

# Hazel Game Design Document

Computer Games Design Project (DAC617)

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## Overview

Hazel is a witchy themed strategy card game played with friends or against AI. Players must recruit witches to their coven and reach 3 total to win the game. Each witch has a set of requirements which the player needs to have in their hand in order to recruit them.

## Gameplay Overview

Each player starts with 5 cards, but they can hold up to 10 in their hand at any time, each turn they can pick up a single card from 1 of the 3 card piles, separated by card type. Spell cards can be played at any point during a player's turn but cannot be once they pass to the next player; they can play as many spell cards as they choose or none if they don't have any or want to. If a Spell card is drawn at the start of a player's turn and it states they visit a specific location card, that player must pay the owner of that card however much mana is stated on the location card. Mana cards are mixed into all 3 piles and make up the bulk of the deck. They can be discarded if the player reaches the maximum cards in their hand.

There will be an aim for 3 game modes total but one of them can be dropped if there is not enough time. The first would be a tutorial which is against an AI that introduces the player to the game and how it works. Another mode which would just be a normal versus AI mode would be available to play after the tutorial. The 3<sup>rd</sup> stretch game mode would allow players to play against up to 3 friends instead of the AI to allow the game to be reminiscent of things like Uno (2017), Selfish (2018), etc.

The main platform for Hazel will be PC with only mouse and keyboard support to begin with, as the game only really requires the use of the mouse anyway. This also means the controls will be fairly simple with mostly pointing and clicking being the main ways to interact with everything on screen from the card and deck selection, button clicking, etc.

## Cards

There are 60 total cards in the game split amongst 3 decks and the 5 witch cards to begin with. There will be 25 spell cards, 10 item cards and 5 location cards. There are also 20 mana cards split amongst the decks with 10 in the location pile, 5 in the item pile and 5 in the spell pile. This is to make the smaller piles of item and location cards seem more filled and avoid

them being finished too early in the game. As a stretch, if there's time, the total number of cards could increase to 85 with an extra 10 item cards, 5 location cards and 5 witch cards, which would increase the total witches to recruit to your coven from 3 to win up to 7.

### **Mana Cards:**

Mana cards are essentially a currency card. They are used by players to pay other players when they draw a spell card that is an immediate use for visiting a specific location. If another player has that location card, the player who drew the spell card must pay them the mana stated on the location card itself, which gets displayed on screen for all players to see.

If a player does not have enough mana to pay, they can allow the opposing player to see their hand and take any 1 card of their choice, no card is safe from this action.

### **Spell Cards:**

Spell cards act as the main action cards in Hazel. They're the cards the players use during their turn to do certain actions, which varies depending on what the card says.

Some spell cards include:

- o Discard 'x' amount of cards
- o Take 1 random card from any player
- o Swap hands with another player
- o Reshuffle a specific card pile
- o Steal 'x' amount of cards from another player

### **Item Cards:**

Item cards aren't used like spell cards, but they contribute to fulfilling Witch cards recruitment requirements and can sometimes come with a buff or debuff for the player. The buffs and debuffs will help players decide what witches to pursue or what cards to dispose of if they get a spell card which asks them to do so based on whether they want to keep that buff or debuff that the item provides.

Some item cards include:

- o Plants/Herbs (Specifically Named – Rosemary, Basil, Daisy, Foxglove, etc)
- o Crystals (Specifically Named – Citrine, Amethyst, Hematite, Bismuth, etc)
- o Candles (Different Types & Colours – Pillar, Short, Cube, etc – Red, Green, Blue, White, etc)
- o Divination Tools (Tarot Deck, Pendulum, Rune Set, Crystal Ball, etc)
- o General Tools (Wand, Athame, Besom, Cauldron, Grimoire, etc)

### **Location Cards:**

Location cards work similarly to item cards in the sense they contribute to fulfilling Witch cards recruitment requirements. A key difference is that instead of supplying a buff or debuff for the player, other players must pay with their Mana cards the amount displayed on them

if they draw a Spell card which states they visit the location and must pay the player who owns it.

