# Space-Card-Game

## Fight & Collect

Missing conception drawing!!!

Game Concept by me                    version 1.0.3b

The following is my proposal for a space-card-game, playable in the browser.
The Game (no name now) uses an high amount of cards and factions for maximum collecting feeling and allows the player to build his own fleets and let them fight against other players.

New alien races and many new cards for a maximum replayability and fun factor will keep the player ingame.
The game is similar to other games as Yu-Gi-Oh and other card games with collection part.
The player can also interact with each other on a kind of stock market for a more social feeling.

This game starts with 2D Graphics used on a modern designed webpage for a good feeling during playing, improved with a high end graphic design for the page when the game is a success.

The game uses some complexity during battle to promote tactic skills as well as faction properties and doctrines.
For a more unique genre, the game will be a game about space fleets.
The key for a good deck is to collect rare and powerfull cards and combine them with
Tactic skills and a good fleet.

This initial document will be expanded and modified when development is initiated and will also be discussed with the development team to gain a more better result.

„GameWithoutName" is a multiplayer card game playable on each web browser with internet connection and game account.

The player chooses a faction to start with and a standart deck which needs to be improved and perfectionated as well as the players tactic skills to become player with a unique and powerfull deck.

All the „action" takes place on a battlefield, where the player draws and set cards, fights the enemy cards and ends the turn to fight the enemy. Next to the „action", the player also needs to collect rare and powerfull cards.
All the battles are operating on a turn based system while the whole game itself plays in a browser, no desktop client or download is necessary.

Each card represents a unit in the game, a space ship.
Each space ship is a unique ship, because the player can give it a name to give it it's
Own character.
Also each ship is part of a ship class, there are 10 ship classes in the game.
(Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Heavy Battleship, Escort Carrier, Carrier and the Rocket Cruiser).

So the player has the choices of many races and options to create his favorite fleet.
The players deck will develop with more powerful and rare ships.
Therefor we have normal cards (often), bronze cards, silver cards, gold cards (rare) and
aces cards (unique).
Metal cards are becoming more rare as the metal becomes more worth and the aces cards
are cards which only exists once.

The heart of the game is to collect decks and show them to other people, testing them with fighting other players and to create powerfull alliances to build up even more powerfull decks.

„Development, social interacting in alliances and replay value combined with a collecting system are
keys to „GameWithoutName" success.
The games support 2-player (and later 2+ player) game sessions via browser.

A special trade market will be avaiable to buy or sell cards and commanders with
Ingame money (and maybe with real money later).
The player can also buy booster packs in the ingame store (just with ingame money).

A good balancing and no pay-to-win is necessary to allow the game to become succesfull.

The setting of the game will have a modern and futuristic tone, showing the player a
commander desc as setting so the player feels like a real fleet admiral.

A rank system, a transfer system and a alliance system will lead the player into
A social world of entertainment.
Most of all the target group are Science-Fiction fans as well as fans of military games.
Next target group will be collectors. The game should be similar to Yu-Gi-Oh and other known
Card games and might could get some players from this genre.

The game is easy to understand. You collect cards and build up your deck(s).
Each card has offensive, defensive and additional (speed, effect) values.
When you attack a card you use the offensive values of your card against the
defensive values of the enemy card. When the Lifepoints of a card
reaches 0, this card is destroyed.

# Table of Contents

# About Code & Design

- Platform: Web Browser
Requires Web knowledge (HTML, PHP, etc.)

- Content: Cards
Requires database knowledge

- Gameplay: Battles, Navigation

Requires knowledge about Java or C-Language (C++, C#)

- Cards: 2D-Graphics
Requires 2 Designers (2D)

- UI and web page graphics
Requires 1 Designer

So there is web stuff, database stuff and Gameplay stuff to do.
From my point of view it would be the best to let the programmers choose
their favourite coding languages.

There are many Cards and Factions to design. Just for them 2 Designers are necessary.
As well, we need a Designer for the markting drawings, the User Interfaces and the
web pages at all.

# General Web Style I

As you already know, the game is played in the browser.
So we need some sites where the game is played on, e.g. the „Battlefield".
Each site will get an own style sheet, but they all look very similar in their
general style, e.g. use of textures and more.

Therefore here are some information about the general style of the web pages, which means the general style of the game too.

**First the setting:**
The game is a card game about spaceships.
So the setting should look futuristic.
I don't want to go to hard in detail, because I don't know the exactly design now.

Anyway, all web pages should also have the same structure. That means that the navigation bar,
the chat system, the social media icons, the impressum, faq etc. are always on the same position and the
interface is always the same or similar.

For a good review what I am thinking about I show you a example below the next page, the US Air Force page:

The navigation bar is on the top of the page, directly under the social media links.
At the end of the page we have the other links.
The middle of the page is the most important, because here the game is played.
The background should be the same for the first, but it is quite easy to change that later.
That is why the design sheets of the specific pages just care about the middle part of the page!

# General Web Style II

**What do we need once?**

- Navigation bar

- Some graphics (buttons etc.)

