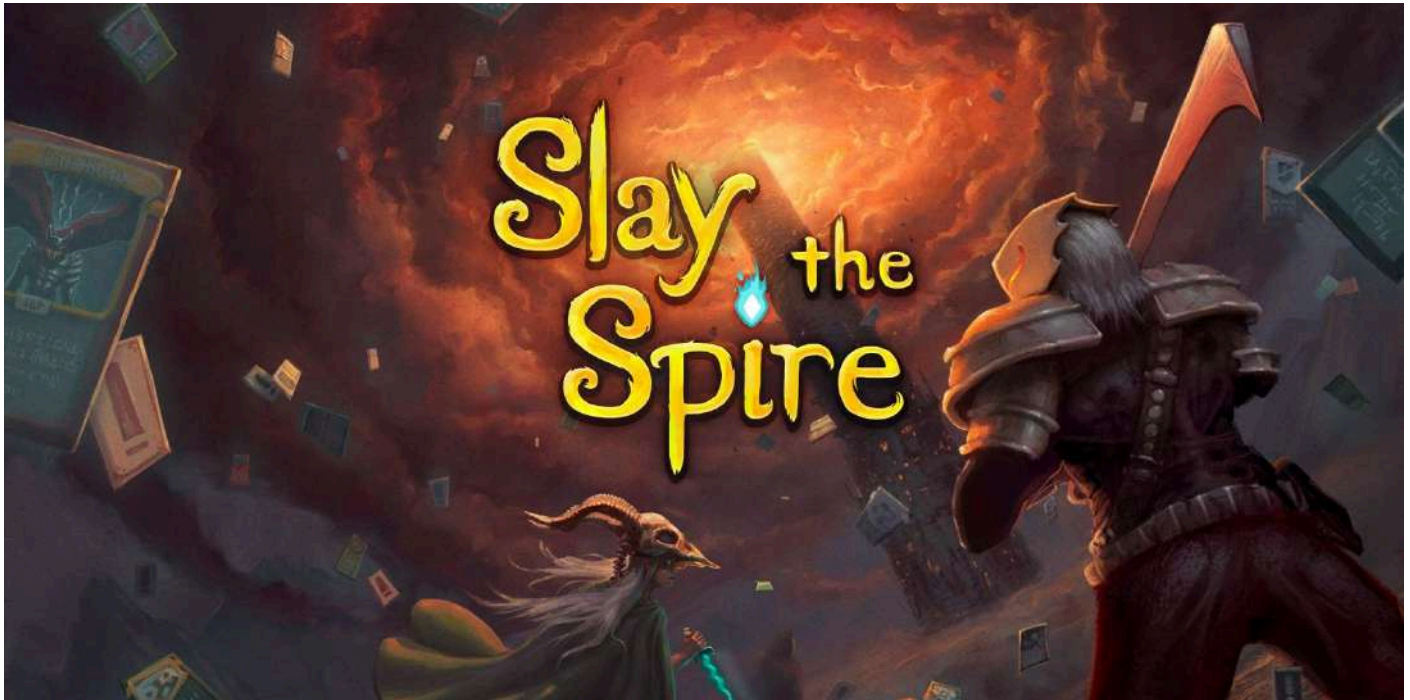


# Slay the Spire - Analysis



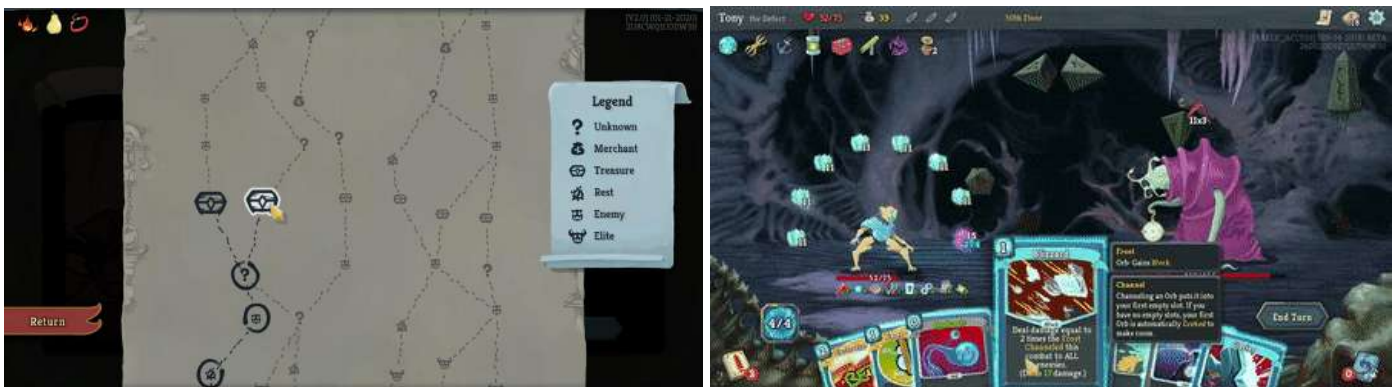
## Core Mechanics

Slay the Spire is a **Local Single-Player DeckBuilding** and **Roguelike** game.

*Traversing the Map* ([Map Locations](#)) - **Exploration/Discovery**

**Randomly generated** map, allows the **player** to **choose** the **next level** to face.

- **Enemy** : Basic monster fights
- **Merchant** : Buy/remove **cards, relics, potions**
- **Treasure** : 1 **Random Relic** and potentially **Gold**.
- **Rest** : Rest (**heal HP**) or Smith (**upgrade a card**).
- **Elite** : **Elite** monster, **Relic** reward.
- **Boss fight**: **Last level** of each map. The reward is a choice of 1 of 3 **Rare Cards** and 1 of 3 **Boss**.
- **Unknown Location** :Event, Non-Elite enemy encounter, Treasure Room, or Merchant.

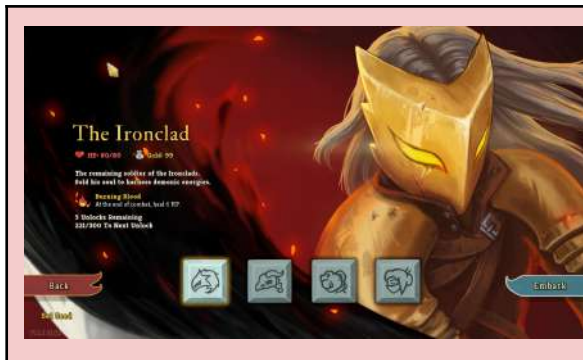


## Deck Building Mechanic - **Creation**

**Winning a battle** against an enemy (Common, Elite, Boss) and **Merchant Map Location** are the **only** ways to **add cards** to the deck. It is possible to **upgrade** (via Rest Locations, Events or Relic) or **remove cards** from the deck (Events, Merchant Location).

## Characters & PlayStyle - **Discovery** / **Strategy (Logic)**

**Before** starting a **run**, the player must choose a **starting class**. Each class has its **starting Relic**, its **stats** and its **starting deck** (made up of **10 cards**, **12** for the Silent).



The **Ironclad** is the **starting** class (others will be **unlocked later**). Simplest (**tutorial**) character.

- Starting Relic: **Burning Blood** (6 HP regen after a fight)
- **Highest Starting HP (80)**
- **Lifesteal Mechanics**

**Red Cards** provide **Vulnerable** and **Strength** to inflict more damage (**Aggro** playstyle) or allow to deal damage based on player's **Armor (Defensive and Control** playstyle).



The **Silent** weakens enemies with cuts and **Poison**, while using **cheap tricks** and **agility** to avoid their attacks.

- Starting Relic: **Ring of the Snake** (draws 2 additional cards at the start of each combat)
- **12 Cards Starting Deck** (more cards than others)
- **No healing abilities, strong Defense and Poison**

**Green Cards** provide **Dexterity** and **Weak** for **protection**. **Main damage** comes from **cheap attack cards** and **Poison**.



The **Defect** uses **Orbs** (elemental spheres) to **defend**, deal **damages** and increase his **Energy**.

