

Demons & Knights

Independent Development Board Game Card

Demons & Knights is an exhilarating two-player board game that blends strategy, chance, and rapid decision-making. In this game, we transitioned from designing a physical board game to crafting a digital version in Unity, aiming to preserve the tactile card-playing elements of the tabletop experience. We've reimagined character roles, swapping the traditional good and evil archetypes, reflecting our goal to blend different gaming genres into a cohesive, innovative experience.



Role: Game Developer
Game Designer

Data: Apr 2023 - June 2023



1. Advanced Grid System Overview

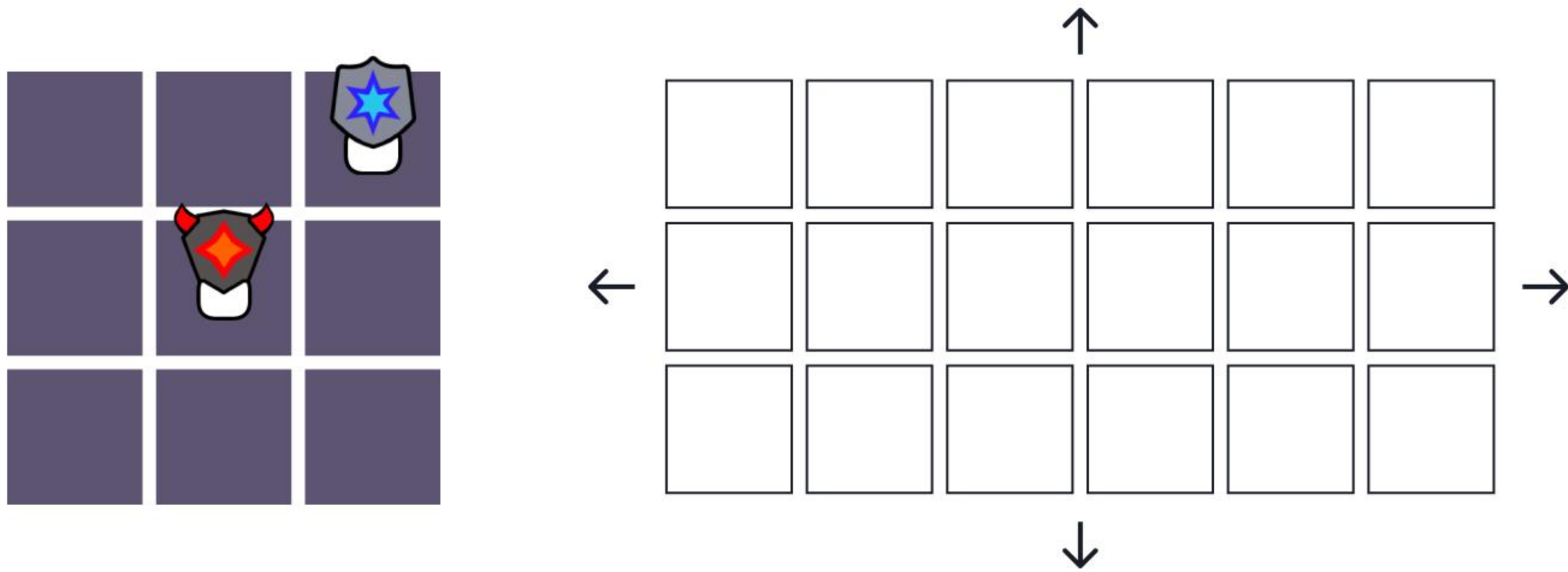
The advanced grid system in "Demons & Knights" stands as the cornerstone of the gameplay, offering a unique blend of strategic depth and customization. This system is intricately designed to support and enhance the game's tactical elements, making each match a distinct experience.



Key Features of the Grid System:

1.1 Customizable Board Size:

At the heart of "Demons & Knights" is a customizable grid-based board. Each cell within the grid is an independent unit, allowing developers to adjust the board size according to specific needs and scenarios. This flexibility enables a wide range of gameplay configurations, from tight skirmishes to expansive battles.