- Social buttons

- A „additional stuff bar" below the middle part

- The middle part, with different content on each page

- A background

- <u>All this results in the game style template!</u>

- When we finished all we can care about animations

**Which pages do we need?**

*(a = additions bar below the middle part)

- [Home](Home)
- Register / LogIn
- User Profile
- Factions
- Deck
- [Market](Market)
                       - Showroom
- League
- Searching
                    - [Battlefield](Battlefield)
                            - Results
- Media(a*)
- Settings(a*)
- Statistic(a*)
- Support (a*)
- Impressum (a*)
- About us (a*)
- [Wiki](Wiki)(a*)

Game/Company
Button

Press for
Battle!

Background
(anywhere)

Main
Content

The only part
of the pages
that differs from
each other

**K**

FB            Live-Chat            FAQ

Social

| Home | Reg/LogIn User* | Deck | Factions | League | Market | Q* |

*when logged in

Quit/LogOut

Navigation Bar

HERE HAPPENS ALL THE INTERESTING STUFF!

Futuristic Setting

Maybe in later versions:
- Animations

Additional stuff
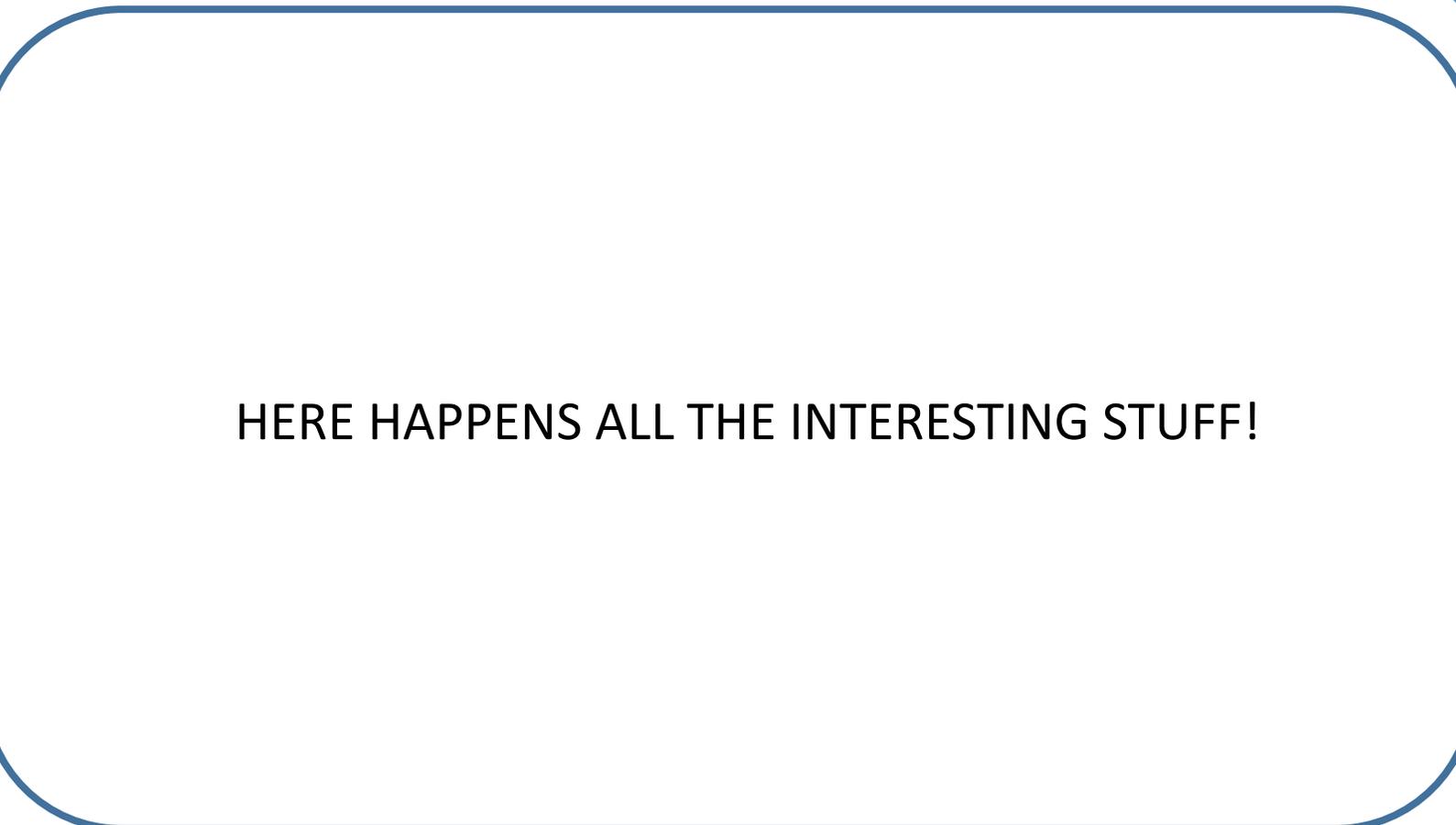
# Battlefield example page