Some location cards include:

- o Local Greenhouse
- o Coffee Shop
- o Café
- o Graveyard
- o Observatory
- o Old Oak Tree

### Witch Cards:

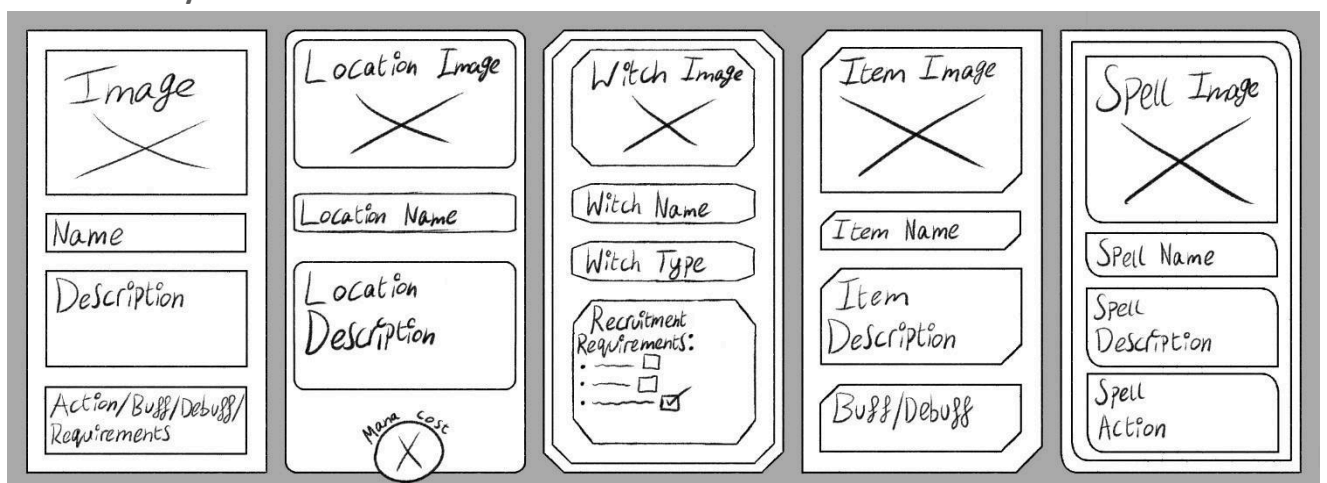
Witch cards are the specific cards which display the requirements that must be met in order for a player to recruit this witch to their coven. 3 Witch cards can be active at a time and are displayed on screen but can be zoomed in upon by hovering over them. For each player, if they meet a requirement, it is marked off on their view of the card. If a player fulfils all of the requirements, they can click on the card and choose to invite the witch to their coven, however, they can only do this on their turn so if it is not theirs, they have to wait.

Some witch cards include:

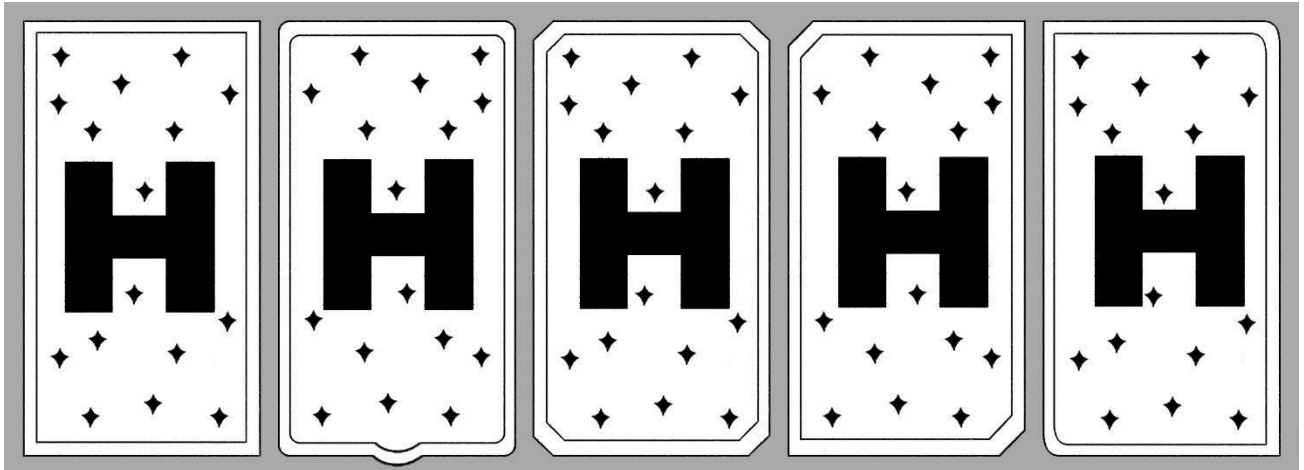
- o Green Witch (Requires: Greenhouse, Watering Can, Plant)
- o Crystal Witch (Requires: Café, Crystal, Crystal Ball)
- o Death Witch (Requires: Graveyard, Bones, Skull)
- o Kitchen Witch (Coffee Shop, Cauldron, Herb)
- o Cosmic Witch (Observatory, Pendulum, Wand)
- o Traditional Witch (Old Oak Tree, Besom, Grimoire)