1.2 Grid Unit Inheritance Mechanism:

The grid units are derived from a fundamental 'Base Tile'. These Base Tiles serve as the foundation, encompassing essential functionalities while also allowing for extensive enhancements. Developers can build upon these Base Tiles, adding unique attributes and abilities to individual grid cells.



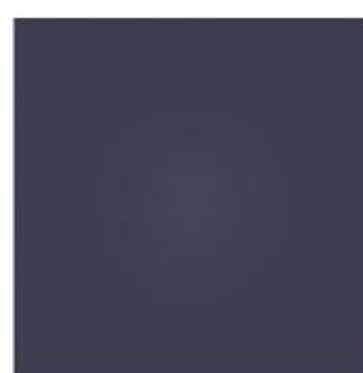
Castle Tile



Normal Tile



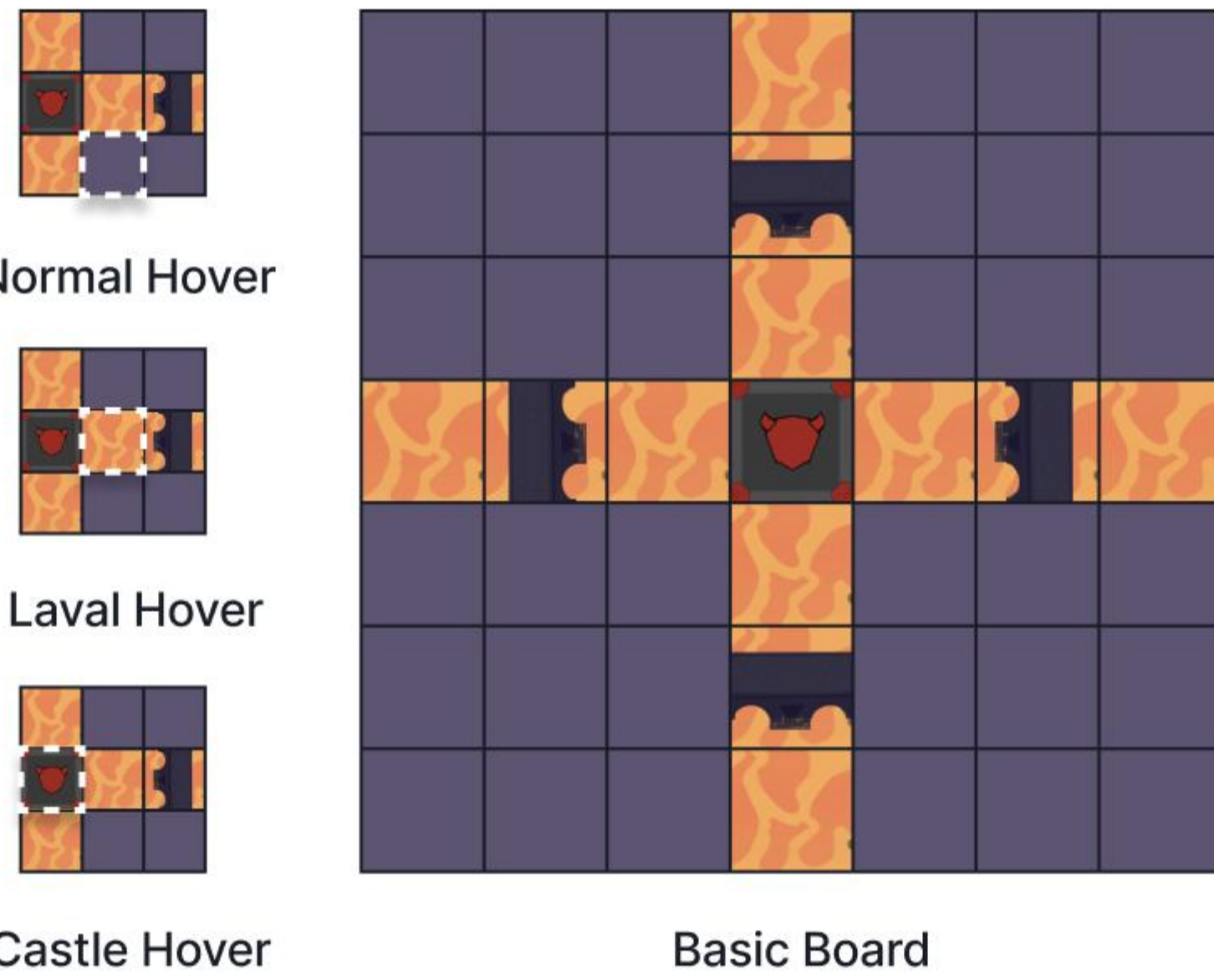
Laval Tile



Normal Tile

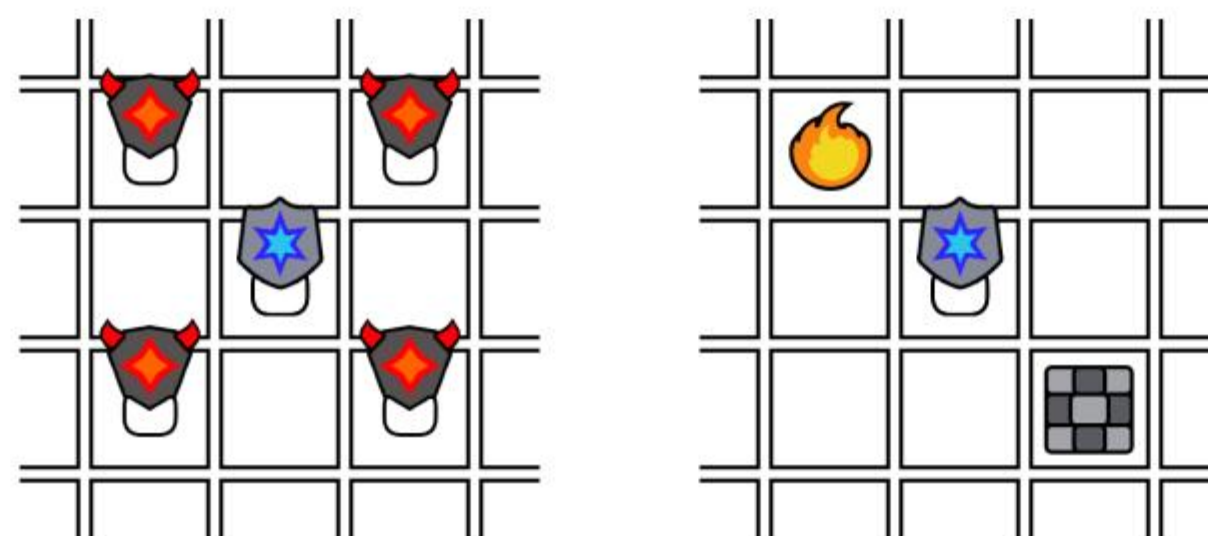
1.3 Extended Functionality:

Each Base Tile comes with an array of extendable features. For instance, the 'Hover' display function of the Base Tile can be customized in terms of color, providing visual cues and strategic information to the players. Additionally, the system allows for further expansions such as restricting unit entry into specific tiles, thereby adding layers of strategic depth to the gameplay.



1.4 Interactive Gameplay Dynamics:

The grid system is not just a static battlefield but an interactive canvas for strategic play. Players can manipulate the board to their advantage, creating and exploiting opportunities in the ever-evolving game landscape.



Impact on Gameplay:

This advanced grid system elevates "Demons & Knights" beyond a conventional board game. It introduces a dynamic tactical layer where the manipulation of the board itself becomes part of the player's strategy. With its customizable and extendable features, the game promises a unique experience in every session, challenging players to adapt their strategies in an ever-changing environment.

2. Core Game System Introduction The Card System:

The card system in "Demons & Knights" is another fundamental aspect of the game, designed to create various types of cards that enrich the players' experience and battle strategies.