**K**

Hand

Hand

D

F

F

D
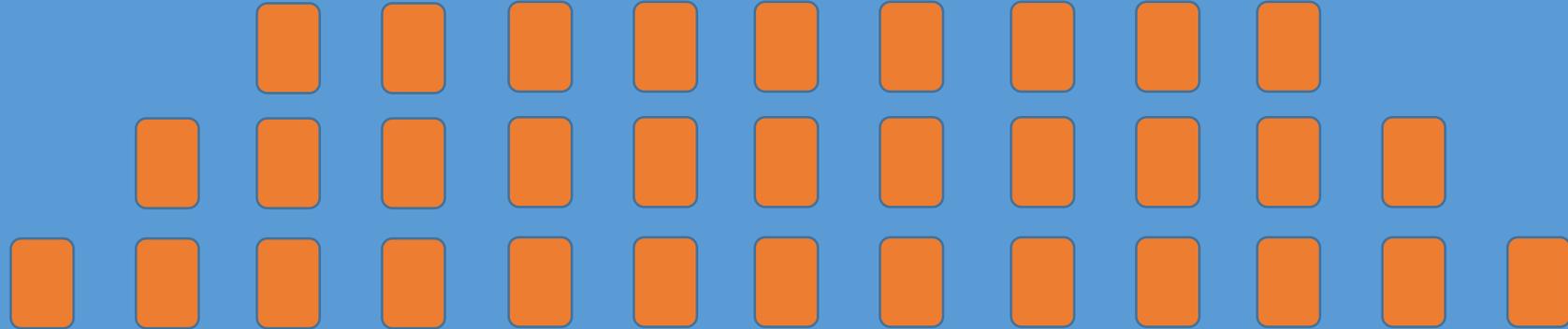
U.S. AIR FORCE

CAREERS | JOINING THE AIR FORCE | BENEFITS | LIFE IN THE AIR FORCE | ABOUT THE AIR FORCE | VIDEOS & MORE | PARENTS & FAMILY | ESPAÑOL

# An existing example page

**PAVE HAWK PILOT**

Learn about a career as an HH-60G Pave Hawk pilot.

MUTE
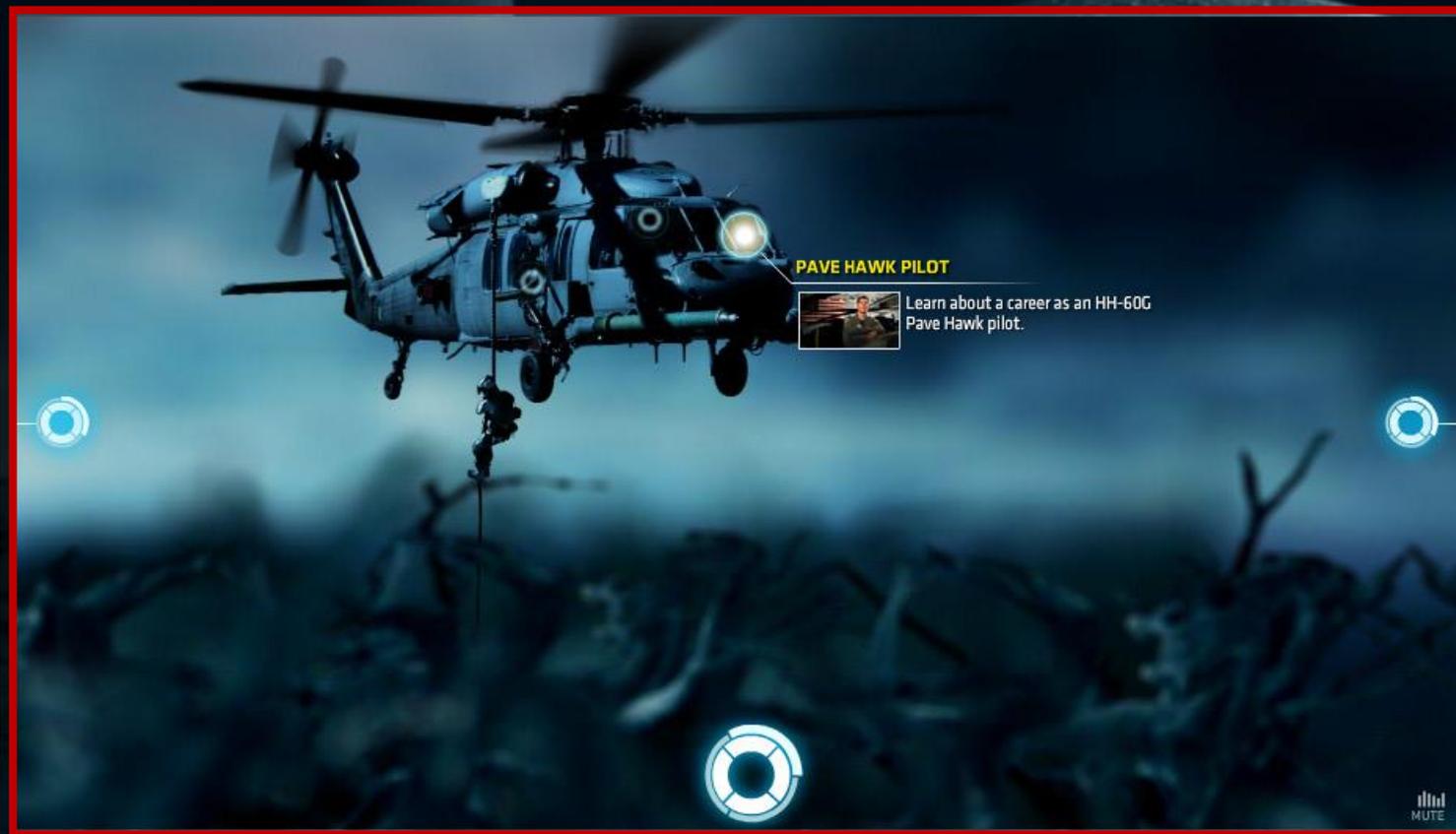
So I will just this in future pages

Because it is all that changes

# Main-Features

✓ <u>Collect Cards:</u>

- - Normal cards
- - Bronze cards
- - Silver Cards
- - Gold cards
- - Aces cards (unique)

✓ <u>Fight in battle - for your Faction:</u>

Many different factions with own cards
Battles! Each race has his own story and tactics.

