

Minute Fighter - Game Design Document

Executive Summary

Minute Fighter is a mobile-first, fast-paced card combat game that challenges players to achieve victory in exactly 60 seconds. The game combines strategic deck building, skill progression, and lightning-fast decision making in a unique RPG-like experience designed for quick gaming sessions.

Tagline: "Just one minute to victory! Master quick card combat in this mobile RPG-like game!"

Platform: Mobile (iOS/Android) - Portrait orientation optimized

Genre: Card Combat / Strategy / RPG

Target Audience: Mobile gamers aged 13+ who enjoy quick, strategic gameplay sessions that can be played on a toilet

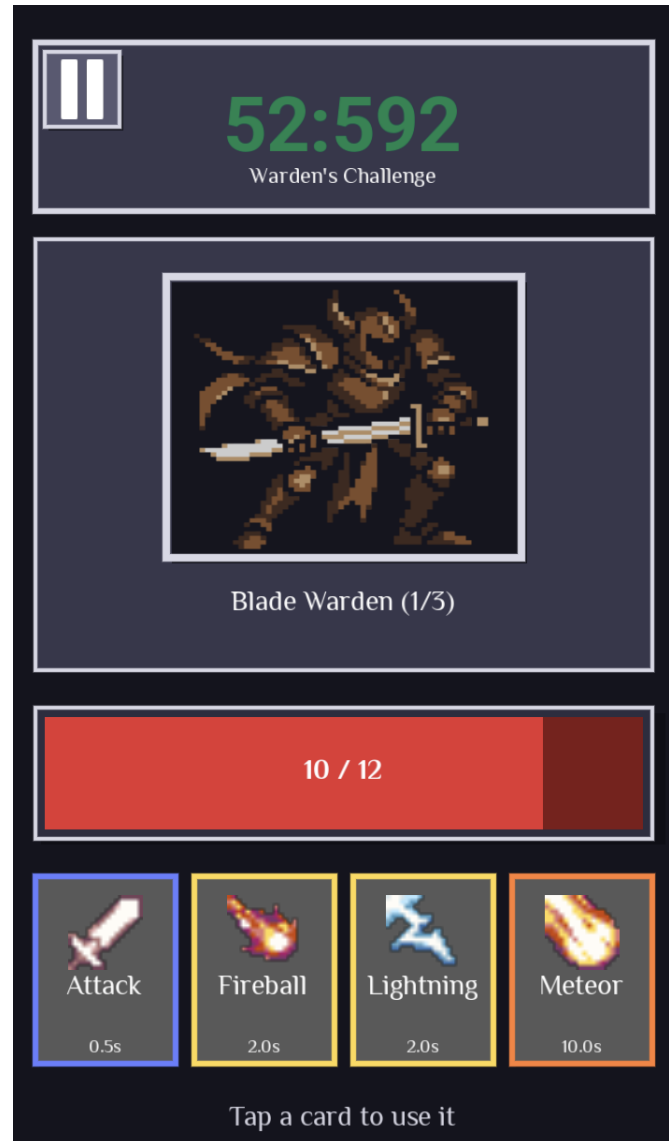
Core Gameplay Concept

The One-Minute Challenge

Every quest in Minute Fighter is a race against time. Players have exactly 60 seconds to defeat all enemies in a quest, creating intense, adrenaline-pumping gameplay that fits perfectly into short breaks, commutes, or quick gaming sessions.

Key Design Pillars

1. **Accessibility** - Easy to learn, challenging to master
2. **Quick Satisfaction** - Complete quests in just one minute
3. **Strategic Depth** - Meaningful decisions despite short duration
4. **Mobile-First** - Optimized for touch controls and portrait play
5. **Progression** - Long-term goals through cards, skills, and achievements



Game Systems

1. Card Combat System

Card Collection & Management

- **9 Unique Cards** available for deck building
- **Card Upgrades** - Level up cards to increase power and effectiveness
- **Deck Building** - Select 4 cards from the available 9 for each quest
- **Card Types** - Various damage types and effects (Attack, Chain Lightning, Dragon Bite, Fireball, Ice Shard, Lightning, Meteor, Poison, Shadow Strike, Slow)

Combat Mechanics

- **Real-time Combat** - Cards have cooldowns and must be used strategically
- **Enemy Variety** - Multiple enemy types with different health, damage, and abilities
- **Damage Calculation** - Strategic use of cards to maximize damage output
- **Time Pressure** - Constant 60-second countdown creates urgency

