



Wildfrost (2023) – crazy unit and spell combos, multiple tribes with different spells and units, base where one can unlock new cards by completing challenges



Across the Obelisk (2021) – general reference for how the fights should look

Player experience goals:

- Rewarding deck-building with room for experimentation
- An interesting world with lore told through dialogue with other Bookers
- Branching exploration paths with tough choices (go to a shop or fight a strong enemy for a good reward)

Team Roles:

- **Coder** (Card interactions, battle code, paths decisions, RNG)
- **Writer** (Writing dialogue of Bookers to expand the lore)
- **Designer** (Designing and Testing cards, thinking of synergies between cards, general balance)

- **Artist** (Some minimalistic but stylised sprites for Bookers and creatures, card sprites etc.)

The Competition

Inspiration is taken from deck-building games, be it either the theme or the game-play. Game mechanics could be compared to the games listed below (Across the Obelisk, Wildfrost, Monster Train), which includes deck-building, branching paths and unit/spell interactions. Deck-building rogue-likes have gained a lot of popularity in the past few years, and there is a market for them.

Compelling Aspects

The game combines multiple mechanics from other deck-building rogue-likes and with the ability to summon creatures at will it could be a unique take on the genre. The intriguing aspect could also be the story, as most deck-building rogue-likes don't usually focus on the story aspect.