✓ <u>Trade cards:</u>

Buy and sell cards on the market to improve your deck!

✓ <u>Build up your deck:</u>

Each faction has it's own ships and can benefit from different tactics.
Collect rare powerful cards to crush your enemy and make your deck fame!

# „Collect Cards"

- One main feature of the game is to collect rare cards to improve your deck.
  Therefore the idea is to introduce different kind of cards.

  Normal cards look normal. They aren't rare. They are the base of each starter deck.

  Bronze cards are more rare. They aren't really rare, but they are a bit stronger then normal cards.
  They can be other, improved versions of existing ships (normal cards) or even new ships.

  That is the always the same. Each more rare card can be a completly new ship or a improved version of less rare cards. E.g. a silver card ship can be the same one as a bronze card ship, just with stronger weapons.
  Or they look something different, or be completly new.

  At the end, the decisions which metal they are is decided by the rarity.

  So there are 5 kinds of cards. Normal, Bronze, Silver, Gold and Aces.
  Catch them all!

# „Fight for your faction"

- The main story about the game is the fight of all factions against each other. It is just a big „All vs. All".

  As the player, you are about to choose a faction to start with. Of course you can choose other factions later.
  When you have selected a faction, you need to improve your deck to survive and win battles against other players.

  With your faction, you can't fight against your own faction. Any faction has their own Strengths and Weaknesses.
  So you need to figure out, how to improve your deck the best way and what is the best tactic for fight in battle?
  Maybe you can also collect a powerful, rare card with makes your Strengths even stronger?

  It is not possible to use ships of other factions in your decks.

  At the end, the faction is the structure that decide about the avaiable cards for a deck.

  That is a really important point, because

# „Trade Cards"

- Trading is the social part of the game. It allows you to collect cards to improve your deck on different ways.
  Also you are able to show your rare cards in a showcase to other players.
  Imagine you are the owner of a Aces Card, a card that only exists once in the whole game, you are the only player who owns it.

  So the market is the meeting point for players outside of the battle.
  Anyway, you can simply buy or sell cards, starting auctions, making offers.
  You can also ask for help or discuss with other players about your favourite tactic or how to build up a good deck to fight for your faction.

  Style is one really important feature of the game, even when it will be realized some later.
  You can create your showcase with your most rare cards and anyone can see them.

# „Build up your deck"

- There are many ways how to create the best deck ever.
  Each faction has his own ships, but all have them have the same classes.

  Each ship is part of one class, one out of 10!
  We have: Frigates, Destroyers, Light Cruisers, Heavy Cruisers, Battlecruisers, Battleships, Heavy Battleships, Escort Carriers, Carriers and the Rocket Cruisers!

  Each of this classes provide you a different tactic to fight your enemy. Or you mix them up to counter more possible enemy tactics?

  Create a fleet around your massive battleship or block the enemy with cruisers on the frontline and rocket cruisers in the back for massive firepower.

  It is all up to the player how he creates his deck. Next to fighting it is the most important part of the game.

  By the way: You can also personalize your cards. Give your ship a name!

# The way to start a battle

| Start at Main Overview Page | • **Overview over the players decks**<br>• **Overview over the players statistics**<br>• **Start page from where the player starts the game** |
|---|---|
| Battle-Button | • When the player presses the „Battle"-Button, he will be directed to the „Preparation-Page". |
| Preparation Page | • First the player chooses his race<br>• Then the player chooses between „Fleet-Battle" and „Squadron-Battle"<br>• At last the player chooses his commander and he will be directed to the Loading-Page |
| Loading Page | • This page will have a loading screen<br>• First the player will be directed to an enemy (not the same race)<br>• Then the battle will be prepared<br>• At last the players will be directed to the battle |
| The battle | • There will be a ten seconds countdown when the player can look at the enemys race and statistics. Then the battle begins. |

# The way a battle will be played

| | |
|---|---|
| **Phase I:** <br> **„Prepare for Battle"** | • **10 seconds of countdown when the player can see enemy statistics and race as well as other further information.** <br> • **The decks of the players will be mixed by random. Then the player can see his deck on the deck field and Phase II begins.** |
| Phase II: | • The battle begins. First the players will see who decides who begins the battle (First turn). The player with the less command points will decide (random when both cp's are equal). <br><br> • Both players will draw an amount of cards (how many is set in the race values) |
| Phase III: | • The selected player begins. He draws two more cards. <br> • Now the normal battle begins. <br><br> See more on the next page. |
| Phase IV: | • Normal battle. It ends when one player gives up or lost all ships. |
| Phase V: | • When the battle is over the players will be directed to the next page, the result-page. |

# Players turn

| Phase I: | • **Each turn will begin with the drawing phase.**<br>• **The player will draw two cards from the deck.**<br>• **They will be placed on the right of the hand.** |
| --- | --- |
| Phase II: | • The player can now place cards to the battlefield.<br>• He also can use his cards over the option circle, e.g. to attack a enemy ship. |
| Phase III: | • When the player decides that his turn is over, he presses „End Turn" end Phase I for the other player begins. |
| | |
| | |

# Battlefield

Note: This is a map example for fleet battles.
An other plan is a smaller map for squadron battles.