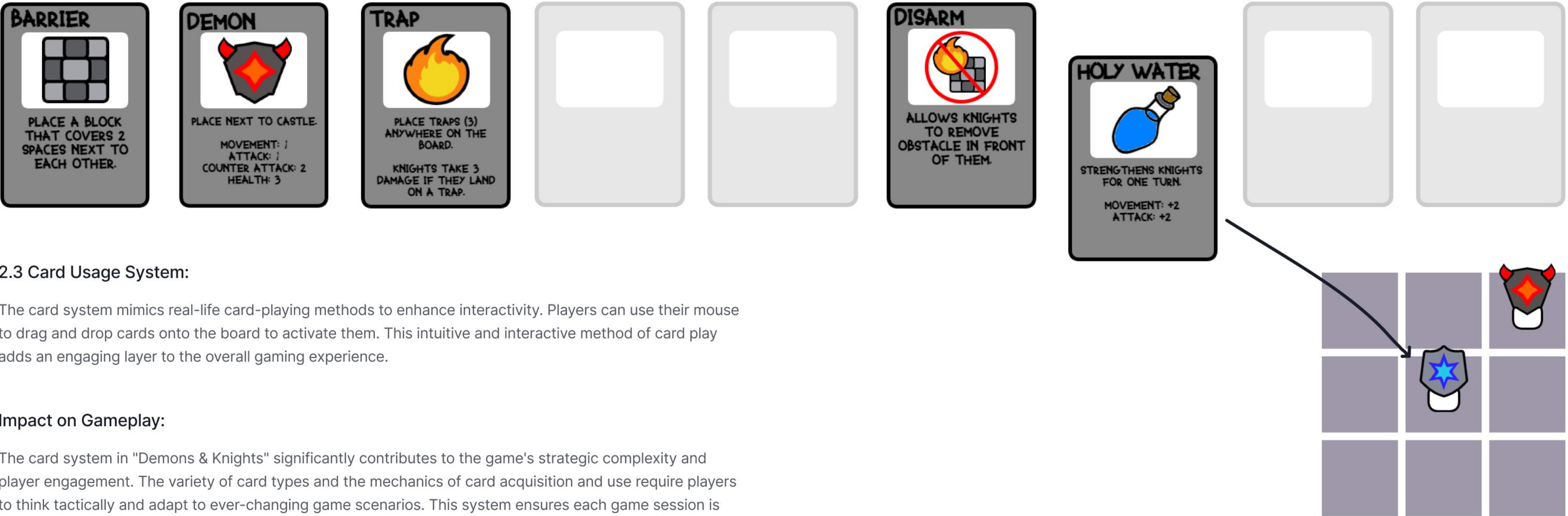
Key Features of the Card System:

2.1 Customizable Card Types:

All cards are based on the 'Base Card' template. Developers have the flexibility to create a wide range of card effects based on different needs, allowing for expansion and continuity. This feature introduces a diverse array of strategic options to the gameplay.

2.2 Roll Card System:

At the start of the game, players playing as demons will randomly draw three cards. In contrast, knights can pick up treasure chests scattered across the map, with each pick yielding a random card draw. This system adds an element of chance and excitement to the game.



2.3 Card Usage System:

The card system mimics real-life card-playing methods to enhance interactivity. Players can use their mouse to drag and drop cards onto the board to activate them. This intuitive and interactive method of card play adds an engaging layer to the overall gaming experience.

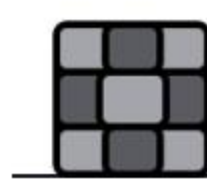
Impact on Gameplay:

The card system in "Demons & Knights" significantly contributes to the game's strategic complexity and player engagement. The variety of card types and the mechanics of card acquisition and use require players to think tactically and adapt to ever-changing game scenarios. This system ensures each game session is dynamic, with a mix of planned strategies and unexpected turns.

