PTSD Final Project: Collectible Card Video Game - Details

This document contains additional details about the final project. You will need to implement at least two features from the following list for your final project.

## I.	Classes

By default, the hero is simply an entity that one needs to attack in order to reduce its health to zero (from 30 HP). You may also implement two or more classes. A class will add the following constraints:

1. Each hero will have a unique hero power. All the hero power you need to implement should have the same cost in resource. Keep it low (1, 2 or 3 resources). The effects of any hero power should be more expensive than playing a spell with similar effect. E.g. if you want the hero power to damage an enemy, make sure that the amount of damage by point of resource is low (e.g. 1 damage for 2 resources)
2. Additionally, you may want to implement cards that are only usable by certain classes. For example, healing spells may only be used by classes that can heal.

## II.	Additional properties of creatures

So far, creatures only have a name, a resource cost and an attack. In many CCG, creatures have other properties:

1. Ability to attack on the turn they are played (called charge/ferocity…)
2. Ability to force other creatures to attack them instead of the hero (taunt/protector)
3. Ability to hide, which makes it impossible for other creatures to attack them (stealth)
4. Cannot be targeted by spells

On average, each of the following property should cost at least 1 stat point per creature (see stat point in the instructions).

## III.	Summoning effects

A creature may have a direct effect on other entities when played. For example, a creature may randomly damage an enemy whenever it is played, draw another card, improve the attack/HP of allies, or heal an ally, etc… A summoning effect should cost at least 2 stat points. Not every creature should have summoning effects.

## IV.	Death effects

A creature may also produce a specific effect when killed, for example kill a random enemy creature, damage creatures, or even summon a smaller creature. Such death effect should cost at least 2 stat points. Not every creature should have death effects.

Note: you may also implement additional features that usually exist in such games, keep in mind that part of the fun comes from purely random effects from a given card/spell/creature.