## Card Visuals

### Card Front Layouts:



Card Backs:



Witch Card Mock-ups:

Amelia Green

Green Witch

Recruitment Requirements:  
Greenhouse   
Watering Can   
Daisy

Clarissa Bea

Crystal Witch

Recruitment Requirements:  
Cage   
Crystal Ball   
Amethyst

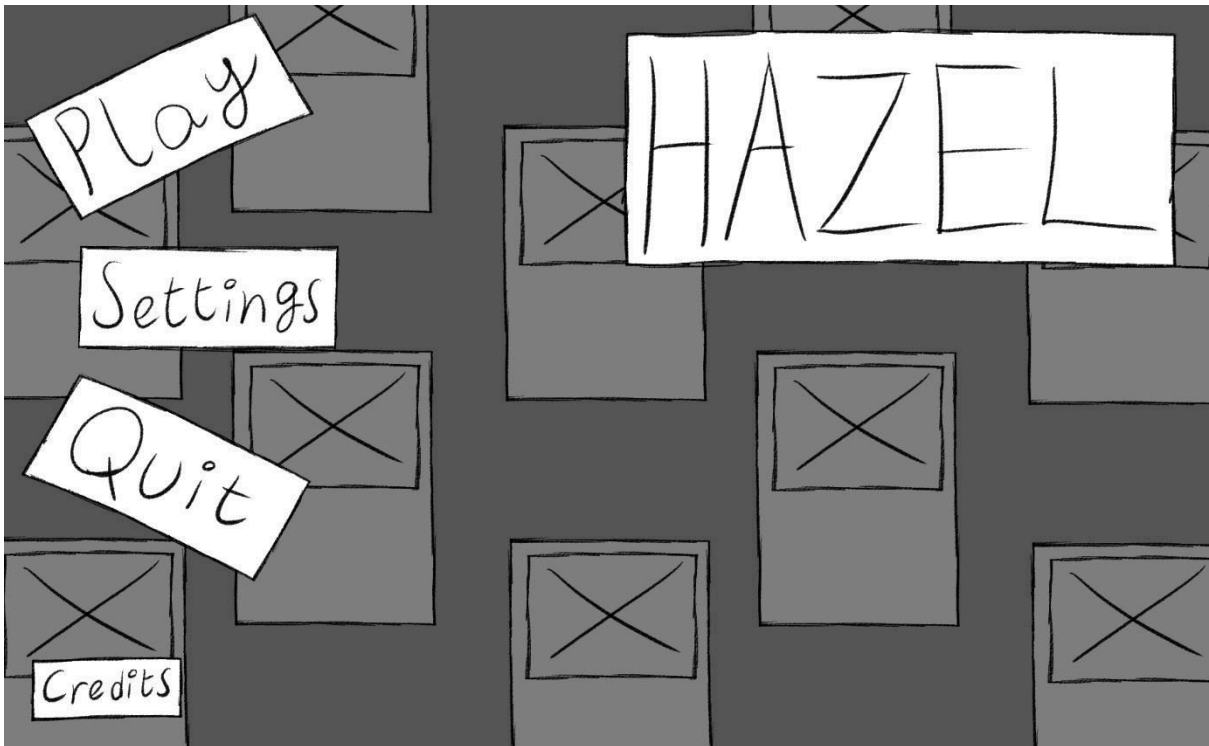
Lee Shaw

Kitchen Witch

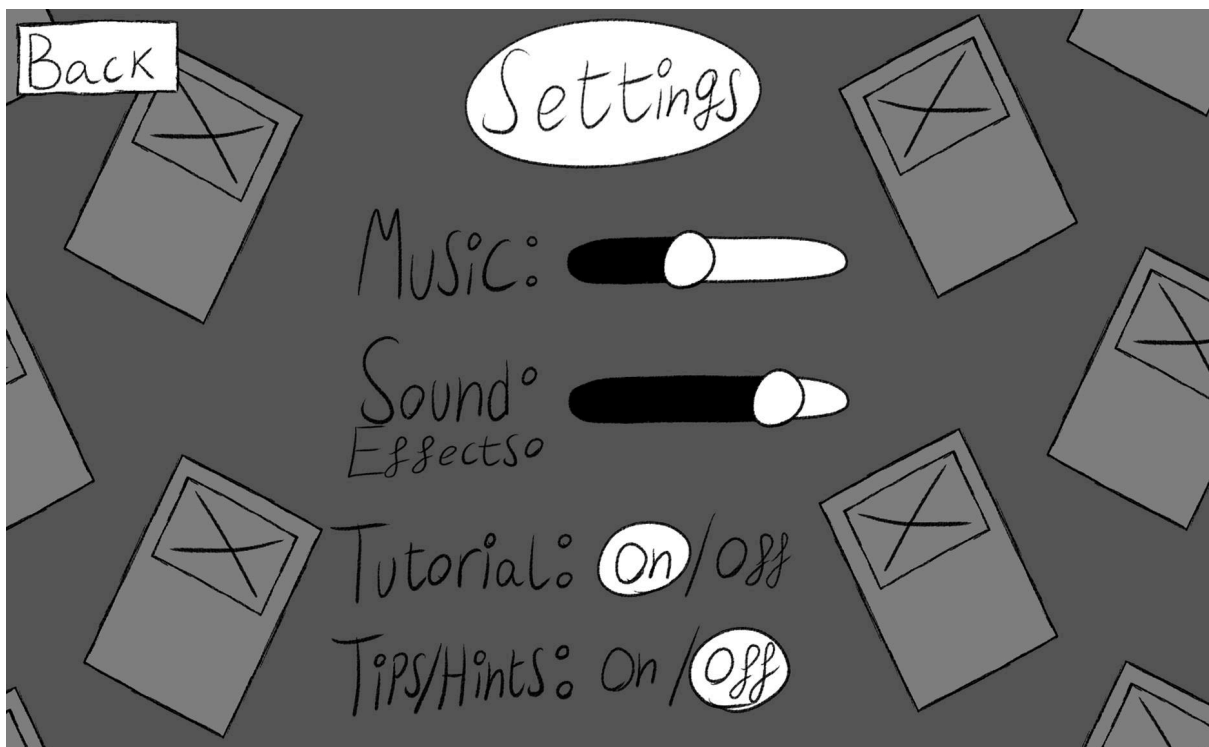
Recruitment Requirements:  
Coffee Shop   
Cauldron   
Basil

## User Interface

Title/Main Menu Screen:



Settings Screen:



