Strategize
  -> Predict Opposing Fighters
  -> Select Fighters Accordingly & Battle
- Tertiary Loop: Strategize opponent moves from previous turns
  -> Sacrifice/Select Fighter
  -> Add a card to opponent's defeated slot

Core Player Actions (Mechanics & Dynamics) to Complete the Loops
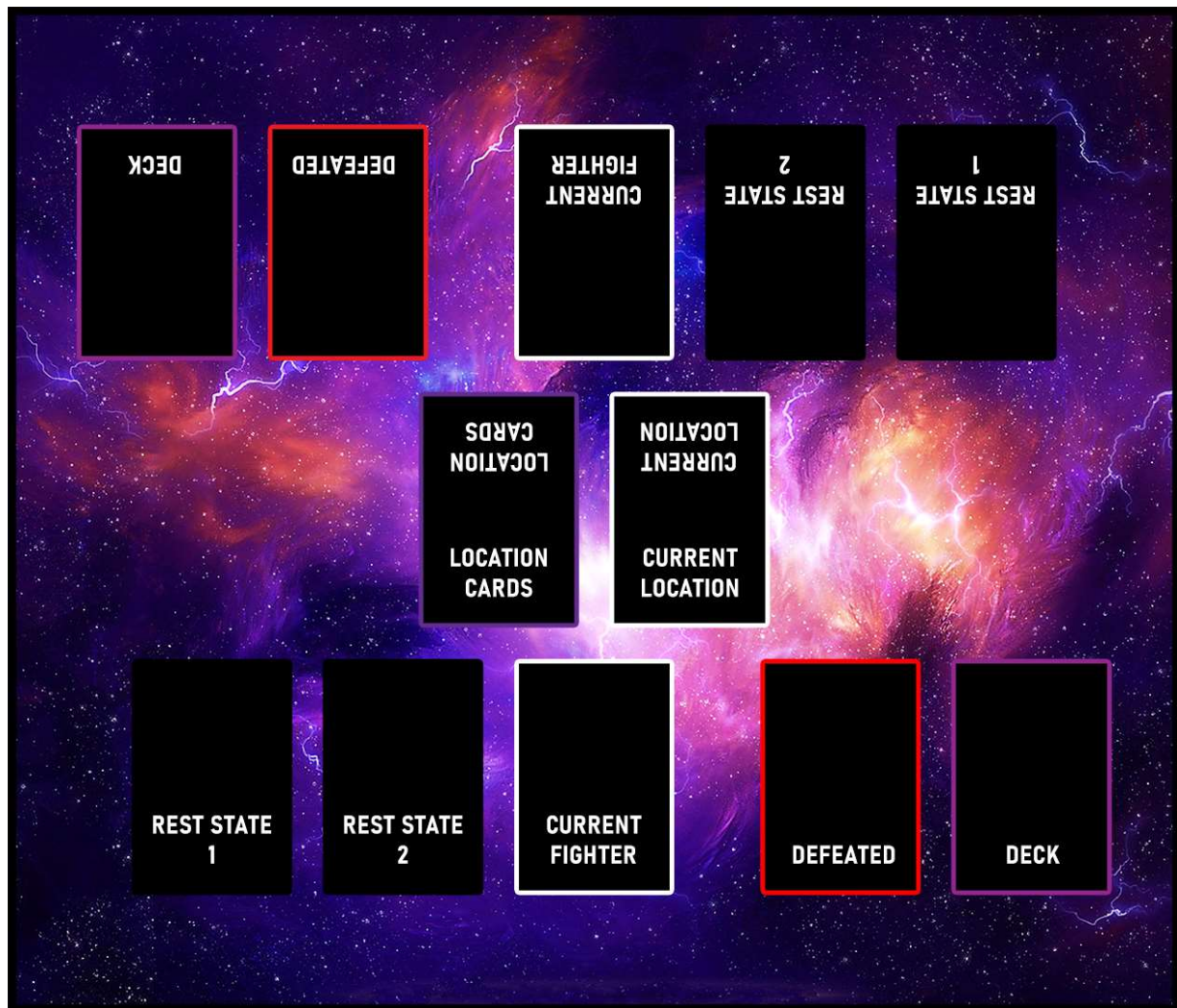
Mechanics

- Analyze Location (Check special effect of current location)
- Decision Making: Select Fighter for Current Location
- Memorize Opponent's Fighter Cards

Dynamics

- Select Titan Card to use stats or brute force to defeat opposing fighter.
- Select Meta Card to use luck to defeat opposing fighter.
- Select Support Card to get more advantage in next turn.
- Select Trap Card to sacrifice card and get ultimate advantage in current/next turn.
- Select Fighter Card featured in Current Location to get Bonus Effect.
- Predict opponent's moves and select Fighter Card accordingly.
- Collect Cards & Assemble Deck

The Environment Where the Action Takes Place

- All locations are represented with Location Cards.
- Each turn begins with a new location card.
- All locations featured are important locations or landmarks in the comic book universe of DC and Marvel.
- There are 30 Locations in the current chapter. (15 DC Locations & 15 Marvel Locations)
- All Fighter Cards & Location Cards are placed in a game board with specific slots for specific cards.

The Game's Story / Theme Integration

The players can understand the theme's name initially by just knowing the game title which is **Omniverse – Omniverse – Chapter 1: Justice League vs. The Avengers**. Players can realize it's a battle between their favorite DC and Marvel characters from the name itself. Additionally, each Fighter Card and Location Card is based on DC and Marvel properties. Even the Special Ability of each character and Special Effect of each location is selected respectively.

