This is an RPG game.

the player will have characters that fight on their behalf. The characters will fight with rpg combat and the move list will be random. So the player makes a deck with 20 cards. When the player fights they are given 4 random cards. Those random cards are their moves for the fight. When moves are used they are dealt a new card. There will be a map the players can explore. When a player moves off the edge of the map then they move to a new map. When the player moves on the map they have a random chance of entering a fight. 4 different types of characters, with each type having its own card types. mystic type styles. The player will aquire new characters by finding eggs. the egg will have a character in it. The player will be limited to one character at a time.

Update: i am thinking of removing the card mechanics.

update: i have finished refactoring combat so it should be possible to make fights on map.

update: the part 2 is finished. you can find fight on map and finish fight to find a new one.

card types:

mechanical: this will be machines that represent the characters weapons and attacks

animal: this represents attacks with a animal origin, like claws on a cat.

ritual (magic): this is magic that can be performed and affects the combat.

nature: things like fire and water and nature.

Characters: for x2, these do double effect.

Cat #1

type: animal, magicx2, nature

Cat #2

type: animal, magic, naturex2

Cat #3

animalx2, magic, nature

Dog #1

animalx2, magic, nature

Cards: type attack armor health agility intelligence magic name

mechanical:

shield: equips for +2 armor. ) shaped animation

sword: equips for +2 attack. sword swinging animation

missile: one use for 30 damage. limit 1 per deck.some kind of missile animation

armor: equips for +4 armor. similiar to shield animation

rifle: 8 damage + intelligence. single use. puff of smoke animation

animal:

bite: attack with 4 + base damage.

claw: atack with 2 + base damage

run: -2 damage - base agility so -2-5=-7 damage

smack: 1 damage

bite neck: 10 damage

animal fury: 6 damage

animal frenzy: 8 damage

corned attack: 6 damage

magic:

heal: + 10 health. single use.

start fire: 2 damage each turn for 5 turns.

flooding: 4 damage down to 0 over 4 turns.

black-magic: if your character reaches 0 health within 2 turns, you respawn with half health and + 10 magic. limit 1 per deck.

hang from well: +10 intelligence, +5 magic. -5 health.

nature:

flock: fight in a group and receive 1/5 physical damage.

egg: respawn at full health in 5 turns.

jack: +1 to all stats each turn for 5 turns.

poison flower: 2 damage per turn

thorn: 2 damage

movement: every object will have a x and y coordinate. When the player moves, this will move all of the grid around them, thus representing the player moving. this means the player will remain in the middle of the scrreen. So if the player goes x +1, then all the objects in game go x - 1 to simulate this on screeen.

the cards will be stored in a list.

Shuffle : this will shuffle the deck of cards

Fight screen: This is where combat encounters happens. there will be information and picture of the characters with a menu.

information: the health of your character. the conditions from previous cards played. any other information as needed.

Attacks

There will be the information from the top 4 cards of the deck.

new draw:

this gives up all the cards in the hand to get new ones but loses a turn.

escape:

runs from the combat encounter

world screen: This is where the player moves around the game world. When they get to the end of a map they can move to a new one.

Pause menu: this is where the player will update deck, create new deck, and assign deck to character. They can also save and exit game.

Start menu: this is where the game starts. from here you choose to load game or start new game.

creation order:

part 1

10 cards in one type. 2 creatures. a start menu. this has a fight button. when you click fight. it takes you the combat screen and you fight another character with a random deck.

This is finished. all of the above is done. 3 types, 16 cards total.

part 2

20 cards 2 types. 10 each type. a single map you can move on to find fights. this can be started from a button start screen.

this has been started. the map is done. In game objects like trees are being added. going to work on more cards.

part 2 finished 11/30/2024

bonus: animations of grass.

part 3:

30 cards, 3 types. 3 maps. save and load game. 5 characters.

part 4:

40 cards. 4 types.

part 5:

4 - animations. 4 sounds. 50 cards 4 types. 7 characters.

part 6:

a story for single player game. 10 maps. 2 dungeons. 60 cards, 4 types, 10 characters. 3 bosses.

game setup:

opening screen

start menu:

build deck.

demo fight

pick character

exit

combat screen:

character 1

enemy

attacks

run away (doesnt leave combat, just is defence)

swap cards for new.

ai:

enemy will use random attack for now.

started photos:

background\_removed: lily, flower yellow, blue

finished photos: peacock, chess peice, cat 1, slash attack, fire,

turn the polygon drawing and animating into a class with functions@@@@