F = History Log
D = Deck

Player I

Hand

D

F

F

D
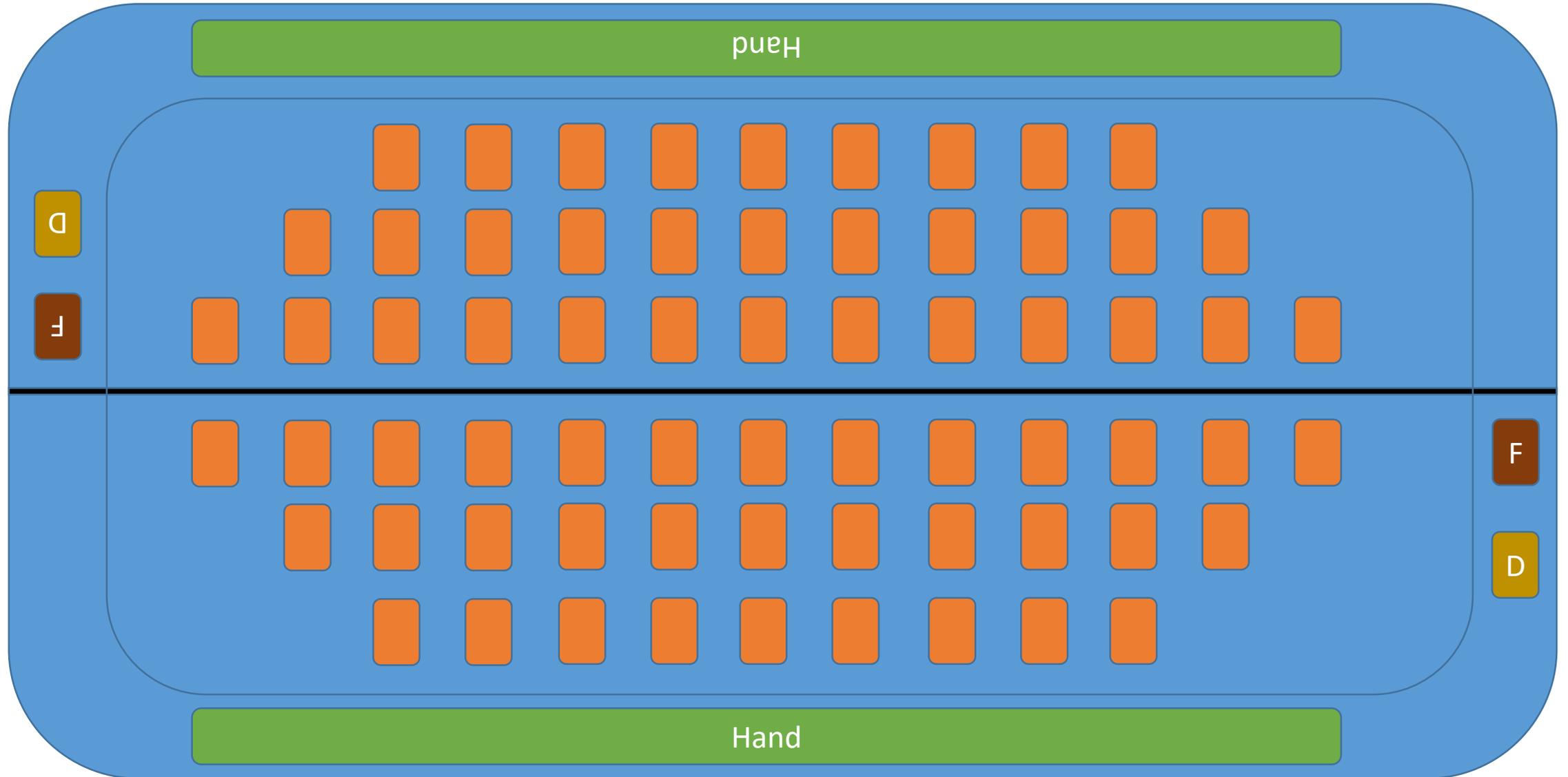
Hand

Player II

# Battlefield – Screen [Content]

The battlefield needs the following content:

- The decks of both players.

- Card fields

- 2 deck fields (one for each player)

- 2 history log fields (one for each player)

- 2 hand fields (one for each player)

- The battlefield itself, devided in the half.
  This battlefield is the background of the page.
  So it is the only page that is different from the
  [main template](.).