3. Core Game System Introduction

The Unit Stystem:

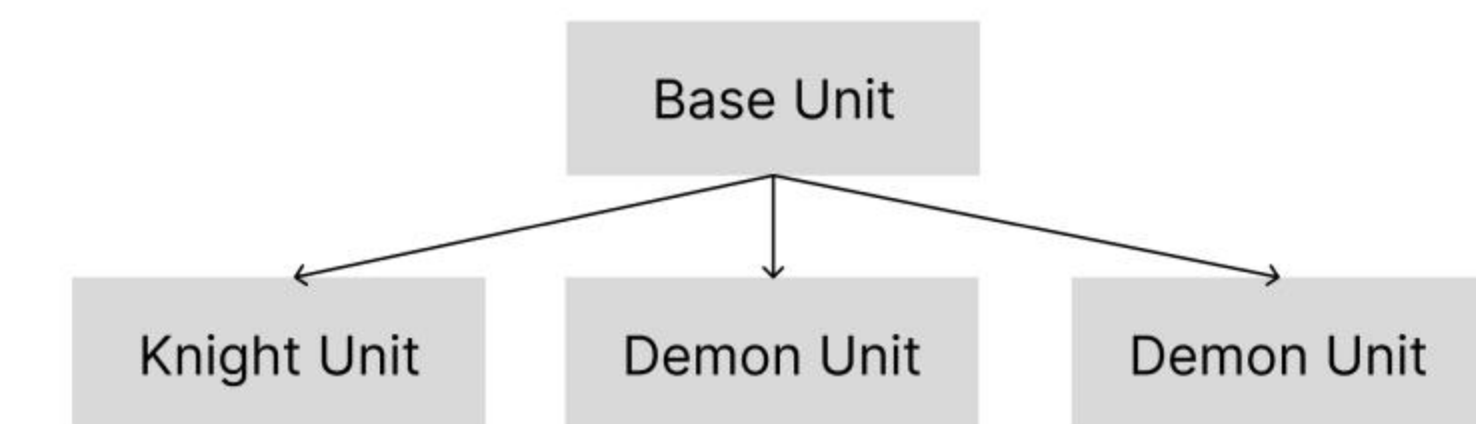
In "Demons & Knights," the unit system serves as another pivotal component of the game, primarily designed to create various unit types that enrich players' gameplay experience and battle strategies.



Key Features of the Unit System:

