

## **Game Design Document [Pixel-puter's Last Stand]**

### **Summary:**

Pixel-puter's Last Stand is a game where 2-4 players draw and match cards, making combos in order to repel an advancing virus. It is time-sensitive, and players can choose to work cooperatively by trading combo pieces and pushing the virus back, or uncooperatively by refusing to trade and being the last player standing.

### **Conceptual Background:**

Originally, the game was going to be about Wingdings, then ASCII art, but I settled on pixel art because it is simple enough for me to make, and doesn't look half bad. None of the three were inspired by anything, but the overall vision is one of impurity vs. simplicity. The virus is loosely based on a corrupting substance called "Flux" from the *Minecraft* mod Thaumcraft.

### **Aesthetic Goals:**

I wanted a game where the players were given a sense of impending doom. In the game, a virus is attacking a computer and pixel art bases/machines are fighting it. Purple represents the virus, and black and white represent the computer. The circles on the backs of the cards represent level of interaction with the virus. The bases produce the art (one circle), the art fights the virus (three circles), and the virus attacks the bases (five circles).

### **Mechanics Breakdown:**

Gameplay begins when all players have 5 cards in hand and the virus is in place. A 30-second timer is flipped. Players trade, make, and play their combos according to the rules and within that time, then explain any strange combos they made and adjust the virus' tendrils accordingly. Perfect/Strange combo, the virus is beaten back one step. Bad combo, the virus advances one step. Once the virus reaches a base and attacks it for 4 turns, the base is destroyed. The game ends when only one base is left or the virus is destroyed.

### **Asset Breakdown:**

The setup of the game is pictured below and features a timer, 1 Virus card, 4 Base cards, and (currently) 40 Pixel Art cards. Optional pieces include coins or paper counters you can use to track your base's hearts. The virus' tendrils can be pulled out and retracted. The cards have rounded edges in real life.