- A system of 70 card fields as showed on the battlefield
  example.
  Each card fits to the three ones next to it, which means one
  step to an other card. (so 2 steps to go diagonal)

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A **card field** needs to know:
- Is it free (*false*) or this there a card on it (*true*)
- If it is not free (placed), which card is on it (*card_id*).
- On which field of the field system (as explained on the left) is the field?

A **deck field** needs to know:
- Which deck (*deck_id*) am I used for?
- How many cards has the deck in normal?
- How many cards has it left?
- Which cards (*card_id*)'s are in this deck?

A **History Log field** needs to know:
- Which cards (*card_id*)'s are on my field (a card will be added when it is destroyed)
- In which turn was this card added to me (time of death)
- Which enemy card (*card_id*) killed it?
- Which enemy card (*card_id*) had been killed by which card (*card_id*)?

A **Hand field** needs to know:
- Which cards (*card_id*)'s are on my field?
- How many cards are on my field?

# Battlefield – Screen [Structure]

This is a description of the battlefield structure:

- The battlefield is divided in two halfs.

  Each half has 35 card fields, so 70 at all.
  The front row has 13 fields,
  the second row has 11 fields and
  the third row has 9 fields in „Fleet Warfare".

  In „Squadron Warfare" it is nearly the same.
  But instead of 35 card fields, each half has
  18 fields less (7, 5 and 3 fields).

  Also each half has a deck field, where the
  deck of the player is placed and also a
  „History Log" field.

Also, each half has a „Hand-Field". The cards in the hand of the player (drawed from the deck but not on the field) are there.

All this is in one large battlefield, which is all you see on the page.
The only other stuff you can see is the button
To activate/deactive the chat system and the „Retreat-Button".

Each card is lying on a card field. There can be only one card on each field.

When a card is selected, the „Option Circle" appears around the selected card.

# Battlefield – Screen [Actions]

This is a description of the battlefield screen:
All actions you can do:

- Draw a card:
  Moves a card from the deck to your hand.

- Select a card:
  When you selected a card, the card will be
  highlighted and the option Circle appears.

- Use the „Option Circle":
  A usefull tool to use your cards.
  The Option Circle has 5 options for
  the player to choose.
  These are:
  - Attack
  - recharge Shields
  - Details
  - Move
  - Effect

- Destroyed card:
  A destroyed card will be moved to the „history log".
  In this log you can see what the ship did in battle.
  It replaces the graveyard, which is really unsenseful in this setting.

- End a round:
  When you finished your round, you press the „End-Button".
  The the enemy player starts with the first part of his round,
  drawing two cards.

# Battlefield – History Log

This is a description of the battlefields „History Log"
Feature:

- In the first versions (1.0.0 – 1.0.1) of the GDD the plan was
  to add a „graveyard" to the battlefield as a place where
  destroyed ships can rest.

  Obviously, this was not very sensefull.
  That is why the new plan is to replace the graveyard with
  a „History Log".

  The „History Log" is a Pop Up on the Battlefield, where you
  can see statistics of your heroic ships died in battle. Or did
  they suffer just a short time without dealing out any
  damage? Anyway, you can see it there.

  The log is designed as a little copy of the „Card Wiki".
  You can see your card there and take a look on how much
  damage it took, how much damage it dealed and which it
  has destroyed as well as which ship it was destroyed by.

  You can open the log with selecting the „graveyard".

  F

# „Battelfield Restrictions"

- The players don't act at the same time.

- When the enemy player has his turn, the only thing you can do is to
  select a card and the option circle appears.
  The only avaiable option is „Details" then. The other options are greyed.

- During his turn, a player can give up the game. He will loose in points of his left command points (cp), so the cp of all his ships left will be
  calculated with his end result.

# Fleet Warfare

- The Fleet Warfare

  The „Fleet Warfare" and the „Squadron Warfare" are two different ways to fight in battle.
  They are very similar in structure but differ very much in tactics.

  In Fleet Warfare the battlefield has 70 card fields, 35 on each side.
  They are used for huge fleets and longer battles.

  Also, there is more space to navigate in a fleet warfare battle.

  It also has different effects to rank system. You maybe gain or loose more points then
  in a Squadron battle, because of the more command points on the battle field.

# Squadron Warfare

- The Squadron Warfare

  „When I become big, I will be a Fleet Warfare".
  This is what the Squadron Warfare is.
  The little version of the Fleet Warfare.

  Less card fields and less command points
  result in a faster battle, where one mistake
  can cost you all.

  A Squadron Warfare battlefield has less card fields,
  but you already know this from the [battlefield structure page](#).

# The Option Circle

There are some cards on the battlefield, at least at fleet battle mode.
For this reason the option circle is the way to guarantee fluent
and easy playing.

When the card is selected (highlighted in green), this option circle appears.
It has 5 options.

This options are „Attack", „recharge Shields", „Details", „Move" and „Effect".

Each option has his own color (which one you see in the option pages too).

When the player presses nowhere, so not the card, not the option circle
and not an enemy card the option circle should disappear.

The card still stays selected (so green highlighted) and the option
circle should appear again when the player presses on the selected card
again.

When the player selects an other card, the before selected card will not be
highlighted anymore (the selected card will be highlighted).

The option circle always appears around the selected card.



The options spread out in a circle around
the selected card, which is
always highlighted in green.