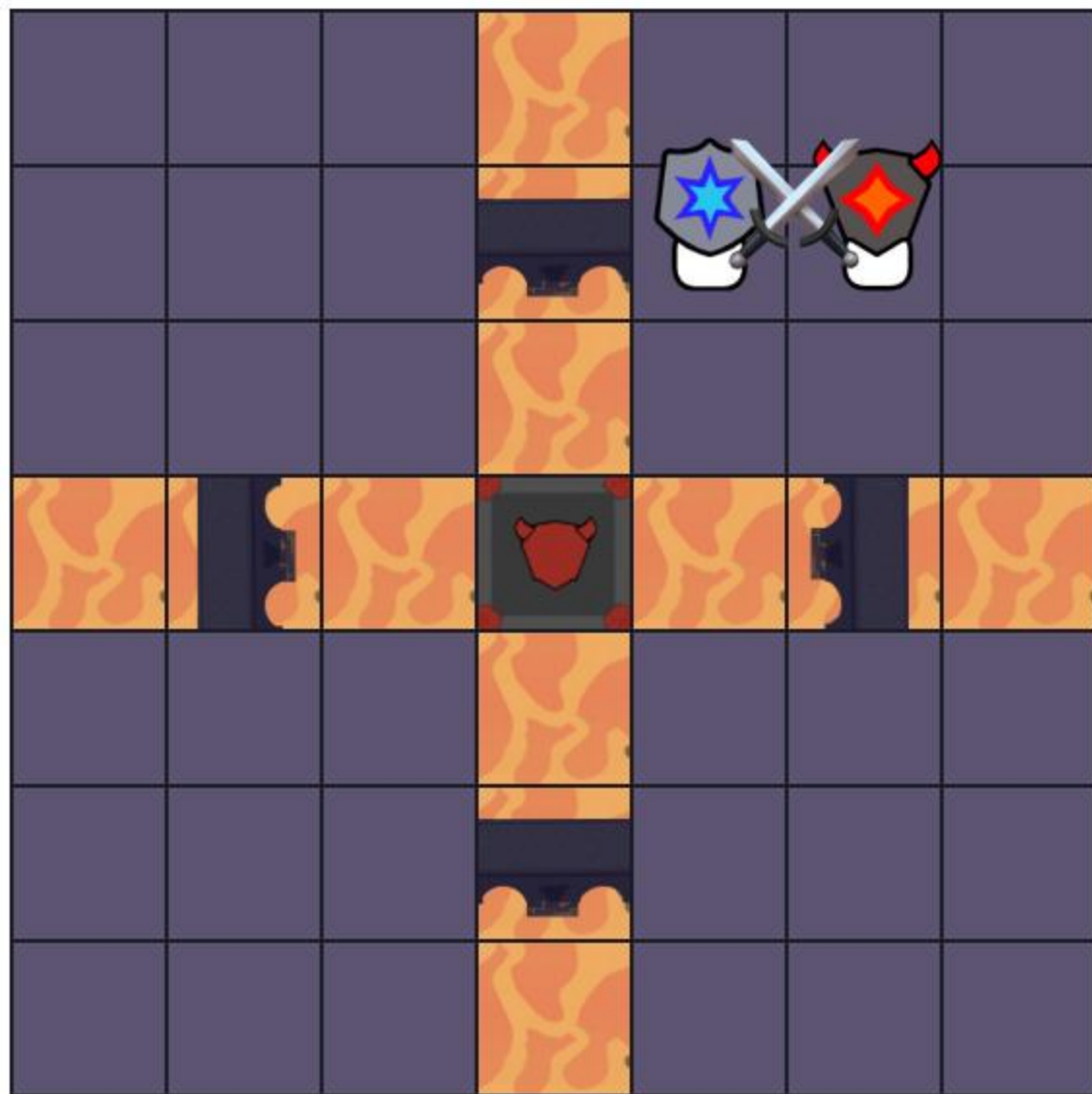
3.1 Customizable Unit Types:

All unit types are based on the foundational 'Base Unit' template. Developers can create a variety of units as per the game's requirements, adding diversity and depth to the gameplay. The current unit types include Knight's Movement Units, Demon's Movement Units, Demon's Trap Units, Demon's Obstacle Units, and Knight's Reward Units.



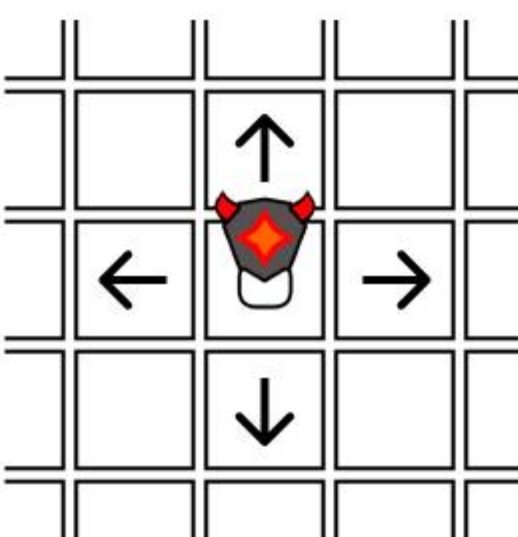
3.3 Combat System for Units:

Units take damage when standing together with opposing factions or stepping on traps. A unit dies when its health reaches zero, adding tension and strategic depth to the game.



