The War of Cards

the hand of the general decides thousands of destinies

N. Romanov

A. Kyrgys

Our Main Goals

We revived the old game "World of Tanks Generals" which is the only one in a similar gameplay and setting of the Second World War

★ Provide possibility to play unique strategy game

★ Make absolutely free product

★ Play with friends wherever you are

Features And Concepts

1 Gameplay that is not found in any card game

2 Hundreds of different situations are possible in the game

3 Each card has a set of unique characteristics and even abilities

4 Anyone with Internet access is able to play

5 The outcome depends on the player, not on luck

Tech Requirements

🛡 Server availability 24/7

🛡 Handling any network errors

🛡 Each user has a personal account and their own set of cards

🛡 Launcher, self-updating product
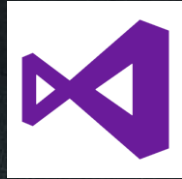
🛡 Automatic product assembly system

Stages of Development

(Now) supporting and updating product — 1

Establishing networks, testing and debugging — 2

Interface prototyping and development — 3

Documenting of main principles — 4

Planning the principles of the system — 5

Applications And Services

Applications

Hosting

Languages

Server

Collaboration