# „Attack" (red option)

- As already told in the page above, the cards will be highlighted and a option circle will be used for all actions you can do with your cards.

- So now it is about what happens when one card attacks an other:

- First, we will check how many shields the enemy ship has left.
  If it is 0, we will skip the function to attack the shields.
  If it is more then 0, so shields are still there, we check how strong the H_attack of the attacking ship is and
  reduce the shields by it. **Shield = Shield – (h_attack*accuracy)**.
  There can be ships with „shield armor", then it will be
  **Shield = Shield - ((h_attack*accuracy)/shield_armor)**.

- When the shields are down (0), the h_attack will reduce the LP of the enemy ship directly.
  **LP = LP – ((h_attack*accuracy)/armor)**.

- When the LP are 0, the ship will be destroyed and the card will move to the graveyard. The card field is emtpy then.

When the h_attack is higher then the shields, the rest of the h_attack will reduce the LP of the ship which is under attack.

E.g.:

H-Attack: 150

Shield = shield – (h_attack/s_armor)
LP = LP – (h_attack / armor)

This is not the final form of the attack precedure, see „Attack" page

attacks

Of course this will be shown in numbers, green numbers when the lifepoints are attacked (here 10), Blue numbers when the shields are attacked (here 120)

1st: „120"
2nd: „10":

LP: 360
Armor: 3
Shield 120

Of course the shields will be attacked first

# Recharge Shields (blue option)

- The option „recharge Shields" is an other option on the option circle, as you can see in the Battlefield Mechanics Overview.

- As the name says, it will recharge Shields of the ship.

- The formula: ‚Shields = Shields + ((h_attack/3) * speed)'.

- When this option has been used the ship can not fire and can not move in this round.

- After this option is used, the card will be highlighted in grey.

- The shields can't become overloaded, the maximum is the cap.

# Details (white option)

- The option „Details" is an other option on the option circle, as you can see in the Battlefield Mechanics Overview.

- As the name says, it will show you details to the selected card.

- When the Details-option has been choosen, the card will increase in size until it has reached is original size (100%).

- So you can see the front side of the ship, with pressing the flip button on the card you can turn the card around and can see the desciption text on the backside.

- When you move over some parts of the field there can be hinds about the text (e.g. a textfield as a hind for the effect name to explain what it does).

- When the player clicks into nowhere the Details will be closed. The option circle will be closed, but the card stays selected and highlighted. As always, a selected card is highlighted in green.

# Move (green option)

- The option „Move" is an other option on the option circle, as you can see in the Battlefield Mechanics Overview.

- With this option you can move the ship in each direction.

- Each step costs one speed point.

- A ship can only move on a free card place.

- A moving ship can still fire but recharching shields is quite ineffective.
  E.g.: A ship with speed 5 that moves 3 fields (2 speed points left) and wants to recharge it's shields then have the formula:

    ‚Shields = Shields + (h_attack/3 * 5)' (without moves)

    ‚Shields = Shields + (h_attack/3 * 2)' (with the explained moves)

- A ship that have 0 speed points left will be highlighted in grey too.

- „Speed = Speed – 1" for each field it moves

# Effect (brown option)

- The option „Effect" is the last option on the option circle, as you can see in the Battlefield Mechanics Overview.

- Each effect can be different. Normally, a effect is not ship unique, some different ships can have the same effect.

- Each effect needs a function what happens when the player chooses this option.

- If a effect needs a target, the target ship needs to be selected too. When the target is the own ship, than it needs to be selected again.

- A Effect can only be used one time per round or have a cooldown effect for more rounds.
  It can also be a one time effect (one time per battle) or a passive effect (permament active).

- A ship that used his active effect will be highlighted in yellow.

# „Formulas Overview in battle"

- Attack an enemy card:

  If shields > 0: „shield = shield-(($h\_attack*accuracy$)/$s\_armor$)"
  When the resulting attack then the existing shields, the rest will be reduce the Life Points (LP).
  If shields <=0: „LP = LP-(($h\_attack*accuracy$)/$armor$)"


- Recharge Shields:
  „Shields = Shields + (($h\_attack/3$) * speed)"
  Shields can't get higher then the maximum (start).


- Move:
  „Speed = Speed – 1" for each card field it moves
  (a ship can just move left, right, up and down).

  Each step also reduce the effiency of recharching shields.

# „The card"

Example-picutre-from
Wallpaperfort.com

Ship image

Name
Class

General Card Properties

Additional Card Properties

This is an example card.
The final card design should be made
by a 2D-Designer.

Flip

for a detailed text
turns the card

# Cards

- Cards are the most important part of the game. You collect them to build up you deck(s) and to fight with them.
  Oh yes, and you can already trade them.

  The game differs two different kinds of cards:

  **Cards:**
  Cards are… Cards. They differs in rarity (normal, bronze, silver, gold, aces cards) and
  are the main part of the whole game. It is impossible to play without them.

  Main goal in a battle is to destroy the enemy fleet/squadron.

  **Commanders:**
  Commanders are the leaders of your fleet.
  You can have only one commander in your deck.
  When you assign a commander to a card (to a ship), this ship
  will be marked as your flagship.
  The flagship is the most important
  ship of your fleet then. When this ship becomes destroyed, you loose
  the boni and mali of the commander a commander gives.

