Joshua Roberts

CSCI 3550

Project Proposal

Collectible card games (CCGs) are a bit of a peculiarity of the board game industry. CCGs are, simply, a variety of strategy board game in which 2 (or very rarely more) players engage in a contest of strategy and luck to defeat their opponent by achieving a particular objective. The key difference between a standard board or card game and these types of games is the number of variables. While many other types of tabletop games have a standard set of materials used for play (a game board, game pieces, a standardized deck, etc.), CCGs have much less restrictive rulesets for the players’ tools. In a CCG, players will construct their own decks of many cards from their own collection (hence collectible card game) with its own desired strategy. In this way, two players can play the same game against each other, using the same basic mechanics (e.g.: drawing cards), but with entirely different decks of dozens of cards relying on completely disparate strategies to achieve the same victory.

With such a large number of variables, it proves very arduous for any individual to compile comprehensive statistics for all possible facets of the game. In order to better understand the game as a whole, particularly how different strategies compare, groups of dedicated players will often record data from their experiences and use that data to draw conclusions for the game (e.g.: the popularity of a particular strategy or how effective two strategies are against each other). These elements combined are often collectively referred to as the metagame, and players will attempt to devise their decks and strategies with it in mind. This makes the otherwise simple process of preparing for a game a strategically challenging element itself. (This design phase is even considered by some players to be even more entertaining than playing the game itself.)

My proposal is to design a program to facilitate such tabulation, using data from the virtual CCG, *Hearthstone: Heroes of Warcraft* by Blizzard Entertainment. The list of functionalities may expand as time permits but will consist of primarily the following objectives. 1. The server end of the program will hold files of previously compiled data. These files will be manipulated by the server to present processed data to the user (client) and to include additional data provided by users. 2. Users via their connections (likely via a simple menu UI) will have the ability to have the server deliver statistics on a desired topic or submit data to the server. Additional features and functionalities will be added as time permits (user accounts and passwords, etc.). I will store this document within the Github directory for the project and update it as additional features progress.

Purpose:

Compiling data over set of played Hearthstone games. (Win records, etc.)

Functionalities:

At a minimum, the final project will contain the following functions:

1. Transfer of data (The server will be able to send processed data to clients)
2. Adding new entries (The client can send new entries to the server for processing)