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ONE PAGER

BigFry Game Jam

Hawk
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High Concept

A real-time survival game that blends tower defense and deckbuilding. The tower fights automatically while the player uses cards during live waves to damage, control, repair, and stabilize the defense.

Core Hook

Your tower fights automatically, but every kill helps feed your deck, letting you react in real time with cards to keep the defense alive.

Player Fantasy & Core Loop

Player fantasy

You are the commander of a last-stand defense, holding back an overwhelming assault with an automated tower and a hand of tactical cards. You are constantly making clutch decisions under pressure, turning each kill into new options and barely-contained momentum.

Core loop

- *Start a run*
- *Begin the wave*
- *Defend in real time while the tower attacks automatically*
- *Play cards to damage, control, boost, or recover*
- *Kill enemies to gain energy and extra card flow*
- *Survive the wave*
- *Choose a reward such as a new card, tower upgrade, or recovery option*
- *Start the next wave and repeat*

Hold the line, play cards under pressure, turn kills into momentum, upgrade your defense, and survive the next wave.

Key Features

1. Real time defensive combat

Waves play out live, with constant enemy pressure while your tower attacks automatically

2. Tactical card based abilities

During each wave, the player uses cards from their deck to deal damage, slow enemies, boost the tower, repair, or recover from bad situations.

3. Momentum based resource flow

Energy builds over time and through kills, while enemy kills also help generate more card flow, creating a combat loop where momentum can be gained

4. Between-wave deck and turret progression

After surviving a wave, the player chooses rewards such as new cards, tower upgrades, or recovery options, shaping the run as pressure increases.

5. Endless survival replayability

The goal is to survive 20 waves, with different card rewards and upgrade choices making each run play out differently.

Target Scope & Audience

Game length

- *One run lasts roughly 10 to 20 minutes*
- *Designed for short repeatable runs*
- *Endless survival or a small fixed progression target, depending on what is easier to finish cleanly*

Levels / areas

- *1 map only*
- *1 lane, or 2 at most if it stays simple*
- *No separate biomes, acts, or area transitions for the jam version*

Core mechanics count

- *automatic tower defense*
- *real-time card play*
- *energy and card draw flow*
- *between-wave rewards and upgrades*

Target audience

- *likes short replayable games*
- *fans of deckbuilders*
- *fans of light tower defense / survival defense games*
- *jam players who enjoy simple mechanics and fast runs*
- *players who like pressure-based decision making rather than long setup phases*