# General Card Properties

- Each Card has these values:

- **LP:** Lifepoints. One fix value. When this value falls under 0, the ship is destroyed.

- **Armor:** One fix value. The incoming attack will be devided by this value.

- **Shields:** One fix value. Before the LP are under attack, the shields need to fall under 0.

- **Shield Armor:** One fix value. The same as armor, just for shields.

- **CP:** Command Points. One fix value. Defines how many points this ship costs in your deck and to call them in battle.

- **Hard Attack:** From-To value. Thats how strong the attack on enemy ships are. E.g.: „H_attack: 230-250"

- **Short_Range_Defense:** From-To value. Thats how strong the attack on attacking fighters and bombers are.

- **Speed:** One fix value. Thats how many card places this ship can move in each turn.

- **Accuracy:** One fix value. This is the general value for the accuracy penalty for each card place between two ships fighting.

- **Firing Rate:** One fix value. This is how often a ship can fire in one round.


- **Name:** Name of the ship, ship class. E.G. ,,„HMS Hood", Hood-Class'.
  The player should give the ship a name when he receive this card.

- **Class:** One fix value. Ship class. E.g. „Carrier" or „Light Cruiser".

# Additional Card Properties

- Each Card can have these values:

- **Effect:** When this ship has an effect, a tooltip with a text explaining the effect need to pop up when the player moves the mouse over it. Each effect can be different.

- **Hangar:** Ships can carry an amount of fighters and bombers. They will automatically attack when the ship attacks.
  Fighters: Have an fix amount value, so how many fighters are there. Also they have an hard_attack value for attacking the ship, a armor value and a LP value.
  Bombers: Have an fix amount value, so how many bombers are there. Also they have an hard_attack value for attacking the ship, a armor value and a LP value.

  The H_attack value will be reduced for each fighter or bomber lost (LP/Amount = LP of one Fighter/Bomber).
  More to this point later.

# Commander Cards

- You can also collect Comamander cards

- There are also normal, bronze, silver, gold and aces cards

- A commander is passive in battle

- A commander gives you boni and mali in a battle

- In a later version, you can assign a Flagship in your deck. When this ship is destroyed, the commander dies too and you loose the boni and the mali.

# Card behavior in a battle

- A card is acting on always the same way.

  Selection:
  When a card becomes selected, it will be highlighted in green.
  When this happend, the option circle spreads out around the card.

  When a card becomes deselected later, the highlight disappears.

  Moving:
  To move a card it needs to be selected.
  To move a selected card from the hand to a field, simple click the empty card field.
  When you want to move the card, the free card fields in range will be highilighted too.

# Ingame Currency

- The game uses a ingame currency, called „Credits".
  You can earn credits with playing battles or selling cards.
  Main usage for Credits is to buy cards from the market or booster packs.

- A modifier to control how much credits are gained is necessary.

- To prevent pay-to-win, you can't buy specific cards from the company.
  The player can just buy specific cards at the stock market or
  booster packs with random content.

# Home Webpage Content

- On

# Free Market

- On the free market you can buy and sell cards with Credits.

- There is <u>no</u> maximum to buy cards with Credits.

- The free market is part of the social features of the game.

<u>How to sell cards:</u>

- You can choose a fix price. Other players can buy them directly then.

- You can also choose a auction system, where other players can offer for a choosen amount of time.

- Last but not least, other players can make you a direkt offer for the system with a fix price.
  In this case you get a message and can directly accept the offer in this message.

# Free Market [„buy" Page Structure]

K

*when logged in

Search ship in market

Faction:
Type:
Rarity:
Name:

List of cards on the market:
With the same options + price + card owner

**K**

Home

Reg/LogIn User*

Deck

Factions

League

Market

Q*

*when logged in

List of all your cards outside of a deck

Price:
Duration:
Auction:

List of cards in your store:
Name, faction, type, price, rarity

# Free Market [Page Content]

The market page is devided in two parts.
When you open the page, you see the „buy" page.
There you can serach for cards with the following options:

- Faction:  Which faction should the card you search be from?
- Type:      Which shipe type do you search?
- Rarity:    Normal, Bronze, Silver, Gold, Aces Card?
- Name:     The name of the card.

To sell cards, you need to press this button.
It changes from „buy" to „sell"

On the „sell" page you see a overview over your cards instead of the list
of products on the market at the „buy" page.

Instead of the searching function you see a Box field to add a card to your shop.

# Sound

- For the first we don't need exclusive sounds.

- In the first version, free sounds or bought sounds are enough.

- It doesn't be worth to hire a sound artist for this in this status now.


- So, of course there will be sounds, best way should be to buy them in.

# The ingame chat

- On the left (or right) side of the pages should be a button to activate the ingame chat.

- When the player wants the chat to be activated it is on the left or right side of the page.

- In a later version the player should choose on which side.

- He can activate or deactivate the ingame chat anytime.

- The ingame chat should get some different chats e.g.: market chat, battle chat, help chat, and so on.

# Wiki

- The Wiki is a page where the player can find Details about their cards.

  Remember, each card is a ship, so there are some statistics about those ships as well as a history text.

  This wiki don't just contains ships, also factions, commanders and more interesting stuff.