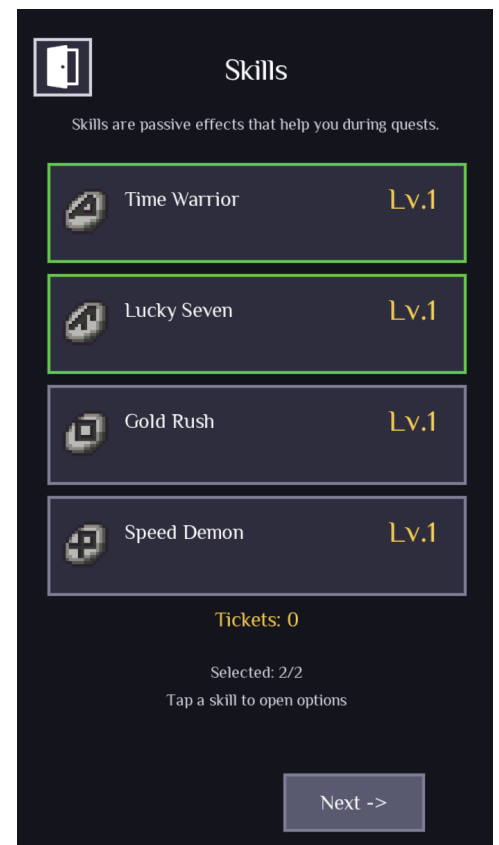
2. Skill System

Skill Progression

- **Skill Points** - Earned through quest completion
- **Skill Trees** - Multiple skill categories to unlock and upgrade
- **Skill Effects** - Enhance combat abilities, damage multipliers, and special effects
- **Strategic Choices** - Limited skill points require careful allocation

Skill Categories

- **Chain Master** - Improves chain lightning effects
- **Critical Strike** - Increases critical hit chances
- **Elemental Mastery** - Enhances elemental damage
- **Gold Rush** - Increases gold earnings
- **Lucky Seven** - Improves luck-based mechanics
- **Speed Demon** - Increases attack speed
- **Time Master** - Manipulates time mechanics
- **Time Warrior** - Special time-based abilities



3. Achievement System

Achievement Types

- **Quest Completion** - Beat specific numbers of quests
- **Time Challenges** - Complete quests under specific time thresholds
- **Skill Mastery** - Unlock and upgrade specific skills
- **Perfect Runs** - Achieve optimal performance metrics

Achievement Rewards

- **Recognition** - Track progress and accomplishments
- **Unlockables** - Special rewards for achievement completion
- **Long-term Goals** - Provides motivation for continued play

4. Progression Systems

Currency & Rewards

- **Gold** - Primary currency earned from quests
- **Tickets** - Special currency for premium upgrades

Quest System

- **Multiple Quests** - Various difficulty levels and enemy combinations
- **High Score Tracking** - Personal best times and performance metrics
- **Quest Times** - Historical performance data

User Interface & Experience

Mobile-First Design

- **Portrait Orientation** - Optimized for one-handed play
- **Touch Controls** - Intuitive tap-to-use card system
- **Responsive Layout** - Adapts to different screen sizes
- **Quick Access** - All important functions within easy reach



Visual Design

- **Clean Interface** - Minimal clutter, maximum readability
- **Color-Coded Timer** - Green (40+ seconds), Yellow (20-39 seconds), Red (0-19 seconds)
- **Squared Corners** - Modern, clean aesthetic throughout
- **Custom Fonts** - Philosopher font family for consistent branding

Audio Design

- **Background Music** - Atmospheric tracks for different game states
- **Sound Effects** - Satisfying audio feedback for actions
- **Audio Controls** - Separate toggles for music and sound effects

Technical Specifications

Platform Features

- **Save System** - Local data persistence
- **Offline Play** - No internet connection required
- **Cross-Platform** - Consistent experience across devices
- **Scalable** - Adapts to different screen resolutions

