



# Project: Dog Eat Dog

Eat or be Eaten

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# Overview

- AI animals that evolve and develop different powers over time
- Player animal(s?) that evolve and develop different powers over time
- Animals that form nests and shelters
- Plantlife that spreads out and changes over time
- Evolving is a big horizontal tech tree with lots of different directions to go in
  - Potential Evolutions
    - Carnivore Teeth
    - Herbivore Teeth
    - Claws
    - Lightning Claws or other pokemon style elemental powers
    - Wings
    - Camo
    - Climbing
    - Food Storage
- How does the player win?
  - Potential Choices
    - Evolve until you're strong enough to take on the legendary creatures at the top of the food chain (Rogue-like style gameplay)
      - Can't simulate a species, only a member of a species.
    - Eradicate all the other animal species until yours reigns supreme (Civ-Style Gameplay or RTS)
      - Definitely not RTS. Want the evo system to be fairly complex so wouldn't work that well in a fast paced game.
      - Leaning towards Civ-Style though I don't have much experience implementing that
      - Could spend more computing power on simulation if not real time.

- Might be too slow
- Travel through a story(?), killing lots of stuff and evolving. (Hack n' slash diablo style gameplay?)
  - This is a no. Any sort of campaign wouldn't be something I'd be good at. Want more generative gameplay.
- Player chooses goals (Minecraft/Terraria style (Probably with diablo control style))

Let's do something like Civ.

NOPE

COMPETITIVE MANAGING SIMULATOR 2018

Here's the idea: You're a god. Your opponent is a god. You both have a species of animal (created before your match) and a deck of powers. (TRADING CARD GAME MOTHERHECKERS)

Over the course of the game, your animals are controlled by their AI (so it better dang well be good Lincoln.) but you influence them with your GODLY POWERS. You can change the landscape, add plants and animals, inflict plagues and stuff on your opponents animals and all sorts of stuff.

For now the goal will be to make your opponent extinct or evolutionarily irrelevant or something which should work. Can also involve reaching a certain tech level so to speak.

## Current Goals

- Play Cards that Spawn Entities
- Play Cards that Change the Environment
- Play Cards that Evolve your creature

## Energy

This is what you spend to play cards. Right now, you generate 1 energy every second.

## Cards

Split into a couple of parts:

- Card Info (Scriptable Object): Holds the card's cost, artwork, text, any other information about it, and its effects.
- Card In Hand (Game Object): Is the card while it's in the hand. Handles activating the card, deactivating the card, removing energy, and the effects of the card.

## Phases of Card Behaviour

- Choose a Target
- DO ALL OF THE THINGS

## Desired Behaviour

- First, you have a card in your hand. ← OK!
- Then you play a card.
  - The card checks if you have enough mana
  - Make it so you can't play other cards until it's done being played
- Then the card does some stuff.
- Then you lose energy. ← OK!

- Then the card is removed from your hand. ← OK!

## NEW PLAN

- First you have a card in your hand
- You play the card and it is temporarily removed from your hand
- A new object that is linked back to the temp removed CIH is created to handle effects
- It does its stuff, then calls back to the CIH to tell it what the result was.
- CIH handles removing itself and mana from player.

## Hypothetical Card

### Totally Not Breath of Sindragosa

- Choose a Random Target
- Wait for animation to finish
- Deal 2 Damage to the Target
- Freeze Target

## To-Do List

- Decouple Eating and the Eat Bar
- Implement Evolution Card

## Known Bugs

- Unity throws an error whenever you cancel a card effect. It doesn't stop the game but probably impacts performance.
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