# The Booker

Name/Username: Filip Vincze / Vincentko

Target Audience: rogue-like enjoyers who enjoy turn-based combat and deck-building Gamer Type: Target Platforms: PC, Consoles Genre: Rogue-like Deck-builder with meta-progression Number of Players: 1

## **Hight Concept Statement**

You are a Booker, a person who can summon creatures at their will using a special book (with proper mastery). In a world where Bookers are considered superior human beings and use their power for good or evil, some of these humans started "malfunctioning" and going rogue. It is your task to neutralize them (however you wish) and make the world a better (or worse) place.

**Core Mechanics:** Deck-building  $\rightarrow$  Fights  $\rightarrow$  Story  $\rightarrow$  Variance

### **Feature Set:**

- **Deck-building:** Unit and Spell cards, each with different effects and synergies
- **Fights:** Turn-based combat, with multiple Units which will stay on the playing field for the duration of the fight, and Spell cards which can be used to buff up friendly units, de-buff enemy units etc. After each fight there will be a reward.
- **Story:** Occasional dialogue from other Bookers (bosses) that expands the player's knowledge of the world and why the Bookers went rogue. (Like Hades where you get some dialogue, before every boss fight)
- **Variance:** Multiple playable Characters with unique Units and Spells to use, optional difficulty increase that the player can receive some Cosmetic stuff for completing.

#### **Inspirations:**

**Monster Train (2020)** – multiple playable clans, gives variation, each has different units and cards





**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.