

Madjack

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Game Idea

Description:

- An online multiplayer [Blackjack](#) with a certain twist where players draw their first 2 initial cards and one new type of card, an "[Anomaly](#)"
- Aside to regular Blackjack calls, there is a new one for the Anomaly Cards, "Play" that uses an anomaly card
- Anomalies are cards that affect the play of blackjack by manipulating the player's deck or the player's hand of cards
- Anomalies are inspired by cards in real life card games such as UNO, Pokemon, Exploding Kittens and a few more

Targets:

- PC Game, made in Unity
- Uploaded to Itch.io
- Online Multiplayer
 - You need friends to play this game
- Should be tailored to anyone

States of Play:

Green = Start, Orange = Decision Phase, Red = End

- Deal initial 2 cards and an Anomaly card to each player
- Each player cues up a call within a round and once all players calls have been cued, all calls will be played out
- Within each round, players can choose to call Hit, Play or Stand
 - “Hit” - Takes a random card from the deck
 - Normal card - adds the cards number to the total from player’s hand
 - Anomaly card - stores the card for potential use in the players next turn
 - “Play” - Uses Anomaly card of player’s choice from their hand
 - “Stand” - Effectively takes the player out of the game until the end, locking their hand by not allowing them to make any more calls
- If a player's hand total is above 21 then the player busts and loses the game
 - 2 player game - Automatic win for the other player once one busts
 - 3-4 player game - game continues unless all players but one player busts
- If all players stand then the game ends and whoever's hand's total is closest to the number 21 wins
 - If there are multiple players with the same closest to 21 total then the game ends in a tie
- **Madjack should Ideally take from 5 to 20 minutes per game depending on the amount of players in the game**

Mechanics

Blackjack:

- Similar to standard blackjack, your goal is to have the highest combination of cards out of the other players without going exceeding the number 21
- The game will distribute 2 normal cards and 1 anomaly card to each player
- 1 of the 2 normal cards that the player initially draws will be visible to all other players and every card (including Anomalies) drawn after that will be private

- https://en.wikipedia.org/wiki/Blackjack#Player_decisions
- A standard blackjack set is a standard deck of 52 cards, the suites of Hearts, Spades, Clubs, and Diamonds; the numerals of 2 through 10, face cards Jack, Queen, and King and the Ace.
- Unlike standard blackjack, each player will have their own personalized deck to draw from
 - https://en.wikipedia.org/wiki/Standard_52-card_deck
- For our purposes, our blackjack will only have 3 calls, Hit, Play and Stand
 - “Hit” - Takes a random card from the “deck”
 - Normal card - adds the cards number to the total from player’s hand
 - Anomaly card - stores the card for potential use in the players next turn
 - “Play” - Uses Anomaly card of player’s choice from their hand
 - “Stand” - Effectively takes the player out of the game until the end, locking their
- If a player’s hand total...:
 - Is the total closest to 21 then that player has won
 - Is equal to another player’s hand total and is the total closest to 21 then the players tie
 - Exceeds the number 21 then that player has lost.
 - Is lower than the total closest to the number 21, then that player has lost

Anomalies:

- Anomalies are cards inspired by cards from real life card games such as UNO, Pokemon, Exploding Kittens and a few more that affect the play of Madjack by manipulating the player’s deck or the player’s hand of cards
- Anomalies can be played at any point during the decision phase of the game
- Every player also starts with an anomaly with their 2 normal cards at the beginning of the game
- Player’s cannot use Anomalies against other player who called Stand and players who called stand cannot use Anomalies
- There is one of each Anomaly in each player’s deck and Anomalies are shuffled in with all other normal cards
- Players will be able to select who they want to target their a Anomalies towards (ex; The +4 card targeted towards the player on the right)

Anomaly Cards:

(#) = Priority (ease of completion)

- UNO (1)
 - +4 card, adds 4 cards to a player of your choosing’s deck
- (ACTIVE)**

- -2 card, subtracts 2 cards from your deck or someone else's deck (UNO inspired) **(ACTIVE)**
- Base Set (2)
 - Joker, sets your total to a random number between 2-21 **(ACTIVE)**
 - Rules, Shows you the next hit for the rest of the game. **(PASSIVE)**
- Magic (3)
 - Counter Spell, if in your hand, the next anomaly used against you gets disabled **(PASSIVE)**
 - Pot Of Greed, draws 2 random anomaly cards **(ACTIVE)**
- Exploding Kittens (4)
 - Defuse, if you get over 21 with this card in hand, automatically uses card and sets your score to 21 **(PASSIVE)**
 - Exploding Kitten, adds 1 card to all other players **(ACTIVE)**
- Yu-Gi-Oh! (5)
 - Trap card, when any player gets 21, automatically add +1 to their value **(PASSIVE/ACTIVE, play to activate, is passive until destroyed by monster card)**
 - Monster card, removes all anomaly cards from everyone's hands **(ACTIVE)**
- Pokemon (6)
 - Professor, resets your hand, and starts you over with 2 cards and 1 anomaly card **(ACTIVE)**
 - Energy, does nothing other than use up your turn **(NOTHING)**

Multiplayer:

- The Minimum amount of players of in the game at once will be 2
- The Maximum amount of players of in the game at once will be 4
- Online multiplayer will be done by using web hosting with WebGL
- Each of the players hands will display on each side of the screen
 - 2 players will be displayed on the top and bottom
 - 3 players will be displayed on the top, bottom and the right
 - 4 players will be displayed on the top, bottom, right and the left