## Main Game UI:



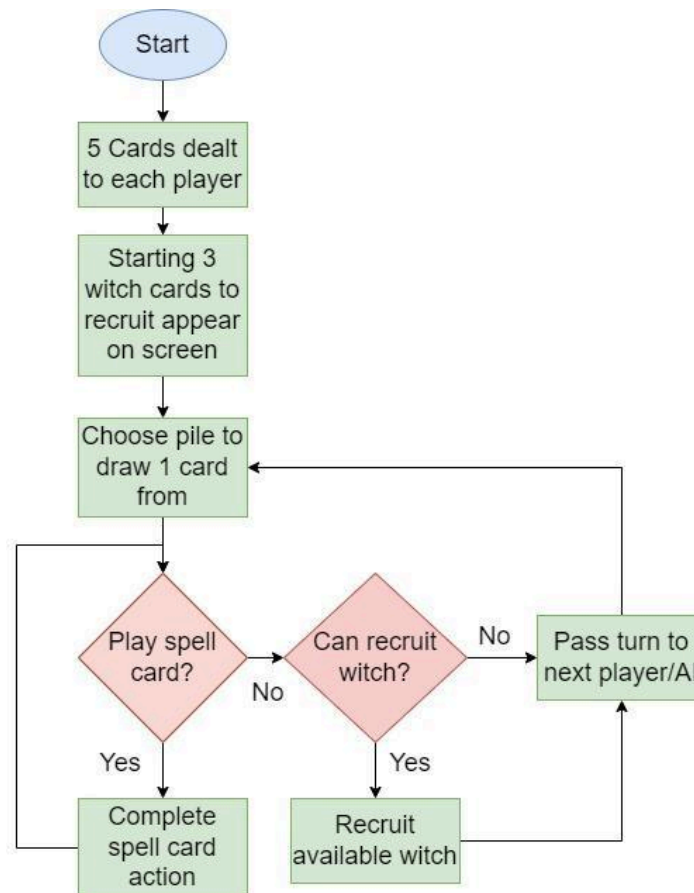
## Full Gameplay Scenario

At the beginning of a new game, each player is dealt their 5 starting cards which can be a combination of mana, item, location, and spell cards. After this, the 3 available witch cards to recruit are displayed in the centre of the screen for all players to inspect before they move to the top right of the screen. Players can hover over these cards to check their progress on fulfilling the requirements of each so that they can keep track. The order in which the players take their turns is randomised at the beginning and follows that order for the entire rest of the game.

The first player will inspect their cards, hovering the mouse over each will pull them out of their hand slightly so that they can fully view what the card does to see any actions, buffs or debuffs. If the player has a spell card in their hand, they can choose to either play it by clicking it or not and passing their turn to the next player. Depending on what the spell card says, the action will take place after it is played. For example, if a player plays a spell card that tells them to 'Take 1 random card from any player', the player who played the spell card then selects another player and receives a card from their hand. If the player has no other spell cards, buff or debuff actions to complete, their turn will end, and it will move on to the next player who follows the same process.

At the beginning of the next player's turn, they must select 1 of the 3 piles of cards to draw a singular card from to add to their hand. The piles are separate into spell cards, location cards and item cards with mana cards mixed into all 3. This gives the player free choice to focus on collecting specific cards to recruit any of the currently available witches. Once this process is complete, the player takes their turn just like the previous, playing any spell cards they want and having any buff or debuff actions take place. Buff actions could include things like drawing 2 cards from different piles, seeing the top card of one of the piles or having the

choice to move the top card to the bottom of the deck if they choose. A debuff action could include discarding a card in their hand at the start of their turn, causing a reshuffle of any of the decks, etc.

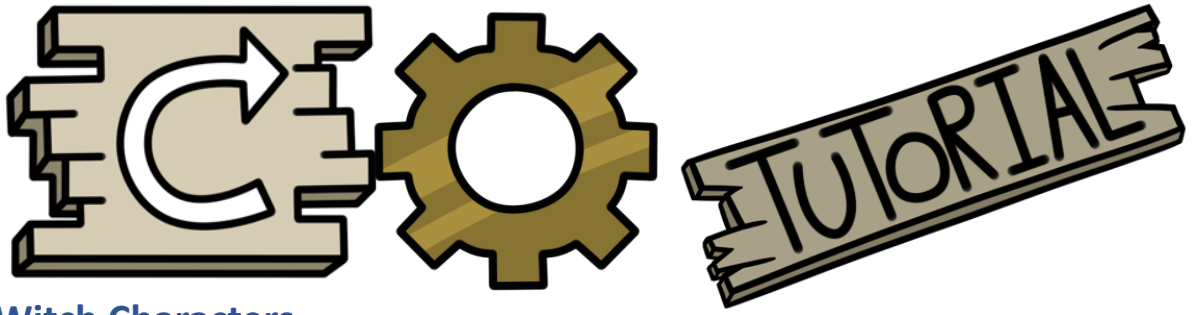


## Audio, Music & Sound

For the audio each card type will have a slightly different sound when played, for example spell cards will have a more magical sound as if you were actually casting a spell whereas the item cards may only have a small sound effect that matches what it is, such as rustling leaves if it's a plant. The location cards will all be different, for example the coffee shop having almost like the background noise of an actual coffee shop whereas the graveyard card would be spookier with perhaps a harsh sounding wind and slight howl. The cards themselves will have other sounds like when shuffling the deck, when drawing a card and when hovering the mouse over them in the player's hand. For the music, something subtle but witchy in nature would be ideal, perhaps 2-3 different tracks that the game would cycle through to change it up every few minutes or even just every new game that's started. All sound effects and music will be royalty free and outsourced.

## Visual Art Style

The art style for Hazel is going to be bright, colourful, and cartoony with lots of pops of colour and a magical feel to it. This applies for all of the cards, the images on the cards, the UI, etc. This should compliment the sound with it not being too serious but still being enough to draw in the players attention.



## Witch Characters

To start with, there are 5 witch characters which appear on their own cards as previously mentioned with their requirements listed below their image, name, and witch type. The images of these characters will be very cartoony to match with the style of all the other art.