- Starting Relic: **Cracked Core** (starts fights with 1 **Electric Orb**, damage **random** enemy each end turn)
- **Long-term strategy** by developing **Orbs** and **Powers**
- High number of **chance-based RNG effects**

**Blue Cards** provide **Focus** that increases the **Passive** and **Evoke** effects of **Orbs**. Combining **0-cost Cards** with drawing effects the **gameplay becomes more Aggro**.



The **Watcher** uses her **Stances** to her advantage. **Deck control (Scry, Retain and Energy generation)**.

- Starting Relic: **Pure Water** (starts fight with 1 **Miracle**)
- Focus on **mid-combat card generation**.
- **Hard and very strategic** gameplay

**Purple Cards** provide **Retain** to **keep cards** at the end of the turn (**Cards** that amplify their effects based on the **number of cards in hand**). **Purple Cards** also permit to **change Watcher's Stance** (Bonus and Debuff).

## Cards (**Features**) - **Strategy (Logic)**



**Energy Cost and Name** ( Energy Cost can be **0,1,2,3** or **X** )

**Color** : 5 Colors (**Red - Ironclad**, **Green - Silent**, **Blue - Defect**, **Purple - Watcher** and Grey - Colorless). **Grey Cards** Can be found via **merchant shops, events, relic effects, and card effects**.

**Type**: 5 Types (**Attack, Skill, Power, Status, Curse**).

**Rarity**: 3 Rarity (Common, Uncommon, Rare)

**Effect**: unique abilities, **Bufs and Debuffs**, **Damage** (Attack type), **Block** (Skills), **negative effects for the player** (Status and Curse) or **particular effects** based on the **character** being played.



Game Modes (Standard and **Daily Climb**) - **PvE / PvP (Leaderboard)**

Standard Mode	Daily Climb
	
<p>The player faces levels advancing in the random maps. To pass the run it is necessary to defeat all <b>3 maps Events</b> (4 with <a href="#">Endgame map</a>).</p>	<p>The player can take on different <b>challenges</b> and <b>compete</b> in a <b>global leaderboard</b> with <b>other players</b> (still <b>Single-Player Mode</b>).</p>

Combat - **Challenge (PvE)**

- **Turn-based** combat system.
- Each turn: **3 Energy**, draws **5 cards** (**Hand size limit: 10**).
- **Unused** cards are **discarded** (end turn).
- **Actions**: Play cards, **Pass**, **look** at the **deck** or **discarded/exhausted** cards, use **Potions**.
- **Observe** what each **enemy** will do on **their turn**.
- The **goal** is to bring each **enemy's HP** to zero.
- **Victory Rewards** (Gold, Potions, Relics, **add a new card to the deck** ) are always **optional**.



**Relic** and **Potions** - **Strategy / Discovery**

**Relics** are **permanent** items that provide **buffs** or **debuffs** to the player. They have a **rarity** (**Common**, **Uncommon**, and **Rare**) and can be found through Events, by **defeating Enemies**, in **Treasures** or purchased at the **Merchant Location**. **No limit** of Relics that can be obtained in a run.

**Potions**: **consumable** items obtained like Relics. Provide **Bufs** to the player. The **maximum** of transportable **potions** is **3**, when a new potion is obtained it is possible to **switch it**.



## Shop (Map Location) - **Strategy**

Way for the player to spend his **gold**.