Art/Audio

Brush:

Wet Media, Kyle's Inkbox Classic Cartoonist, size 36, flow

Cards:

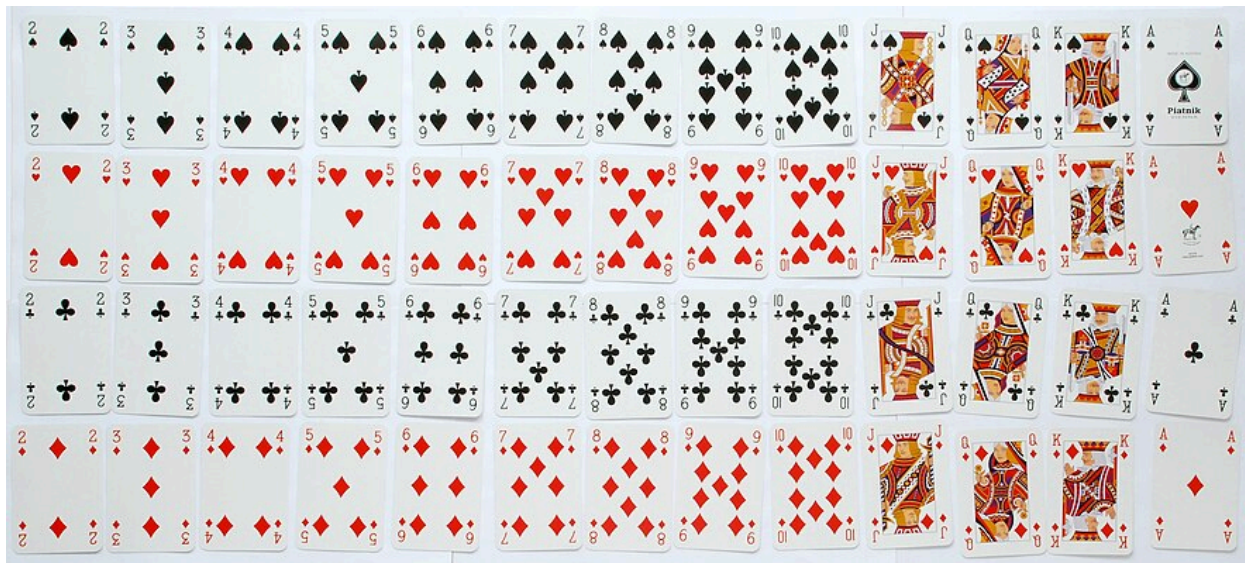
Art Formatting:

- 822 x 1122, 300 dpi for cards

Suites

- Heart = Evil Heart (RED)
 - Diamond = Evil Eye (RED)
 - Club = Potion (BLACK)
 - Spade = Dead leaf (BLACK)
-
- Jack - Cultist
 - Queen - Witch
 - King - Knight

Reference:



Card Back References



Anomaly Card References

 <p>+4 From UNO</p>	 <p>+2 From UNO</p>	 <p>Trap Card from Yu-Gi-Oh</p>	 <p>Monster Card from Yu-Gi-Oh</p>	 <p>Defuse from Exploding Kittens</p>	 <p>Exploding Kittens from Exploding Kittens</p>	 <p>Counter Spell from Magic: The Gathering</p>	 <p>Card of Guard from Magic: The Gathering (Turns out I was led to)</p>	 <p>Professor Oak from Pokemon</p>	 <p>Energy Card from Pokemon</p>	 <p>Joker Card from Baseball</p>	 <p>Standard Rule Card from Baseball (yes this is monopoly, ignore that part)</p>	 <p>Essential Rules from Baseball</p>
Instead of Color Cards use the 4 symbols, draw the text in your style	Instead of +2 do 2, and instead of the 2 cards pick 2 of the symbols, 1 black and 1 red, choose any color background, draw the text in your style	The image does not matter, draw whatever you want, the name should be Trap Card, not Buddy Trap E, and the description can be "when any player gets 21, automatically add +1 to their value", draw the text in your style	The image does not matter, draw whatever you want, the name should be Monster card, and the description can be "removes all anomaly cards from everyone's hands", draw the text in your style	The image does not matter, but bonus points if you keep it real-istic. Remove the line under Defuse, and for the description write, "If you get over 21 with this card in hand, automatically sees card and sets your score to 21", write text in your style	The image does not matter, but keep it explosion-ic and you can change the word kitten to something else if wanted. Write text in your style. For description, write "adds 1 card to all players"	The image does not matter, draw whatever you want, the name should be Counter Spell, write at least in your style. For Description, write "If this card is in your hand, the next anomaly used against you gets disabled"	The image does not matter, but keep it. purchase Name, the name should be Card of Guard, write at least in your style. For Description, write "Draws 2 random anomaly cards"	The image should be a professor, just don't make it Oak. Write at least in your style. For Description, write "Reveals your hand, and starts you over with 2 cards and 1 anomaly card"	The image does not matter, maybe make it one of the symbols not used in the 2, the name should be Energy, write at least in your style.	The image should be similar to the other base cards. Write text in your style.	The rules should be the state of play for the game and some in house rules like no rough housing for example. Write text in your style. At the end, include a description, "Shows you the next hit for the rest of the game"	



Audio Files

Beepbop Links V

Jazz 1	Upbeat 1	Chill Jazz 1	Jingles
Full song (No drums)	Full song	First part Second part	Loss Jingle Win Jingle