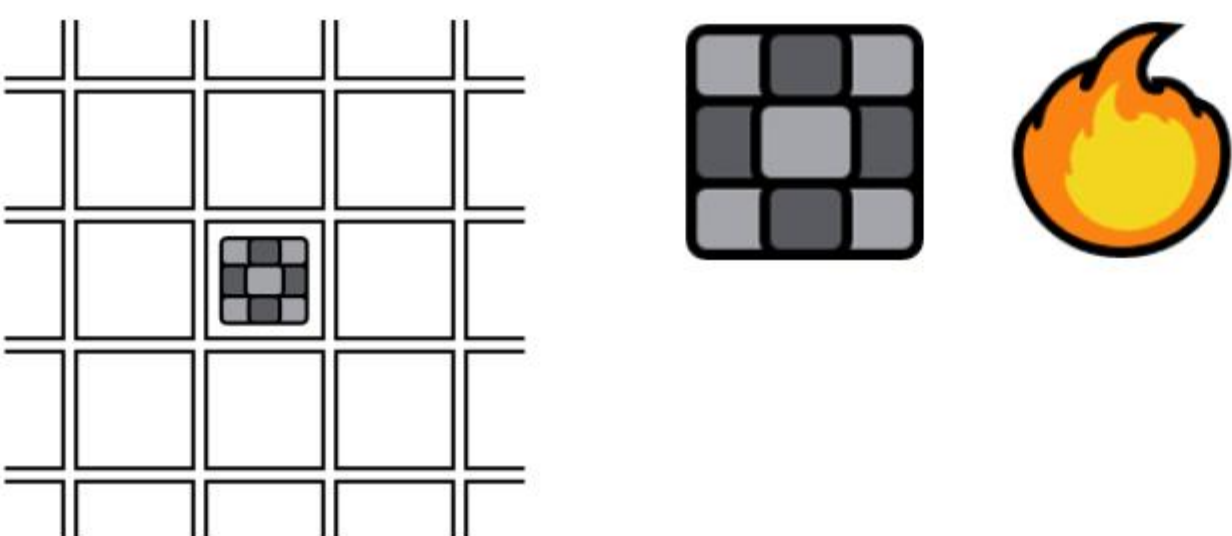
3.2 Unit Movement System:

Units have a limited number of moves per turn, but the direction of movement is at the player's discretion. This adds to the game's versatility and tactical possibilities.



3.4 Unique Trap System:

There are currently two types of trap units – one that can be stepped on and another that cannot. The steppable traps can inflict specific buffs or cause health changes to units on the same grid, while the unsteppable traps are used to hinder unit progression.



Impact on Gameplay:

This intricately designed unit system brings a richer layer of strategy and gameplay experience to "Demons & Knights." Players need to strategically deploy different units and tactics in response to the evolving battlefield and the strategies of their opponents. Each unit type holds its unique role and tactical value, ensuring that every game session is filled with uncertainty and challenges.

4. Core Game System Introduction

Game Progress System:

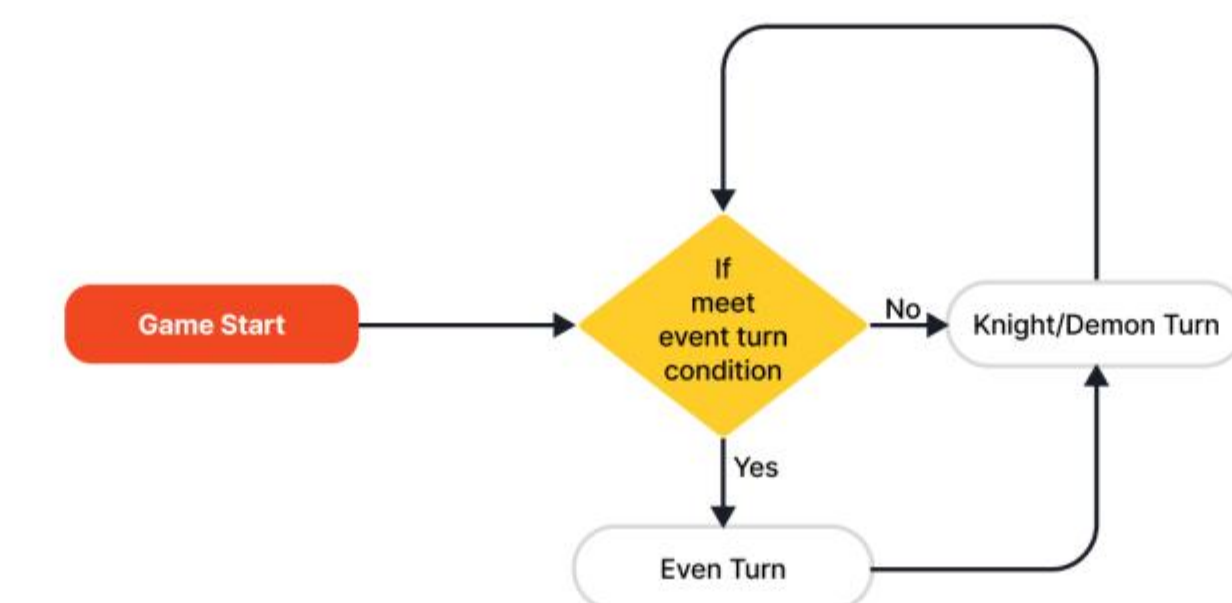
In "Demons & Knights," the game progress system is a crucial global mechanism that manages the overall direction of the game. It encompasses the turn system, game progression order, and a major event system.