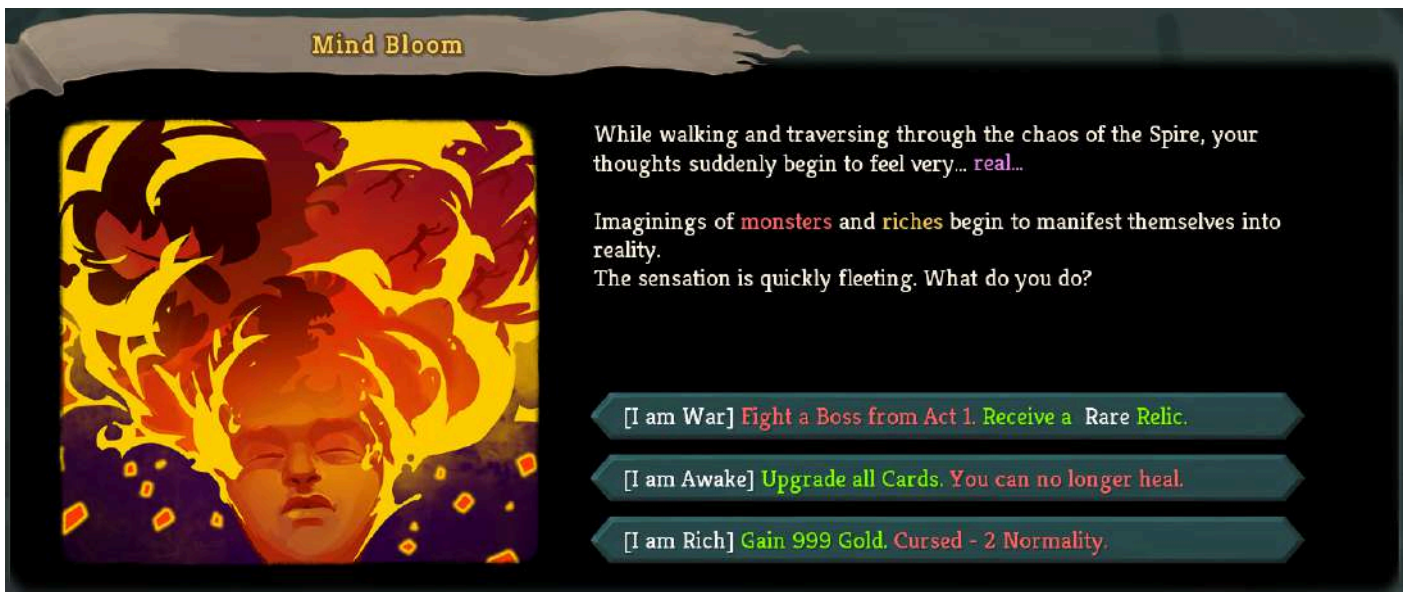
The **price** of the cards depends on the **Ascension** level of the class.

- **5 Colored Cards** (Class-Specific)
- **2 Colorless Cards** (Randomly Generated)
- **3 Relics** (Randomly Generated)
- **3 Potions** (Randomly Generated)



## Events (Map Location) - **Exploration**

**Special scenarios** that the player can encounter in **Unknown Locations** (high probability). They feature multiple choices that offer **Bufs**, **Debuffs**, or **both**.



## Achievement - **Accomplishment**

**Metaludic** awards that are given to the player for having **carried out** specific **tasks**. They concern all aspects of the game previously analyzed.

## Ascension - **Challenge (PvE)**

**Game Mode** the difficulty of the game.

- **Winning a run** in each Ascension will unlock the next Ascension for that character only.
- The **negative effects** from each Ascension level are **cumulative**.
- Each Ascension level grants **5% additional score**.



## AESTHETICS (Game Mechanics)

### **CHALLENGE (PVE)**

**Permadeath** at 0HP (run restarted), **Dangers and Obstacles** (Enemies). **Frustration** caused by **randomness** (Cards, Merchant, Events, Enemies, Map generation and Rewards) and game **difficulty**.

### **DISCOVERY**

Each **class** in the game features **different mechanics**. Three of the classes are **unlocked later** (**Silent**, **Defect**, **Watcher**). Accumulating experience **unlocks new cards**, creating new **strategies and combinations**. **80** total relics and **42** potions increase the gameplay **variables**.

The player is **always** placed in front of **choices**: **Path** of levels to follow, **cards** to add to the deck (**3 choices**), **Relic** to obtain after defeating a boss (**3 choices**), possibility to **accept** or **refuse rewards**, **Events**.





## ACCOMPLISHMENT

Overcoming the various levels of the game maps is a constant reminder of the progress made by the player during the run. New deck cards, relics, potions and achievements are used to reward the player for his progress in the run, while cards unlocked by leveling up classes mark progress throughout the game.

