

P03 Planning Doc – Card Template

This tool is intended for use in a collectible card game in which the cards that players collect can be used to play against each other. I had plans for creating a card game, so this lines up very nicely with that.

a. Core Elements

- a. Type – Each card will be a specific type that determines what the card does, ranging from spells to units
- b. Stats – Each card will have certain stats that determine how they fair in combat.
The card will have two main stats – one that determines how well they attack and one that determines how well they defend.
- c. Cost – Each card will have a cost that determines how expensive the card is and when you can play them. The cost of the card will be balanced alongside the stats of the card and the next element...
- d. Card Effect – Cards can have effects that occur on play / on event / continuous.
These card effects will be the main differentiator that makes each card feel unique.
- e. Image – Cards will have a visual image that adds flavor and context to the card
- f. Flavor text – Cards will have a text field that adds additional flavor and context to the card

b. Implementation Steps

- a. Create an object to hold card information
- b. Create the base image for the card
- c. Position each element of the card on the card

- d. Create a script for the “Card” class
 - e. Add fields in script for interaction between cards from Card Effect
 - c. Organization
 - a. The user is generally going to be changing the core elements of the card for each specific card that is created. The specific interactions between cards is handled in the script