Key Features of the Game Progress System:

4.1 Turn System:

This system primarily controls the order of player actions. In this competitive game, players can only use their cards and units during their turn. This mechanism ensures fairness and strategic depth in the gameplay.

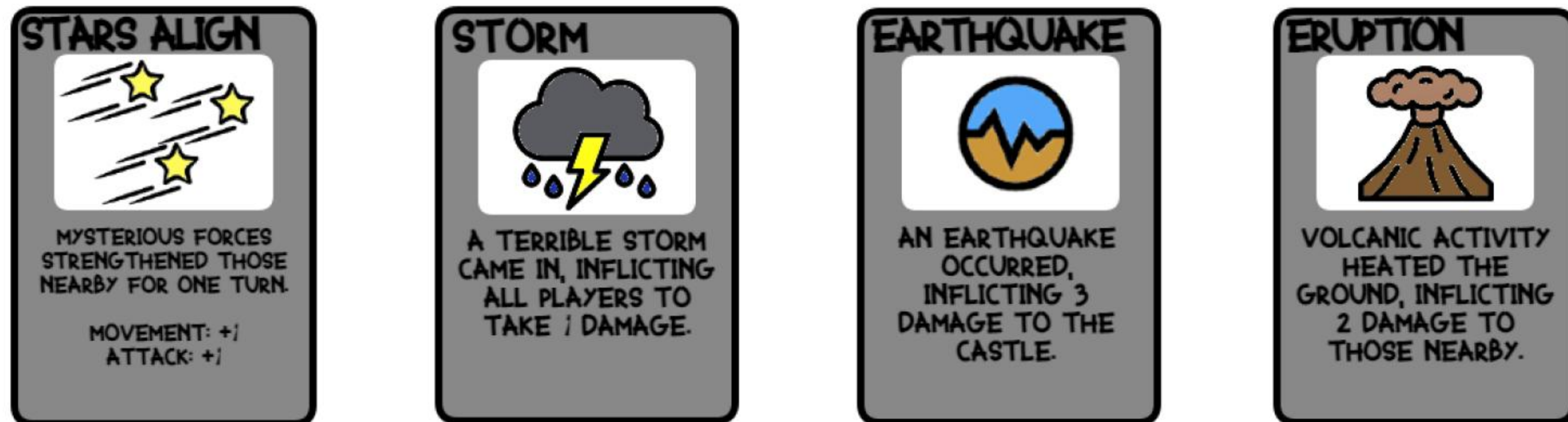


4.2 Game Progression Order:

The game progress system manages initial setup tasks at the beginning of the game, such as setting up the board and determining which player starts first. This provides a clear and orderly commencement to the game.

4.3 Major Event System:

After a certain number of turns, the next turn will trigger random global events. These events may affect aone side or both, adding uncertainty and playability to the game. The element of randomness introduces additional excitement and challenges.



Impact on Gameplay:

The card system in "Demons & Knights" significantly contributes to the game's strategic complexity and player engagement. The variety of card types and the mechanics of card acquisition and use require players to think tactically and adapt to ever-changing game scenarios. This system ensures each game session is dynamic, with a mix of planned strategies and unexpected turns.