### Other Aspects

- **Competition**: Daily Climb (Leaderboard - PVP)
- **Logic**: Search for the best strategy to apply against each enemy.
- **Creation**: Player can apply his own game ideas with the deck building



## Player Types

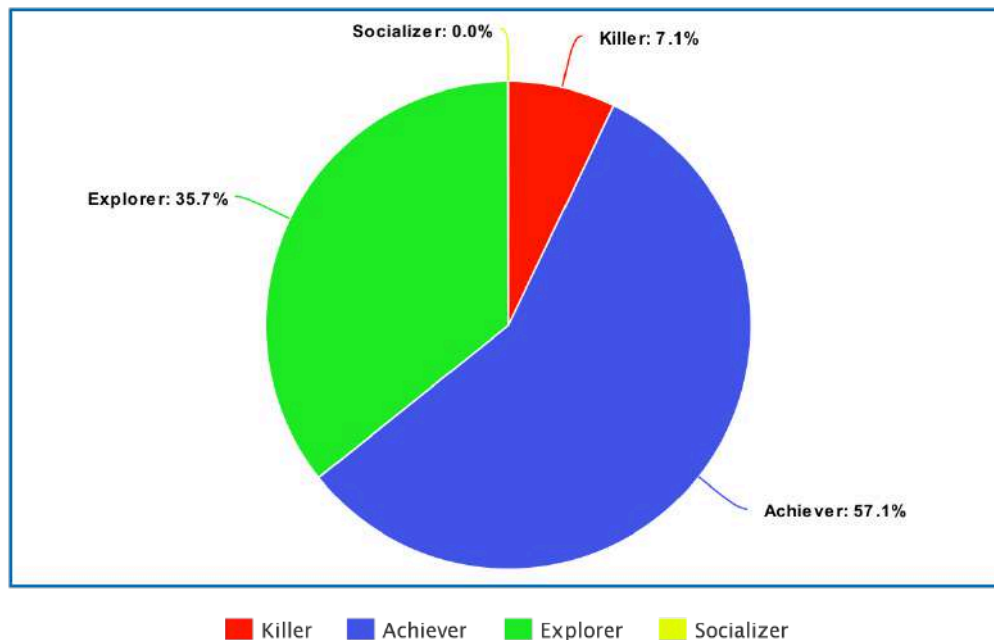
### Bartle-Keirsej types

<b>GUARDIAN/ACHIEVER (S.J.)</b>	<b>RATIONAL/EXPLORER (NT)</b>
<b>Conservative gameplay</b> (permadeath with lost)	<b>EXP process</b> (Class level advancement)
<b>Organized Player</b> (search for the best strategy for him)	<b>Knowledge of the game</b> (discover all the game strategies during the progress)
<b>Challenges</b> imposed by the game (PVE)	<b>Logical aspects</b> (vary the strategy according to the alea, looking for the best one)

### Lazzaro

**Hard Fun**: The player has to face challenges, gain mastery to advance through the game. He must focus on the goal and use his (Deck building) strategies to achieve it.

**Easy fun** : The player must **explore** the **game world** to get to know its **structure** (acquire **knowledge** of the **cards** of each class, the **abilities** of the enemies, the **characteristics** to be exploited to defeat Elites and Bosses, the ways of using **Relics and Potions**).



Chris Bateman

**Conqueror** : **Predominant PVE**, ongoing **challenges**. Fiero moment: the player **completes** a run at **100%** (fourth map completion). The **randomness**, the constant **encounters** with Enemies and the **Permadeath** mechanic create **frustration**.

**Manager** : **Defeating** enemies, unlocking **achievements**, winning **runs**, and unlocking **new classes** and cards are the player's skill tracking system. Several factors to be calculated simultaneously (when **choosing a card**, the player must consider the **strength** and **defensive capacity** of his deck, the **combos** that the card creates with the others and with **relics** and **potions**, avoid **weighing down** the deck)

*Unified Model - Competitor Analysis (Similarities and differences for PT definition)*

Inscription - Analysis

Grifflands - Analysis

Across the Obelisk - Analysis

