Marshall Mangum

Bernardo Meija

Python Based Fantasy Card Game

This card game will be played as a 2 person turned based game using various attack and defend spell cards. All cards are put into a deck which the player can draw from and play one card per turn. A simple health bar system to keep track of the appropriate damage being dealt as well as some sort of mana system to limit what cards can played depending on the cost of them. Also instead of a console game, this will use pygame as a GUI to make it more appealing and interactive. Classes will be the stand point behind this using them for each type of card combined with getters and setters creates modularity when creating new instances. The game will track off of base line numbers rather than percentages, for example if each player had 500 health and you play a defend card to block 50 damage and your opponent plays a attack card for 150 damage your overall health by the start of next turn will be 400.