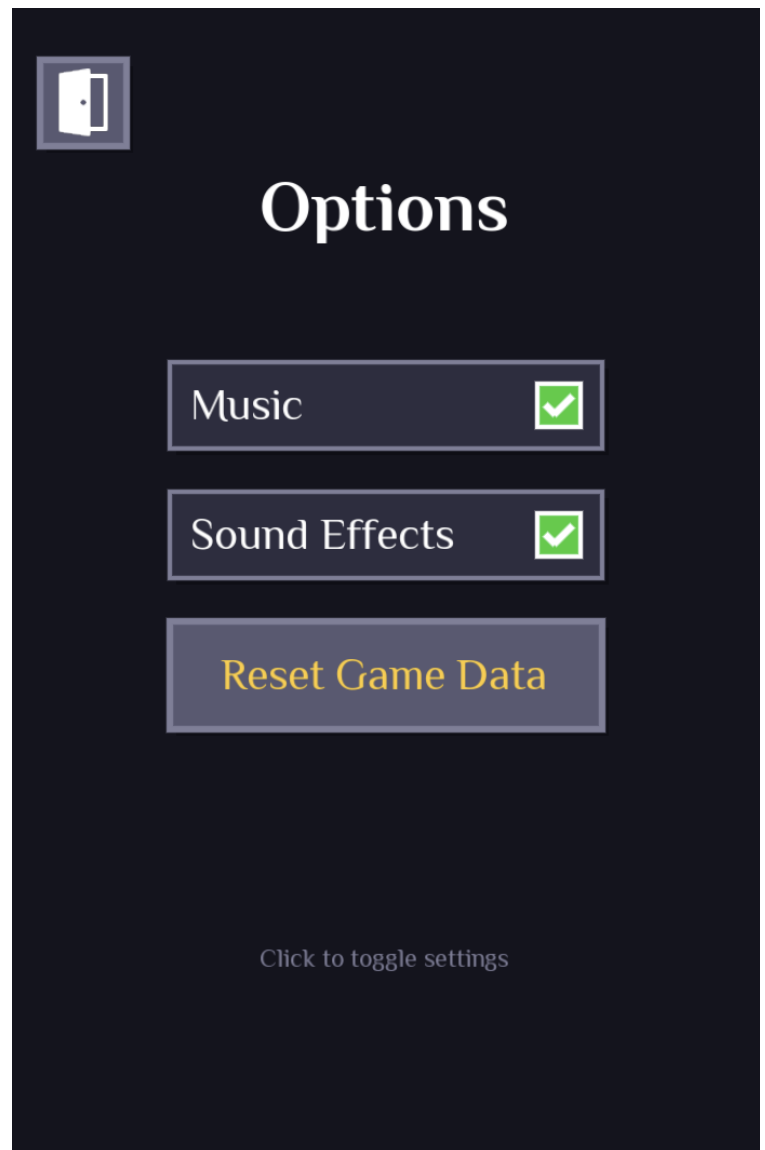
Marketing & Positioning

Target Market

- **Primary** - Mobile gamers
- **Secondary** - Strategy game enthusiasts
- **Tertiary** - Casual gamers seeking quick entertainment

Unique Selling Points

1. **One-Minute Gameplay** - Perfect for busy lifestyles
2. **Strategic Depth** - Meaningful decisions in short sessions
3. **Mobile Optimization** - Designed specifically for mobile devices



4. **Progression Systems** - Long-term engagement through multiple systems

Competitive Advantages

- **Unique Time Constraint** - 60-second quests differentiate from other card games
- **Mobile-First Design** - Optimized specifically for mobile play patterns
- **Quick Sessions** - Appeals to gamers with limited time
- **Strategic Complexity** - Depth despite short duration

Development Roadmap

Phase 1: Core Game (Current)

- Basic card combat system
- Skill progression
- Achievement system
- Mobile optimization

Phase 2: Content Expansion

- Additional cards and enemies
- New quest types
- Enhanced skill trees
- Social features

Phase 3: Monetization

- Premium features
- Ad integration
- In-app purchases
- Analytics implementation

Phase 4: Community Features

- Leaderboards
- Social sharing
- Community challenges
- Tournament system

Credits

fonts: google fonts, philosopher, roboto
<https://willibab.itch.io/free-mythic-monsters/>
<https://danieruart.itch.io/16x16rpgspells/>

<https://clockworkraven.itch.io/raven-fantasy-icons/>

<https://kicked-in-teeth.itch.io/button-ui/>

<https://prinbles.itch.io/yet-another-icons>

music: <https://freepd.com/epic.php>

sound: <https://opengameart.org/content/rpg-sound-pack>

sound: <https://opengameart.org/content/trumpet-fanfare>

Conclusion

Minute Fighter offers a unique gaming experience that perfectly fits the modern mobile lifestyle. By combining strategic depth with quick, satisfying gameplay sessions, the game appeals to both casual and hardcore gamers. The one-minute quest concept creates a distinctive market position while the progression systems ensure long-term engagement.

The mobile-first design, combined with multiple progression paths and achievement systems, creates a compelling package that can compete effectively in the crowded mobile gaming market. The game's accessibility and quick-session format make it ideal for the growing segment of gamers who value quality experiences that fit into busy schedules.

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