The story of the game is a crossover between the DC and Marvel world. The story as stated in the rulebook is as follows:

While travelling through various universes, the fastest man alive, the Flash, stumbles upon a startling revelation. In all the hundreds of universes he has encountered, he realizes that the Earth from which he originates from is the most unique universe unlike others. In some universes, the Justice League is the sole organization that keeps the peace. Some universes rely on the might of the Avengers to keep the peace. The Seven and Vought Industries safeguard certain universes while Mortal Kombat tournaments maintain harmony among realms in some universes. But on Flash's Earth; All these elements coexist side by side. Maddened by this reality, he seeks counsel with Doctor Fate and the Justice League.

Together, using arcane magic and advanced technology, the Justice League track the cosmic anomaly signature to the Scarlet Witch and conclude that she is somehow connected to this phenomenon. Seeking answers Wonder Woman tries to confront the Scarlet Witch, only to be restrained by Thor as Scarlet Witch is a protected member of the Avengers. Meanwhile, Batman's detective instincts lead him to a surprising revelation – Doctor Strange was aware of this unique convergence all along. The tension between the two mighty factions begin to escalate and the Justice League demands answers from the Avengers, pushing Doctor Strange to reveal the undeniable truth.

Strange reveals that their universe, which he named Earth-OV, occupies the central point of the multiverse – a focal point where all major entities and events from other universes are manifesting and some have already manifested. He admits that Scarlet Witch's involvement seems to be the key to understanding this perplexing phenomenon and that is why he is tutoring her in the arcane ways. However, the Justice League demand her to be imprisoned before she causes more interdimensional harm as Doctor Fate has seen the future in which Scarlet Witch destroys all universes.

Due to this conflict and Doctor Strange keeping secrets from the Justice League, tensions escalate. The clash between the Justice League and the Avengers becomes inevitable.

Choose a side.

Shape the outcome of the conflict.

Decide the ultimate destiny of the Omniverse.

OmniVerse – Chapter 1: Justice League vs. The Avengers.

As DC and Marvel are some of the top media franchises in the world, most people around the world will be interested in playing with these characters which are the Target Audience. People interested in comic book characters, desire a game to strategize and plan and need it for competition and mastery would enjoy this game. Furthermore, DC vs Marvel fandom fights are some of the most popular discussions among audiences. So, playing with these characters in a card battler game will bring further joy and thrill. This is why this aesthetic was chosen and this story was designed accordingly to bring the idea to fruition.

Gameplay Situations

- **Overarching Situation:** "Conflict between the Justice League and the Avengers are inevitable, defeat the opposing superheroes and supervillains before they defeat the members of our faction"
- **Hour-to-hour Situation:** "Defeat 5 members of the opposing superhero team so that they will surrender and we can win the conflict"
- **Minute-to-minute Situation:** "Analyze the current location and strategically choose the fighter accordingly to defeat the opposing fighter"
- **Second-to-second Situation:** "The current location gives 2 opportunities for fighter selection, I need to decide to choose either the Titan Card to use brute force or a Meta Card to use luck."

Experiential Characteristics Associated with the Mechanics

- It will be thrilling for players when they are analyzing locations and making decisions in choosing the Fighter Card.
- Players are likely to be more casual and experimental in the early game due to the higher number of cards and less cards in Defeated slot.
- Players get more attentive and tactical in the mid game when they get glimpses of the opposing cards.
- Players that are able to defeat each Fighter Card can face joy and relief as they are getting closer to winning the game.
- Players losing each Fighter Card can face sadness and fear as they are one step towards losing the game.

The Target Player's Source of Motivation to Achieve the Game's Win Condition

The key motivations in making decisions will be to defeat the **Fighter Cards** of the opponent and to ensure the player's **Fighter Cards** are safe from being defeated as the player who loses 4 **Fighter Cards** loses the game.

As the number of cards decreases in the end game and each variable matters, players are motivated and tense the most and will consider each and every variable to win the game and keep their cards safe from being defeated.

The theme adds immensely to the gameplay experience as the core mechanic of the game is selecting the right character or Fighter Card while considering other variables. Players feel a sense of joy, thrill and familiarity when playing and interacting with popular characters like DC and Marvel characters. Players can also put an end to discussions on who is stronger – Superman or Thor?

Similar Games, Inspiration & Influences

The main inspiration for the game is the MCU (Marvel Cinematic Universe) and the DCEU (DC Extended Universe) and to create a crossover game involving characters from both worlds. After all, crossovers are widely popular nowadays. As multiple updates and multiple universes were planned in the future, I deducted that a card game will be the most match for the crossover game. While multiple games such as Injustice, Marvel vs Capcom, Pokemon Trading Card Game and Yu-Gi-Oh! were considered, the game that had a major influence was Marvel Snap.

Marvel Snap is a collectible card battler game that has Marvel superheroes and supervillains. However, the gameplay is completely different. In each game, there are 3 locations and players can place up to a total of 4 cards in each location. Then each card has different effects that brings variety to each game. Each card has Power and Cost. Additionally, each location also has different effects. Also before each game, players have to assemble a deck of 12 cards. Additionally, there are energy counters in which turn 1 has 1 energy, turn 2 has 2 energy and so on. The game only has 6 turns in total. There is also a snap feature that works like poker bet predicting who will win the game.

In **OmniVerse**, there is no energy/cost elements, no betting and players can only play 1 fighter each per turn. Only the part in which Marvel Snap converted each hero into a card has been influenced a lot.