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CSC3002

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**Title**

**Imitation of Simplified Gwent Card**

**Background**

Gwent Card is an adjunct of the game named “The Witcher 3: Wild Hunt”. Because the Gwent card attracts a lot of fans, it will be expanded into an individual online game, which realizes the battle with AI and the one among multiplayers. The Card Game is quite attracting for us. So, when the problem of what to do for project was raised, we chose to imitate this game for noncommercial purpose.

**Problem**

The fact is that our group only have 4 members, and we are still learning the details of programing. It may be difficult for us to deal the trigger concept applied in the game, or to say, something beyond our ability. So we decide to simplify Gwent Card. We will endeavor to construct the game as similar as possible.

**Solutions**

Through the discussion, our tasks are as follows.

1. Learn the rules of Gwent Card.

The game is a turn-based card game between two players, each player must play one card each turn from a deck of twenty-five to forty cards with a faction that offers different playstyle and unique ability. The goal is to win 2 out of 3 rounds by playing cards and spells to gain strength on the board. (Wikipedia, 2017)

1. Construct a feasible frame of the card game.

In order to reach the aim, we firstly analyze the basic modules of Gwent Card.

Main Window Model

Deck Collection Model

Game Interface Model

Single player Game Model

Round Processing Model

Card Data Base Model

AI Model

If the tasks can be finished in advance,

GUI Model

Multiplayer Interface Model

will be taken into consideration to be added.

1. Simplify the game and construct the fundamental card.

We made an assumption during the first meeting that there are only three types of the cards with different numbers of ATK[[1]](#footnote-1). Under this condition, we should check the frame of the program. If it works well, the next plan is to design other fundamental cards existing in the Gwent Card.

1. Ensure that the above step is robust enough. Add other factors into the program.

For example, modules, algorithms and so on.

The division of labor will be mentioned in the Implementation part.

1. Hold the meeting once a week to test the connection among modules.
2. Retest the program.
3. Repeat step 5. & 6. until the project is finished.

We have finished part 1. & 2. & during the first meeting held on 17 March 2017.

**Benefits**

It is better described as our aims.

Through the imitation, what we hope to learn are as follows.

1. Develop the basic thinking method of card designing.
2. Explore the connection among various modules.

**Implementation**

Division of work is listed here.

1. Aaron
2. Junce

Round Processing Model

Card Data Base Model

1. Moe

AI Model

1. Rita

**Costs**

1. Efforts
2. Carefulness
3. Time
4. No Hardware Equipment

**Conclusion**

Hoping to mimic the Gwent Card, we made our plan briefly. The problems of ability may be conquered if we take more attention on the project. Besides, cooperation among the group members will lead to fortune and high efficiency of self-learning. We truly pray for the success.

**References**

Wikipedia contributor. (2017). Gwent: The Witcher Card Game. Retrieved from <https://en.wikipedia.org/wiki/Gwent:_The_Witcher_Card_Game>

1. It is the abbreviation of “attack”. [↑](#footnote-ref-1)